

**JUNIOR LAKERS
LEAGUE RULES AND PROCEDURES
Grades 5&6
2019**

PROGRAM OBJECTIVE

The primary purpose of the leagues is to offer youth an opportunity to participate and enjoy a recreational experience in a healthy competitive setting. The emphasis is upon participation, character development, good sportsmanship and enjoyment.

I. FIELD DIMENSIONS

<u>Grade</u>	<u>Between Bases</u>	<u>Pitching Distance</u>	<u>Home to Second</u>
Fifth & Sixth	60 feet	46 feet	84' 10 1/4"

II. PLAYERS AND SUBSTITUTES

A. Line-ups and Batting Orders

1. **FIVE MINUTES** prior to the start of the game, both coaches must submit the official line-up card, listing the batting order, to the plate umpire.
2. Teams may begin and play a game with only eight (8) players. A team shall not be permitted to start or continue a game with less than eight (8) players. Result - forfeit.
3. Teams having less than thirteen (13) players on the roster may begin and play a game with only eight (8) players.
4. Teams will play with 9 defensive players, 3 in the outfield.

B. Continuous Batting Order Rule

1. Teams **MUST** list **ALL** players reporting for the game in the batting order prior to the start of the game. Each player will then bat in the line-up order for the entire game.
2. Late arriving players are assigned to the last position in the continuous batting order.
3. No player listed in the batting order may leave the order unless they become injured. In the event a base runner becomes injured, the player who made the last out will become the pinch runner. If a player leaves the game due to an injury, their position in the batting order is left vacant, and **NO PENALTY WILL BE ASSESSED.**
4. Players removed from the game or batting order due to injury may not re-enter the game for a minimum of one (1) complete inning. However, after one (1) complete inning, coaches may request of the Field Site Supervisor that the player in question be allowed to re-enter the game. The Field Site Supervisor will only allow a player to re-enter the game if it is in the best interest of the player. The decision of the Field Site Supervisor is absolutely non-debatable.

C. Minimum Playing Time Rule - Coaches are strongly encouraged to play each player equally in the field, however:

1. Every player must play in the field at least two (2) complete innings of the first four (4) innings. By the third inning all substitutes **MUST** have entered the game.
2. Free substitution for all leagues after the fourth inning.
3. Coaches will be "on their honor" to follow the substitution rule. Umpires will **NOT** keep a record due to the time required.

III. THE GAME

A. Start of the Game

1. The head umpire shall have final authority in determining the amount of pre-game practice to be permitted which should be concluded five (5) minutes prior to the scheduled game starting time. Practice will be permitted to teams playing the second game only if there is sufficient time to accommodate both teams.
2. Teams shall be prepared to start games at the designated time.
3. There is a ten (10) minute grace period for the start of the game if a team has less than eight (8) players present.
4. The starting time of the game must be noted on the score sheet.
5. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of official time, the game will end and the score will stand regardless of which team is at bat.

B. Length of Game

1. All league games will be six (6) innings or a seventy five (75) minute time limit.
2. No new inning will start after the time limit is reached. Clarification – A new inning begins immediately after the third out of the previous inning has been made, provided there is time remaining.
3. Any new inning started before the 75 minute time limit will be played to a maximum of 90 minutes. At 90 minutes the game will be called even if both teams have not batted. At the point the game is called, the last complete inning will constitute the final score.
4. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
5. No extra inning games will be played. Games ending in ties will be recorded as half a win and half a loss.
6. A game called due to weather conditions, or darkness, will be regulation if a minimum of four (4) innings at bat have been played. Games tied will also be regulation. At the point the game is called (assuming the game is complete according to the above), the last complete inning will constitute the final score.
7. The head umpire has authority to determine if a game is to be stopped due to rain, darkness, or other conditions. In the absence of the field supervisor, the umpire-in-chief will have this authority.
8. Any second game on the schedule will receive the full time limit from the time the game starts.
9. The head umpire's watch is the "official time". In absence of the field supervisor, the plate umpire's watch will be the "official time".

C. General

1. Rescheduled Games

- a. The Department will attempt to reschedule as many cancelled games due to weather or poor field conditions.
- b. Coaches will have 72 hours to reschedule any game cancelled due to weather and contact their local supervisor.
- c. Rescheduled games will be held at the listed field on the schedule. However, in an attempt to play the game, another field may be used.
- d. Rescheduled games will be held on Friday evenings or Saturdays.
- e. If coaches exhaust all attempts to reschedule any game, the game will be listed as a tie game for both teams.
- f. Rescheduled games will not be scheduled to accommodate the availability of players and coaches.

3. **Official Scorebook** – The HOME team will be responsible for keeping the score during the game. The umpires will verify the score after each half inning with the official scorecard. At the conclusion of the game, both coaches must sign the scorecard in order for the score to be official.
4. The team bench is restricted to players and four (4) coaches. For safety reasons, players in the bench area should remain seated and behind the fence.

IV. GENERAL PLAYING RULES

A. Pitching Rules

1. Pitching Rules
 - a. Pitches must be thrown overhand from a standing position while in contact with the pitching rubber (46 feet from home plate).
2. Maximum Number of Innings a Pitcher May Pitch
 - a. Maximum of three innings per game.
 - b. One pitch constitutes an inning.
 - c. If a pitcher is removed from the mound during an inning, he may **NOT** return to pitch in that same inning. However, assuming he has not exceeded the maximum number of innings allowed, he may return later in the game.
 - e. Violation of the pitching rule will result in automatic forfeiture of the game.
3. The pitcher must use the "stretch" position with runners on first and/or second.
4. Managers and coaches are permitted a maximum of two (2) visits per pitcher per inning. The pitcher must be replaced upon the second visit. A visit to the mound is also charged to the coach when the umpire must stop the game because the coach has left the fenced-in bench area to instruct his/her players.
5. Balks will be called strictly on an instructional basis. No bases will be awarded.
6. When a pitcher takes position at the beginning of each inning or in relief, that pitcher shall be permitted a maximum of eight warm-up pitches. Warm-up pitches shall not consume more than one minute of time.

B. Batting Rules

1. If, in the judgment of the umpire, a bat "is thrown" by the batter at bat, that respective team will be issued a warning by the umpire. Any other member on that same team that "throws a bat" in that game will
2. If, in the judgment of the umpire, a helmet "is thrown" by any player, that respective team will be issued a warning by the umpire. Any other member of that same team that "throws a helmet" in that game will be automatically ejected from the game.
3. The batter is automatically out when the catcher drops a third strike.

C. Base Running Rules

1. There will be no leading off or stealing until the ball has passed home plate.
2. Advancing to home is allowed on a passed ball/wild pitch once per inning.
3. Runners **MAY NOT** advance when stealing beyond the intended base after an overthrow by the catcher.
4. If a pick-off attempt is made at a runner leading off at a particular base and the ball is overthrown, the runner is only allowed to advance to the next consecutive base only, assuming he reaches there safely. EXAMPLE: The pitcher tries to pick-off the runner leading off at second base and throws wildly into the outfield. The outfielder wisely picks up the ball and throws to the third baseman, but overthrows the third baseman. The runner **MAY NOT** advance home because a maximum of one base is permitted on an overthrow, assuming the base runner reaches the base safely.

5. Base runners may score from third base when: a batted ball is hit into fair territory, a foul ball is caught, runner is "forced" in by a walk, or a pick-off attempt at third base is made. Runners **MAY NOT** advance from third to home on a wild pitch or passed ball.
 6. If a runner attempts to advance illegally and reaches base safely, he is to be ordered back by the umpires. If the runner is out in his attempt to advance, the out shall stand. Exception: If a runner advances illegally on an overthrow that goes **OUT OF PLAY**, even if the runner is tagged out, he shall be ordered back by the umpire and the out shall not stand.
 7. Sliding is allowed at second, third and homeplate. For safety reasons, players must slide at any close play and cannot slide head first. Players that do not slide will be called out. **(see rule VII,D,3)**.
 8. On an overthrow that remains in play (other than those listed under C- 1-b,c) runners may advance at their own risk as far as possible. When a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators, the ball is dead and each runner is awarded two bases. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.
- D. Double Bases (First Base)**
1. A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
 2. When a play is being made on the batter/runner, the defense must use the WHITE portion and the batter/runner the ORANGE portion of the base.
 3. The batter/runner must use the ORANGE portion on the first attempt at first base, however should he reach and go beyond first base, he must return to the white portion.
 4. Should the batter/runner round the base on a hit to infield or to the outfield, he must return to the white portion.
 5. When tagging up on a fly ball, the white portion must be used.

V. Profane language or gestures will not be used by players or coaches at any time; violations will result in ejection by league supervisor.

VI. PROTESTS

- A. Protests are not in the spirit of the league and are strongly discouraged. No protests will be accepted on the umpire's judgment of a play.
- B. The umpire-in-chief and opposing team manager must be notified of the pending protest prior to the next legally pitched ball following the situation to be protested.
- C. If a manager has reason to protest a game, such protest must be in writing and delivered to the Parks and Recreation office on the next business day following the game. A \$10.00 protest fee must accompany any protest. If the League Committee rules in favor of the protesting team, the fee will be returned; otherwise, the fee shall be forfeited to the City.
- D. The League Committee will rule on any protest, suspension, appeals, and any other matters of league concern not specifically enumerated within this operating policy or the Official League Rules.

- E. The League Committee will consist of five (5) members; the Recreation Supervisor, League Coordinator, and three other individuals appointed by the League Coordinator who are knowledgeable about softball. Committee membership will be for one year, June through May.

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