

BASEBALL RULES ADDENDUM FOR MANAGERS AND COACHES

***For most rules, we follow the Michigan High School Athletic Association official rules. The following rules are adapted for the competitive divisions of the youth game.**

General Conduct & Sportsmanship

1. No profanity, abusive language or abusive actions in front of players/parents. No manhandling of players.
2. No alcoholic beverages before and/or during practice or games.
3. There are absolutely no glass bottles or animals allowed in the park.
4. Tobacco products (smoking or chew), vaping, and/or E-Cigs are not permitted on the field or in the dugouts. Smoking is only allowed in the parking lot or outside the fence.
5. No manager or coach shall collect or handle any money intended for Roseville Jr. Sports.
6. No manager or coach shall allow any monetary payments or gifts to any individual or team for its performance during the season.
7. No individual team fundraisers are allowed without board approval.
8. Proper care of equipment is the responsibility of the Manager. **Manager must return equipment bag immediately following their last game. There will be a \$400 fine for not returning the equipment bag within 10 days of the last game.**
9. Any Manager in violation of any Roseville Jr. Sports rules will appear before the rules committee. Disciplinary action will be determined at that time.
10. No metal cleats are allowed on the fields at any time.

Practice Rules

11. Prior to the start of the season, managers must hold at least two but no more than four **MANDATORY** practices per week for 9u-11u-13u-15u and no more than three **MANDATORY** practices per week for 7u.
 - a. Managers must keep attendance at all mandatory practices.
 - b. There will be **NO** mandatory practices or team meetings on Sundays.
 - c. You may not hold a practice on the day of a game.
 - d. No mandatory practices or batting cages on the day of a game.
12. Managers do not have to play players for the following reasons:
 - a. Said player does not participate in at least half of scheduled mandatory practices in one week.
 - b. Disrespect of any kind. These **MUST** be documented.
13. A Manager and/or Coach ON THE ROSTER must be in attendance at each practice, scrimmage and league game. You are responsible for the appearance and the conduct of the players and coaches on the field.
14. Practices may be held in Roseville or any of the surrounding communities. (We would appreciate it, for the convenience of our RJS families, that we keep practices within a reasonable driving distance.)
15. Scrimmages are only allowed between teams in the same division.

Game Day Management

16. All players are placed into Co-Ed divisions determined by their age as of April 30th of the current registration year. **Waiver Rule (Playing Up): THE FOLLOWING CRITERIA MUST BE MET: Player has to have played 1 year in prior division, player has to be a Roseville Jr. Sports returning player. If the player's parent is coaching the division that the player would be playing up in, playing up is an option, however, the first 2 criteria must be met as well. Waiver players have to be registered and paid in full by January 31st. After January 31st, waivers will be at the discretion of Roseville Jr. Sports.**
 - a. 5u (Tee Ball) {Playing Up Is Not Allowed From Tee Ball}
 - b. 7u (Coach Pitch)
 - c. 9 u
 - d. 11u
 - e. 13u
 - f. 15u
17. 7u-9u-11u-13u-15u will play a **minimum** of twelve (12) regular season games.

18. Game times are 5:00 pm and 7:00 pm, Monday through Friday unless otherwise notified for 9u-11u-13u-15u. Game times are 5:30 pm and 7:00 pm, Monday through Friday unless otherwise notified for 7u. If necessary, games will be scheduled on Saturday or Sunday.
19. Forfeit times are 5:45 pm and 7:15 pm for 7u. Forfeit times are 5:15 pm and 7:15 pm for 9u-11u-13u-15u. You will not be allowed time at the end of the game beyond what would be normally allowed..
20. A practice or scrimmage game will be allowed in the event of a forfeit by either team on RJS fields with permission from the Baseball Commissioner. There will be a maximum of five innings allowed.
21. Players must wear their current year issued jersey, matching hats, and same color pants. Uniforms should be enforced at the umpire's discretion.
22. **Player Call-ups**
 - a. 15u – Each team will be assigned a 13u team from which they will be allowed to pull up players (with parent permission) forfeits on a game to game basis. This rule continues through the playoffs. **IF A PLAYER HAS ALREADY WAIVERED UP, THEY CANNOT ALSO BE CALLED UP.**
 - b. 13u – Each team will be assigned an 11u team from which they will be allowed to pull up players (with parent permission) forfeits on a game to game basis. This rule continues through the playoffs. **IF A PLAYER HAS ALREADY WAIVERED UP, THEY CANNOT ALSO BE CALLED UP.**
 - c. 11u – Each team will be assigned a 9u team from which they will be allowed to pull up players (with parent permission) forfeits on a game to game basis. This rule continues through the playoffs. **IF A PLAYER HAS ALREADY WAIVERED UP, THEY CANNOT ALSO BE CALLED UP.**
 - d. 7u & 9u – Will be allowed to 'borrow' a player from the opposing team to avoid a forfeit. The opposing manager will decide which player(s) are to play for the other team. **IF A PLAYER HAS ALREADY WAIVERED UP, THEY CANNOT ALSO BE CALLED UP.**
 - i. PLAYOFFS – If there are any teams not qualified for the playoffs, we will have a pool of pre-selected players from those teams to be used.
 - ii. The players actually used for a game will be selected by a random draw and contacted by RJS management.
 - iii. No player from the pool will be allowed to play in consecutive games for the same team in the playoffs.
 - e. Players being called up CANNOT play more than any player on that team's official roster.
 - f. Players being called up are not allowed to pitch or catch.
 - g. Players may not be called up when their team's game is scheduled at the same time as the team that is calling them up.
 - h. Players being called up may use the bat designated for the division they normally play. No other player from the regular roster may use that bat.
23. Managers and coaches must be Eighteen years of age or older.
 - a. Jr. Coaches at least sixteen years of age or older will be allowed but they must provide a parent-signed permission slip prior to participating as a Jr. Coach.
 - b. Only one Jr. Coach will be allowed to coach bases. He/She must wear a batting helmet.
24. Managers must turn in a complete final roster prior to the start of the 2nd game.
25. Lineups must be prepared in triplicate on forms provided by RJS. Issue one copy to the umpire and one copy to the opposing manager before the start of the game. List your starting lineup, **JERSEY NUMBER IS THE FIRST PRIORITY**, first initial and last name of player, substitutes, player absent or not playing and the reason why.
26. Managers are responsible for all line-up changes on the official scorecard, at the time the changes are made.
27. **Official Scorecard Procedures**
 - a. Manager of the home team must pick up official scorecard from the office at least 15 minutes prior to the start of the game.
 - b. Each manager must fill out their side of the scorecard.
 - c. EACH TEAM WILL KEEP SCORE (At Bats and Pitch Count) DURING THE OPPOSING TEAM'S AT-BAT.
 - d. Managers are required to sign the scorecard after each game. Failure to do so will be taken as full agreement to the outcome of the game. Once the scorecards are turned in to the office, they will be considered final, unless there is an outstanding protest.
28. **PROTEST RULE: Protests are allowed. You can only protest a rule. You cannot protest balls/strikes, fair/foul, or safe/out. If you wish to protest a rule, it must be done at the time of the incident, before the next pitch is thrown, or your protest will not be heard. Advise the umpire that you would like to protest the rule and he/she will mark it on the official scorecard. You then have 24 hours to turn in your formal protest. You must provide what rule is being protested and all other pertinent information. It will be required that you pay a \$25.00 fee. If you win the protest, you will be refunded your money and the game will be played again, resuming from the point of the protest.**
29. No players are allowed to warm up on the infields prior to the start of any game. This includes pitchers, batters and fielders.
30. There is **NO** batting practice on the playing field prior to the start of any game.

31. The use of "Hit Sticks" is only permitted inside the playing field (outfield grass) as long as the coach is handling the hit stick. This also applies to hitting and pitching nets. NO SOFT TOSSING AGAINST ANY RJS FENCING.
32. **NO PLAYER WILL TAKE SWINGS OUTSIDE OF THE FENCE. PLEASE TAKE ALL PRACTICE SWINGS IN THE ON-DECK CIRCLE.**
33. Teams will shake hands at home plate before the start of each game.
34. Dugouts are for players, coaches, Manager, scorekeeper and one bat person. All others should be kept out of dugout.
 - a. **EACH TEAM IS RESPONSIBLE FOR CLEAN-UP OF THEIR RESPECTIVE DUGOUTS IMMEDIATELY FOLLOWING THEIR GAME!**
35. **Base Coaches**
 - a. Shall in no way harass the opposing players by word, action or gestures.
 - b. Will not direct criticism or insult the playing ability of the opposing team.
 - c. Will not try to confuse or attempt to engage in distracting conversation with opposing players in any way.
 - d. Must stay in the coach's box. Umpire will give one warning. The 2nd offense will result in removal from coaching the bases.
36. **ONLY THE MANAGER MAY ADDRESS THE UMPIRES CONCERNING GAMEPLAY SITUATIONS.**
37. In case of a tie, extra innings will be played as long as it is within the allotted time limit. This will be decided upon the umpire's discretion.
38. In case of inclement weather only (umpire's discretion), it shall be considered a complete game if the losing team has completed their time at bat in the 4th inning. If the game is not a completed game, the game will resume from the point it was stopped. During any delay of game, the game clock will continue to run. Any rescheduling will be determined by RJS.
39. In case of rain, please show up at the RJS field. RJS will do their best to communicate any rain delays or game cancellations to managers and families. We will make announcements on Social Media, on our website and using our on-site answering machine. At the fields, we use the flag system.
 - a. Green Flag = Games will be played
 - b. Yellow Flag = Games might be played. We are working hard to get the fields ready.
 - c. Red Flag = No games will be played.
40. There are many situations when the decision to postpone/reschedule a game due to weather will be made very close to that games scheduled start. This makes the flag system more inconsistent than other methods. Please keep that in mind when addressing your parents.
41. **ALL PLAYERS, MAKE SURE TO GET CONFIRMATION FROM YOUR MANAGER THAT YOUR GAME HAS BEEN CANCELLED.**
42. Make-up games for the regular season and playoffs may be scheduled on the next available date.

Player Participation Rules

43. **7u**
 - a. A Master batting order will be used. Players must rotate off the bench every other inning on defense. (No player may sit on the bench for two consecutive innings).
 - b. If a player isn't at the game by the scheduled game time, it will be at the coach's discretion if they will play or not. They will not be guaranteed playing time. Once 2 innings are completed, they will not be allowed to play in that game at all.
 - c. Games will be played with **ten (10)** players on defense and a maximum of 4 infielders. (Does not include the Pitcher and Catcher.)
 - d. Games may be played with as few as **eight (8)** players on defense with a maximum of **four (4)** infielders.
 - e. If playing with less than 10 players, one (1) out will be assessed at the end of the batting order. If the teams have the same number of players, no outs will be assessed at the end of the batting order. If a team is reduced to seven players for any reason, the game will be forfeited.
 - f. **Game time is 1 Hr. 15 mins. and/or seven innings.**
 - g. **No new inning will be started after the 1 Hr. 15 min. point.**
 - h. **We will use the Ten (10) Batter rule. (ref. Rule 56)**
 - i. Batter can advance bases until there is an attempt made to throw the ball in from the outfield (no one [1] base advance limit).
 - j. A Jr. Umpire will officiate each game.
 - k. The Jr. Umpire will write the official start time on the scorecard.
44. **9u**
 - a. A Master batting order will be used. Players must rotate off the bench every other inning on defense. (No player may sit on the bench for two consecutive innings).

- b. If a player isn't at the game by the scheduled game time, it will be at the coach's discretion if they will play or not. They will not be guaranteed playing time. Once 2 innings are completed, they will not be allowed to play in that game at all.
- c. Games will be played with **ten (10)** players on defense and a maximum of 4 infielders. (Does not include the Pitcher and Catcher.)
- d. Games may be played with as few as **eight (8)** players on defense with a maximum of **four (4)** infielders.
- e. If playing with less than 10 players, one (1) out will be assessed at the end of the batting order. If the teams have the same number of players, no outs will be assessed at the end of the batting order. If a team is reduced to seven players for any reason, the game will be forfeited.
- f. Innings started will be completed.
- g. **No new inning will be started after the 1 Hr. 40 min. point.**
- h. **We will use the Ten (10) Batter rule. (ref. Rule 56)**
- i. An Umpire and Jr. Umpire will officiate each game.
- j. The Umpire will write the official start time on the scorecard.

45. **11u**

- a. A Master batting order will be used. Players must rotate off the bench every other inning on defense. (No player may sit on the bench for two consecutive innings).
- b. If a player isn't at the game by the scheduled game time, it will be at the coach's discretion if they will play or not. They will not be guaranteed playing time. Once 2 innings are completed, they will not be allowed to play in that game at all.
- c. Games will be played with **Nine (9)** players on defense and a maximum of 4 infielders. (Does not include the Pitcher and Catcher.)
- d. Games may be played with as few as **eight (8)** players on defense with a maximum of **four (4)** infielders.
- e. If playing with less than 10 players, one (1) out will be assessed at the end of the batting order. If the teams have the same number of players, no outs will be assessed at the end of the batting order. If a team is reduced to seven players for any reason, the game will be forfeited.
- f. Innings started will be completed.
- g. **No new inning will be started after the 1 Hr. 40 min. point.**
- h. **We will use the Ten (10) Batter rule. (ref. Rule 56)**
- i. Two (2) Umpires will officiate each game.
- j. The Umpire will write the official start time on the scorecard.

46. **13u**

- a. A traditional Nine (9) man lineup will be used.
- b. If a player isn't at the game by the scheduled game time, it will be at the coach's discretion if they will play or not. They will not be guaranteed playing time. Once 2 innings are completed, they will not be allowed to play in that game at all.
- c. Only starting lineup players can re-enter the game and only in their original batting position.
- d. If all substitutions have been made and an injury or ejection occurs, any player on the bench may replace the injured or ejected player.
- e. **Regardless of how many innings are played, all players must play two consecutive innings (twelve consecutive outs) and bat once before being removed from the game. Failure by a manager to do so will result in the following:**
 - i. 1ST OFFENSE - FORFEIT THE GAME
 - ii. 2ND OFFENSE - FORFEIT THE GAME AND ONE GAME SUSPENSION
 - iii. 3RD OFFENSE - FORFEIT THE GAME AND MANAGER WILL BE TERMINATED
- f. Innings started will be completed.
- g. **No new inning will be started after the 1 Hr. 40 min. point.**
- h. **Mercy Rule – We will use MHSAA standards.**
 - i. **The game will be considered final if you reach a lead of Fifteen (15) runs after Three(3) innings or Ten (10) runs after Five (5) Innings.**
- i. Two (2) Umpires will officiate each game.
- j. The Umpire will write the official start time on the scorecard.

47. **15u**

- a. A traditional Nine (9) man lineup will be used.

- b. If a player isn't at the game by the scheduled game time, it will be at the coach's discretion if they will play or not. They will not be guaranteed playing time. Once 2 innings are completed, they will not be allowed to play in that game at all.
- c. Only starting lineup players can re-enter the game and only in their original batting position.
- d. If all substitutions have been made and an injury or ejection occurs, any player on the bench may replace the injured or ejected player.
- e. **Regardless of how many innings are played, all players must play two consecutive innings (twelve consecutive outs) and bat once before being removed from the game. Failure by a manager to do so will result in the following:**
 - i. 1ST OFFENSE - FORFEIT THE GAME
 - ii. 2ND OFFENSE - FORFEIT THE GAME AND ONE GAME SUSPENSION
 - iii. 3RD OFFENSE - FORFEIT THE GAME AND MANAGER WILL BE TERMINATED
- f. Innings started will be completed.
- g. **No new inning will be started after the 1 Hr. 40 min. point.**
- h. **Mercy Rule – We will use MHSAA standards.**
 - i. **The game will be considered final if you reach a lead of Fifteen (15) runs after Three (3) innings or Ten (10) runs after Five (5) Innings.**
- i. Two (2) Umpires will officiate each game.
- j. The Umpire will write the official start time on the scorecard.

48. **BAT RULES - Any bat from the player's current age division or the age division below it can be used. This does not apply to 15u.**

- a. **7u - Any Little League Approved Bat.**
- b. **9u – Any size barrel, any size bat 'Drop 9 or Larger' USSSA BPF 1.15 stamped bat. USA and USSSA Bats are both allowed to be used for the 2018 & 2019 Baseball Seasons.**
- c. **11u – Any 'Drop 8' USSSA BPF 1.15 stamped bat. USA and USSSA Bats are both allowed to be used for the 2018 & 2019 Baseball Seasons.**
- d. **13u – Any 'Drop 5' USSSA BPF 1.15 stamped bat. USA and USSSA Bats are both allowed to be used for the 2018 & 2019 Baseball Seasons.**
- e. **15u – Any BBCOR stamped bat.**

49. **WOODEN BATS are allowed with the following guidelines.**

- i. Grip must be taped.
- ii. 9u – 13u must have the "Little League Approved" stamp visible on the bat.
- iii. 15u must Have the BBCOR certification visible on the bat.

50. **PITCHING RULES**

- a. **7u ONLY**
 - i. The Manager will supply an adult to pitch.
 - ii. The adult pitcher will pitch overhand and from the dirt at least 23 feet from home plate.
 - iii. Only RJS approved baseballs are to be used at practices and games. The balls are a **Level 5 Safety Ball**.
 - iv. The player playing the defensive pitcher position must wear a batting helmet with a cage.
- b. We use a pitch count system for our pitchers.
- c. Max pitches and number of calendar days rest required for number of pitches thrown are shown in the table below.

AGE	MAX PITCHES (1 DAY)	0-REST REQ.	1-DAY REST REQ.	2 DAYS REST REQ.	3 DAYS REST REQ.	4 DAYS REST REQ.
9U	50	1-20 pitches	21-35 pitches	36-50 pitches	N/A	N/A
11U	65	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	N/A
13u	80	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+ pitches
15u	95	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+ pitches

- d. The Umpire and the opposing team will keep track of the pitch count. The umpire's count will be the official count.
- e. Once a pitcher starts an at-bat, he/she may finish that at-bat, regardless of pitch count.
- f. A pitcher, once removed from the mound, cannot re-enter the game as a pitcher.
- g. There are NO intentional walks allowed. If the Umpire feels the Manager is responsible, he may
 - 1. Eject Manager from the game and/or
 - 2. Remove the pitcher from the mound.

- h. THE STRIKE ZONE IN THE 9U DIVISION IS "HITTABLE PITCH". THIS IS COMPLETELY AT THE UMPIRE'S DISCRETION.
- i. There are no restricted pitches although our recommended pitching progression is as follows –
 - i. 9u – Fastballs Only
 - ii. 11u – Fastballs and Change-ups
 - iii. 13u – Fastballs, Change-ups and some players will be capable of throwing Breaking Balls.
 - iv. 15u – All Legal Pitches.
- j. All pitching rules apply to the regular season and the playoffs.
- k. **As long as pitch count is not exceeded, pitching and catching in the same game are allowed. However, if a player starts the game as a pitcher, they cannot reenter the game as a catcher.**

51. **Discipline for any Manager not adhering to the Pitch Count rules are as follows:**

- a. **1st Offense – One (1) game suspension**
- b. **2nd Offense – Must go in front of Board to explain why this has happened and Board will determine length of suspension. It will be a Minimum Two (2) game suspension.**
- c. **3rd Offense – Will be removed from your position as Manager and will no longer be able to coach in any capacity at Roseville Jr. Sports.**

52. **SLIDING RULE** – A runner may be called out when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or if he/she maliciously runs into a fielder and is not obstructed. He/She may be called out for flagrant interference. **This is completely at the discretion of the umpire.**

53. **COURTESY RUNNER** – A courtesy runner may be used for the pitcher and catcher only. This IS NOT a substitution. The courtesy runner must be currently out of the line-up (on the bench). In divisions using a Master Batting Order, the courtesy runner can only be the player that made the last out. ONLY if there are 2 outs and it has to be their last out. This will help speed up the game.

54. **BASE STEALING RULES**

- a. **9u**
 - i. **A base runner can only steal if he/she is on 1st base, attempting to steal 2nd base and there are no other base runners**
 - ii. **The base runner attempting to steal 2nd base can leave 1st base only after the pitch crosses home plate (no lead-offs)**
 - iii. **The base runner may NOT advance past 2nd base on the steal attempt under any circumstances**
 - iv. **If the base runner passes 2nd base, the base runner may be tagged out**
 - v. **No relaxed step, unless the runner is in a base stealing situation**
- b. **11u**
 - i. **Base runners may steal ANY base**
 - ii. **The runners MAY NOT lead off. They may steal when the ball leaves the pitcher's hand**
 - iii. **Can only advance one base on any overthrow**
- c. **13u**
 - i. **MHSAA Rules**
- d. **15u**
 - i. **MHSAA Rules.**

55. **ON-DECK BATTER RULE**

- a. Stands to the back of the batter as near the fence as possible.
- b. Players are to stand inside the fence and must be taught that they are in the field of play and cannot touch the ball or interfere with any type of **LIVE** play.
- c. When standing on the opponent's side of the field, players will in no way be harassed or bothered by the opposing coaches, player, or spectators.
- d. **They must be taught to pay attention to the batter at all times.**
- e. No other player will be allowed on the field during game play.

56. **TENTH BATTER RULE**

- a. **This rule applies only to divisions using a Master Batting Order**
- b. The team batting will bat no more than Ten(10) batters per inning.
- c. When the 10th batter is up, the players, managers and umpires must be made aware that this is the last batter and the inning will be over when any natural out (strike out, fly out, ground out and/or force out) occurs.
- d. The fielding team may step on home plate with the ball to immediately end the inning.

- e. Automatic Outs do not count towards the 10 batter rule.
- f. The manager of the fielding team will at no time intentionally walk the 10th batter.
- g. All rules apply during the regular season and the playoffs.

57. During the Playoffs, whoever advances to the Championship game first will play the first game as “Home”. If there is a 2nd game, “Home” field will go to the opposing team.

58. **ALL MANAGERS AND COACHES ARE SUBJECT TO A BACKGROUND CHECK.**

59. The Umpire shall have complete authority of the grounds and the conduct of the game.

60. **PARENT AND/OR COACH COMPLAINTS** – If a parent or coach has a complaint, the parent or coach shall submit, in writing, a complete report of said complaint with the parent’s name or coach’s name, phone number and all pertinent information to a member of the Roseville Jr. Sports Board of Directors after 24 hours (but no more than 48 hours). The member will advise the parent or coach that an RJS representative will contact them with any decision made concerning their complaint and decisions of Roseville Jr. Sports.

61. **EJECTIONS**

- a. Manager/Coach/Spectator
 - i. One (1) warning will be issued before any ejection.
 - ii. Ejected party will leave the RJS complex immediately.
 - 1. May move to one’s vehicle in the parking lot if they have a child he/she is responsible for as long as they remain in their vehicle and do not cause any additional problems.
 - iii. The official Scorecard must be documented immediately.
 - iv. **If there is a Second (2nd) ejection issued to the same party in the same season, they will be prohibited from participating in any aspect of the current RJS baseball season. This includes practices. (NO EXCEPTIONS)**
 - v. Length of any suspension will be determined by the RJS Rules Committee.
- b. Player
 - i. One (1) warning will be issued to the Manager before any ejection.
 - ii. Must leave the playing field immediately and either sit in the stands or go home with a parent.
 - iii. The official Scorecard must be documented immediately.
 - iv. **A player who receives an ejection is given an automatic one (1) game suspension to be served at the next game his/her team plays.**
 - v. **If a player receives a Second (2nd) ejection, The rules committee will evaluate the situation to determine what further penalty will be given.**

62. **Any Manager or coach that is determined necessary to be removed from his/her position due to improper conduct on the game or practice field will not be allowed to return as a Manager or Coach in the Roseville Jr Sports Program.**

63. **RULES COMMITTEE**

- a. Any rules made by the Rules Committee will stay in effect until the end of the season, unless the Rules Committee determines the rules must be changed in the best interest of the program.
- b. Any rule changes must carry a majority vote of the Rules Committee.
- c. A majority of the Roseville Jr. Sports Rules Committee shall determine any questions and/or discipline placed before the league.
- d. Hearings held before the Roseville Jr. Sports Rules Committee will be called at the discretion of the Commissioner of Baseball.

- **This Addendum to the MHSAA rules for the Roseville Jr. Sports Baseball program was revised, finalized and approved by the Roseville Jr. Sports. Baseball Rules Committee, official as of November 26th, 2018.**

Rules Committee Representative _____

Roseville Jr. Sports President _____

Baseball Commissioner

Assistant Baseball Commissioner
