

Baseball/Softball Rules 2019

General Rules for All Leagues

GAMES TIMES, GAME STRUCTURE, and FORFEITS:

1. Regulation game is 6 innings.
2. There is a two-hour time limit from the **SCHEDULED** start time. No new inning will start after the 2 hour time limit. **NEW INNING STARTS IMMEDIATELY AFTER THE THIRD OUT OF THE PREVIOUS INNING.** (So, for instance, if scheduled start time is 5:45 pm, the 2 hour time limit is 7:45 pm and no new inning may start after 7:45 pm. However, if an inning ends (3rd out is made) at 7:40 pm, new inning may start even if fielders don't walk on the field until 7:46 pm...because new inning starts right after the third out is made in prior inning.) The only exception is if umpire calls the game.
3. Teams must have a minimum of 8 players to start, continue, and finish a game. If roster is below 8 players at the start of the game or during the game, game is forfeited, even if the loss of the 8th player is due to an injury.
4. There is a 10 minute forfeit time after the scheduled start time. A minimum of 8 players must be on the field and ready to play prior to forfeit time ("on their way" or "in the parking lot" does not count as "ready to play".)
5. Senior girl coaches can call up players from their farm team if they are concerned that they may not have enough players to play. The senior coach must call the junior coach of their farm team and ask for player's names and numbers. A senior girl's coach will not call junior player without explicit permission from the junior girl's coach each time any players are needed. Fifth graders are called up first, then fourth graders are considered. No third graders may be called up to a senior league. The senior coach must discuss the situation with the Site Supervisor and give a full explanation of the steps followed to acquire call-up players. If there are no players available from your farm team, you may call up players from other farm teams. If there are no players "at large" available, and the coach of the opposing team agrees, you may call up players from the farm team of the opposing

team. Site Supervisor must be notified of all call-ups. Called up players **cannot** pitch and MUST play in the game as if they are a regular player on that team.

6 Extra innings can be played if started within the two-hour time limit.

7. To determine the league champion and seeding for the tournament, 2 points are awarded for a win or a forfeit win, 1 point for a tie.

8. Only one Team Manager and 2 assistant coaches are permitted on the field and in the dugout during the game. If there is an additional score keeper, they must sit outside of the dugout, if you already have one manager and two assistant coaches in the dug out. **Anyone inside the dugout must be Rutgers SAFETY certified, have a criminal background check, and have current recreation i.d.**

9. All pre-game warm-ups on the field must be completed prior to five minutes before official game start time. Visiting team will warm up first for fifteen minutes; home team will warm up second...being done by five minutes prior to the start of the game. (For example, for a 5:45 start time, Visiting team will warm up from 5:10 to 5:25. Home team will warm up from 5:25 to 5:40.) NOTE: Home team is the second team listed in the statement 1 vs. 2.

ELIGIBILITY TO PLAY, PLAY TIME and EJECTIONS:

10. Rec issued uniform shirts, pants, and hats/visors must be worn in order to play. (With the exception of female pitchers who have the option of wearing the visor). Shirts must be tucked in. No player's names may be put on uniforms. Uniforms may not be tampered with.

11. No player may wear jewelry even if covered with tape. Exception: Medical i.d. bracelets. If metal must be covered with tape.

12. All players must bat. Late arriving players are put at the end of the batting order. No player will sit out of offensive play except if injured or ill. Coach must notify site supervisor and opposing coach if a player arrives late or if player is injured or ill.

13. No player will sit out of defensive play for more than 1 inning at a time unless injured or ill. In the event a player is injured or ill the manager MUST advise the Site Supervisor. The Site Supervisor will advise the opposing manager.

14. If a player does not bat in his or her place in the batting order or a player sits for more than one inning of defensive play, AND the reason is not reported to the site supervisor, the team violating the rule is subject to having one team point deducted from their league standings.

15. Players not showing loyalty, i.e. missing practices and games with no communication to the coach, are subject to reduced play time or not playing in a game. The Manager must discuss this with the Site Supervisor prior to making this decision. The Site Supervisor will have final say. If the Supervisor agrees to reduced play time for that player, they will be put in the line-up at the start of the game and when their turn comes to bat they will be by-passed with no penalty until the agreed upon start time for that player.

16. If player leaves the complex, he or she cannot return and play in the game.

17. If a player gets sick or injured, their spot in the batting order can be bypassed with no penalty and they can return to their original spot in the batting order at any time except if they leave the complex. If the player leaves the complex, they can not return to the game and their spot in the batting order is not counted as an out each time he or she would be up.

18. If a batter throws a bat, the batter is called out. If the same batter throws a bat a second time in the same game, the batter is out and ejected from the game. Batter's spot in the line-up is bypassed each inning but not counted as an out each time he or she would be up. **Please review this rule with all players; this is the only warning, no warnings will be given during the game.**

19. If a player throws a bat, helmet, equipment **in anger** at anytime in the game this is an automatic ejection from the game for unsportsmanlike conduct. An ejection is decided by the umpire only. Batter's spot in the line-up is bypassed each inning but not counted as an out each time he or she would be up.

20. If a game is postponed, AFTER the start of the game, the following will take place:

If at least one complete inning has been played, the game will be suspended and play will be resumed at a later date. The game will be played from the point when the game was called.

If one complete inning has not been played, makeup game will start 0-0 with a fresh start.

In either case, pitching rules are still in effect.

PITCHING:

21. Batters may not be intentionally walked.

22. A coach may visit the mound once per pitcher, per inning. The second visit to the same pitcher in an inning requires that pitcher to be removed from the mound. A coach checking a player for injury does not count as a visit to the mound, **but coach must inform umpire before going to the mound for an injury check.**

23. Any pitcher hitting three batters in a game must be removed as a pitcher and cannot pitch again in that game.

24. Any player warming up a pitcher must wear a face mask and chest protector whether they are on the field or on the side line.

BATTING, BASE RUNNING, and BASE COACHING:

25. Bunting is permitted.

26. Batter must attempt to move out of the way of a wild pitch; if ball hits batter, ball is dead, batter gets 1st base, and all runners advance if necessary. If, in the judgment of the umpire, no attempt is made by the batter to move, the pitch will be called a ball and batter will not advance to 1st. This will not count as a hit batter toward the "3 hit batters" rule #24.

27. A courtesy runner for pitcher and catcher is optional, but is mandatory for catcher with two outs. The courtesy runner is the player who made the last out, whether batting or base running.

28. Any player coaching first or third base must wear a helmet.
29. Coaches may not use cell phones or blue tooth devices while coaching a base.
30. No on-deck batters may hold a bat, except at Krausche field.
31. A defensive player may not block the base line without having the ball. The base runner is awarded the base if the defensive player interferes.
32. A base runner should avoid contact with the catcher or other defensive player who is fielding a ball. If, in the umpire's judgment, the runner intentionally causes a collision with a fielder, the runner is called out.
33. Head first sliding is only permitted when returning to a previously occupied base. Sliding into first base is not permitted. **On a head first slide or a slide into first base, runner will be called out.**
34. Infield fly rule (called by the umpire) is in effect when there are runners on first AND second bases OR bases are loaded AND less than 2 outs. In these conditions, if batter hits an infield fly, batter is called out and runners may advance at their own risk.
35. Coach can only one offensive conference per inning. (i.e. calling time out to pull a batter out of batter box to talk to them.)

ADDITIONAL COACH RESPONSIBILITIES:

36. Coaches need to bring regular ice to games. Rec-issued ice packs cannot be used on a player's face.
37. Coaches need to encourage players to hustle on and off field between innings to avoid delaying the games. Please have player substitutions prepared ahead of time to save time.
38. All injuries are to be immediately reported to the Site Supervisor by the coach.

39. Encourage your scorekeeper to check the score with other team's score keeper at the end of each inning. Discuss and problem-solve any differences in score. Include site supervisor as needed to resolve any discrepancies.

40. Be sure dugout and surrounding area is clean at end of game.

41. Follow the Coaches Code of Conduct

42. The Manager (head coach) will be the only coach to discuss/dispute calls with the umpire.

43. Protests can be made by the Manager. Protests cannot/will not be heard pertaining to judgment calls. If a Manager chooses to protest a call made by the umpire **pertaining to league rules**, the protest MUST be made prior to the next pitch. If a game is protested, the game is stopped. Both scorebooks will be noted where/when the protest was made. The game will then resume. Recreation Directors will hear the protest and have final say. If the protest is upheld, the game will revert back to the point of protest and resume from that point. This will be done IF the team that protested has lost the game.

Additional Rules Specific for Senior Boys League

1. 9 players play defense at one time.
2. A runner can steal any base. Delayed steals are permitted.
3. A runner can lead at any time.
4. A ball thrown back to the pitcher is a live ball.
5. The maximum number of pitches a pitcher may pitch in a game is 85. The following pitch count will result in the number of days rest. If a pitcher pitches 1-20 pitches in a game he may pitch the next day. If a pitcher pitches between 21-35 pitches he must rest one full day before pitching again. If a pitcher pitches 35-50 pitches in a game he must rest two full days before pitching again. From 51-65 pitches - rest 3 full days; 66 pitches and up - rest 4 full days. A violation of this rule will result in a team forfeit of a game.
6. Teams can only score four runs per inning, with two exceptions; one exception is the sixth inning, when any team can score unlimited runs, AND the other exception is in the event of a continuous play. If a continuous play scores the fourth run and additional runs, all additional runs above four will count until that play ends. **The play ends when the ball is returned to the pitcher on the mound.** When that play ends, the inning ends. (Example: If the fourth run of the inning is on third base with bases loaded and the batter hits a grand slam, the team's total runs for the inning will be seven, regardless of what inning the game is in.)
7. A removed pitcher may not re-enter the game as a pitcher.
8. A player who has pitched 3 innings may not go immediately to the catcher's position. The player must sit or play another position for one inning prior to playing catcher.
9. Coaches must wear helmets when coaching first or third base. (Helmets will be kept in equipment boxes at the field.)

10. On a dropped third strike, the batter may advance to first base unless base is occupied and there are less than two outs. If there are two outs batter may attempt to reach first base even if occupied.
11. Each pitcher will be given one warning before an official balk is called. Once a warning has been issued and a pitcher balks, all base runners advance one base.
12. All players should wear a protective cup. Catcher **MUST** wear a protective cup.
13. Players may not use metal cleats.
14. Other than rules stated in these documents, high school rules will apply.
15. If a game is called for any reason, the game is official after 4 innings or 3 ½ innings with home team ahead.

Additional Rules for Junior Boys Leagues

1. 10 defensive players are permitted, (4 outfielders).
2. A coach may be stationed in the outfield for instructional purposes when his/her team is playing the field.
3. Leading off bases is not permitted. A base runner taking a lead will be called out.
4. A base runner cannot leave a base until the pitch has crossed home plate.
5. The maximum number of pitches a pitcher may pitch in a game is 75. The following pitch count will result in the number of days rest. If a pitcher pitches 1-20 pitches in a game he may pitch the next day. If a pitcher pitches between 21-35 pitches he must rest one full day before pitching again. If a pitcher pitches 36-50 pitches in a game he must rest two full days before pitching again. From 51-65 pitches - rest 3 full days; 66 pitches and up - rest 4 full days. A violation of this rule will result in a team forfeit of a game.
6. Pitching distance is 46 feet, bases are 60 feet apart.
7. Stealing is allowed EXCEPT at home plate. A base runner may not steal home. When stealing bases there is no advancement due to a catcher's overthrow. The runner will be allowed the base he was stealing only. There are no delayed steals.
8. A ball thrown back to the pitcher is a live ball.
9. No balks will be called.
10. A removed pitcher may not re-enter the game as a pitcher.
11. Curve balls are not allowed. For the first offense, the play will be called dead and the pitch counted as a ball. A subsequent violation will result in the pitcher being removed from the mound. This is an umpire's judgment and cannot be protested.

12. On a dropped third strike the batter is out and may not attempt to advance to first base.
13. Teams can only score four runs per inning , with the exception of the sixth inning, when any team can score unlimited runs before the third out is made.
14. All players should wear a protective cup. Catcher MUST wear a protective cup.
15. If a manager knows ahead of time that he/she is going to be short players, to prevent a forfeit, he/she may recruit a player from another team in the league by calling that players coach. The player cannot be from the opposing team for that evening and the player may not pitch. If a player is borrowed, the borrowing manager must inform the Site Supervisor prior to the start of play.
16. An outfielder may not enter the infield and become an infielder DURING a play.
17. If a game is called for any reason the game is official after 3 innings or 2 ½ innings with home team ahead.

Additional Rules for Senior Girls League

1. Pitcher will pitch from 43 feet.
2. Bases are 60 feet apart.
3. A pitcher can pitch a maximum of three innings per game. 1 pitch constitutes an inning.
4. Delayed steals are permitted.
5. When the pitcher has the ball in the pitcher's circle and is not making a gesture to throw out a base runner who is taking a lead, the runner must be **in motion** to advance to the next base or return to the prior base. If the runner is stopped between bases and the pitcher is not making an attempt to throw her out, the base runner may be called out.
6. On a dropped third strike, the batter may advance to first base unless base is occupied and there are less than two outs. If there are two outs batter may attempt to reach first base even if occupied.
7. Teams can only score four runs per inning , with two exceptions; one exception is the sixth inning, when any team can score unlimited runs, AND the other exception is in the event of a continuous play. If a continuous play scores the fourth run and additional runs, all additional runs above four will count until that play ends. **The play ends when the ball is returned to the pitcher in the circle.** When that play ends, the inning ends. (Example: If the fourth run of the inning is on third base with bases loaded and the batter hits a grand slam, the team's total runs for the inning will be seven, regardless of what inning the game is in.)
8. Pitchers may pitch without a visor. All other players will wear visors. Pitchers are required to wear face guard. (Either their own face guard or rec issued face guard).

9. Runners can steal upon release of the ball from the pitchers hand. If runner leaves early she may be called out by the umpire.
10. A Pitcher removed may not reenter the game again as a pitcher in the same inning.
11. Other than rules stated in these documents, high school rules will apply.
12. If a game is called for any reason, the game is official after 4 innings or 3 ½ innings with home team ahead.

Additional Rules for Junior Girls

1. Pitching distance is 35 feet, bases are 60 feet apart.
2. Batters cannot advance to first on a dropped third strike.
3. Runners can steal after the pitch crosses home plate. If the runner leaves early they may be called out by the umpire.
4. Runners cannot steal home.
5. Teams can only score four runs per inning , with the exception of the sixth inning, when any team can score unlimited runs before the third out is made.
6. A pitcher can pitch a maximum of three innings per game. 1 pitch constitutes an inning.
7. Pitchers may pitch without a visor. The pitcher must wear a face guard (either rec issued or their own).
8. A fourth outfielder may be used. (10 players on the field).
9. A defensive coach may be positioned in the outfield for instructional purposes throughout each inning that his/her team is in the field
10. If a manager knows ahead of time that he/she is going to be short players, to prevent a forfeit, he/she may recruit a player from another team in the league after talking with that player's coach. The player cannot be from the opposing team for that evening and the player may not pitch. Should a player be borrowed, the borrowing manager must inform the Site Supervisor prior to the start of play.
11. An outfielder may not enter the infield and become an infielder DURING a play.
12. If a game is called for any reason the game is official after 3 innings or 2 ½ innings with home team ahead.

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