

**JUNIOR BREWERS
BASEBALL LEAGUE RULES AND PROCEDURES
Grades 7&8
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.

National Federation High school playing Rules shall govern games with the exceptions outlined in these League Rules & Regulation

FIELD DIMENSIONS

<u>Grade</u>	<u>Between Bases</u>	<u>Pitching Distance</u>
Seventh & Eighth	80 feet	54 feet

I. PLAYERS AND SUBSTITUTES

A. Line-ups and Batting Orders

- 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.
- 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.
- Teams having less than thirteen (13) players on the roster may begin and play a game with only eight (8) players.

B. Continuous Batting Order Rule

- 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.
- Late arriving players are assigned to the last position in the continuous batting order.
- 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**.
- 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.

II. THE GAME

A. Start of the Game

- 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.
- Teams shall be prepared to start games at the designated time.
- There is a ten (10) minute grace period for the start of the game if a team has less than eight (8) players present (**see rule V., A., 3.**).

4. The starting time of the game must be noted on the score sheet.

B. Length of Game

1. All league games will be seven (7) innings. No new innings will be started after two hours and fifteen minutes. A new inning begins immediately after the third out of the previous inning has been made, provided there is time remaining.
2. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
3. No extra inning games will be played. Games ending in ties will be recorded as half a win and half a loss.
4. A game called due to weather conditions, or darkness, will be regulation if a minimum of (3) three innings at bat or a minimum 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.
5. 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.
6. 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. Please contact the 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. Games will NOT be rescheduled to accommodate teams with players not available on scheduled dates.

2. **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.

3. 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.

4. **FORFEITURE OF GAME** Teams will forfeit a game when:

- A team will automatically forfeit when an adult coach is not available at the team's bench at the scheduled starting time.
- An ineligible or suspended player is used.
- An ejected player refuses to leave the premises.
- A team fails to field the minimum number of players by the scheduled game time.
- Continued unsportsmanlike conduct after a warning by the umpire or authorized official of the Brookfield Parks & Recreation Department.
- Should both teams forfeit a game due to ineligible players, then both teams will receive a loss in the standings.
- Intentional violation of the minimum playing time rule may result in the forfeiture of the game.
- Violation of the pitching rule will result in automatic forfeiture of the game.

III. GENERAL PLAYING RULES

A. Pitching Rules

1. Maximum number of innings a pitcher may pitch
 - a. Maximum of four innings over a three day period. A pitcher shall be required to take two calendar days of rest after pitching his maximum innings over any three day period.
 - b. One pitch constitutes an inning.
 - c. Violation of the pitching rule will result in automatic forfeiture of the game.
2. 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.
3. Balks will be called strictly on an instructional basis. No bases will be awarded.
4. 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 automatically be declared out and the ball becomes dead at that point.
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. No bunting on pitched balls or the batter is out. A full swing is defined as the bat crossing the plate.

C. Base Running Rules

1. The runner needs to establish a stationary lead-off, no more than six (6) feet) prior to the start of the pitch. The runner may advance once the ball has crossed the plate or is hit by the batter.
2. Headfirst slides are not permitted and base runner will be called out if they slide headfirst into any base.
3. For safety reasons, players must slide at any close play especially home plate. Players that do not slide will be called out.
4. Advancing to home is allowed on a passed ball/wild pitch once per inning.
5. There will be no stealing home plate.

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.

VI. PLAYER/COACH CONDUCT

- A. Players/Coaches are responsible for their conduct at all times.

- B. By the act of participating, all teams, players, managers, and coaches acknowledge that they are acquainted with and will abide by all League Rules.
- C. Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for suspension.
- D. Ejection from a game will constitute automatic temporary suspension through the next regularly scheduled league or playoff game. Two ejections during the season will automatically constitute suspension for the duration of the current season.
- E. An ejected player will immediately vacate the playing area and desist from further comment or action. For the purpose of this rule, the "playing area" will be taken to mean, "far enough away from the field of play so that the ejected player, in the opinion of the officials, has no affect whatsoever on the game, its players, officials or spectators".
- F. **SPORTSMANSHIP**
 - Each player, coach and parent should exhibit good sportsmanship throughout the season.
 - Any questions regarding rules and regulations of the league can be directed to officials in a non-threatening manner.
 - Yelling at umpires, coaches and/or players will not be tolerated, and anyone who violates this rule will be asked to leave the playing site.
 - During each practice there should be time for the coaches and players to discuss teamwork and sportsmanship.
 - Communicate to your players that good sportsmanship is an important part of the program.

Tentative 2019