

NCAA Junior (9/10) League In-House Rules

General Rules:

1. All games will be six (6) innings or a maximum of 2 hours in duration.
2. A new inning may not be started within 15 minutes of the game time limit.
3. In the event an inning has been started prior to the 15 minute cut-off, and has not been concluded upon reaching the game time limit the game shall be concluded, the incomplete inning disregarded and the score shall revert back to the last completed inning.
4. If a game is delayed due to weather and started late, the total remaining available playing time for the day shall be evenly distributed among all games to be played.
 - a. Example:-Games scheduled for the day on a particular field are at 6:00 p.m. and 8:00 p.m. Due to playing field conditions, the start of the 6:00 p.m. game is delayed thirty (30) minutes.

Remaining game time = 4 hours - .5 hour = 3.50 hours

Game time limit for each game = 3.5 hours/2 = 1 hour 45 minutes

6. Each team manager shall be responsible for communicating changes in game durations to the teams following them
7. If a game is delayed due to umpires, managers or players being late, the loss of playing time shall be deducted from your time slot only. The games following yours shall not be penalized or shortened due to this issue.
8. **Suspended Play** - In the event a game is suspended due to weather or other reason, and needs to be resumed at a later time/date, the game will be resumed from the point of stoppage. At the time of the stoppage, each manager should verify the count on the batter, score, outs, inning, etc. Each manager shall verify that both scorebooks are in agreement prior to leaving the playing field.
9. **Late players** - In the event a player(s) comes late to a game that is already in progress, that player(s) will be permitted to be added to the end of a teams batting order provided that team has not batted thru it s entire line up. Once the teams lead off hitter has had his second official time at bat, no additional player(s) will be permitted to be added into the batting order or game
10. **Injury/Illness** - In the event a player must be taken out of a game due to injury or illness and is unable to bat in his/her spot in the batting order, that team WILL NOT be penalized with an out for each time it is his/her time to bat. That player's position in the lineup will be skipped for the remainder of the game. Once a player is removed for injury/illness and skips a turn at bat, that player is ineligible to return to bat or play for the remainder of the game. Additionally, in the event a player is out due to injury/illness in a game and is ineligible to return, in the event that that particular game is suspended and resumed at a later date, that player is still ineligible for that game once it is resumed.

11. Regulation Games –

NCAA Junior (9/10) League In-House Rules

- a. A game is considered to be regulation, if stopped due to weather or unsafe playing conditions, when 3 ½ innings are completed the home team is leading.
- b. A game that is tied after four (4) innings, and stopped due to weather or unsafe playing conditions, may be resumed at a later date in accordance with Rule 9 of this General Rules section and continued until one team has scored more runs than the other in an equal number of innings.
- c. Games tied after six (6) innings of play that cannot be extended in accordance with Rule 4 of this General Rules section shall be concluded and a tie awarded to each team in the league standings

12. Protests and Interpretations

- a. Only a team manager may question an umpire call
- b. Any protest or request for interpretation must be made immediately prior to the next pitch to the umpire and opposing manager
- c. The Baseball Board will make the final decision on all rule(s) interpretation and protests.
- d. THERE WILL BE NO PROTESTS CONSIDERED ON JUDGEMENT CALLS BY THE UMPIRE.

13. **Score Books** - The home team score book is the official score book for each game. The visitors team scorekeeper is expected to check w/ the home team to verify the accuracy of the official score book. In the event of a discrepancy, play shall be halted until the discrepancy is resolved by the team managements/scorekeeper.

NCAA Junior (9/10) League In-House Rules

Playing Rules:

1. One (1) adult umpires will be assigned to each game.
 - a. The umpire is solely responsible for determining if the playing surface is in safe and satisfactory condition for start up or continuance of the game.
 - b. A game may be postponed due to weather by the home team manager prior to the arrival of the assigned umpire.
2. Prior to the start of the game, the team managers shall clearly define and agree upon the field ground rules with each other, and confirm those rules with the umpire.
3. A team may field a maximum of 10 players, with 4 outfielders evenly spaced. No rover position is permitted
4. Teams must field a minimum of 8 players or forfeit the game.
 - a. If only fielding eight (8) players, the catcher's position must be filled.
 - b. Any game that is forfeited will be scored as 6-0
 - c. A fifteen (15) minute grace period shall be extended to each team for late players, however, the time limit rules as given in the General Rules section are still in effect.
 - d. In both teams do not have the minimum required number of player to start the game, each team shall be assessed a loss in the league standings.
 - e. Call up players from the Bantam division (7/8) with the playing age of 8 may be and should be used to avoid cancelling games. Coaches should notify the division coordinator so a call up player can be arranged.
5. A continuous batting order shall be used. All uniformed players must bat except as noted in Rule 11 of the General Rules section.
6. Free substitution of defensive players is permitted, with the exception of the pitcher.
7. There is a max of 5 runs per inning. Continuation is allowed though.
 - a. Exception: the first inning will be a developmental pitcher inning and have a max of 3 runs-no continuation.
8. A 10 run "mercy rule will be in effect after 4 ½ innings if the home team is leading and after 5 innings if the visiting team is leading.
9. All players shall wear the uniform assigned to them.
10. Catchers must wear protective gear at all times, including protective cup, chest protector, face mask and shin guards.
11. Metal Spikes are not permitted at any time.
12. Defensive players at 1st and 3rd are not permitted to play more than ten (10) feet down the line unless charging a slowly hit ball or fielding a bunt.

NCAA Junior (9/10) League In-House Rules

- a. The umpire shall issue a **PLAYER WARNING** to any player violating this rule.
 - b. A second warning for this infraction by the same player will result in the player's removal from the game.
13. The "dropped third strike" rule IS NOT in effect
14. The "infield fly rule" IS NOT in effect.
15. All batters and base runners must wear batting helmets at all times while on the field. Players are not permitted to remove batting helmets until back in the dugout area.
16. Base runners are not permitted to leave the base until that ball has crossed home plate.
- a. Each team will receive one (1) **TEAM WARNING** for a base runner leaving the base early.
 - b. Any subsequent infractions of this rule will result in the runner being called out.
 - c. In the event that the base runner leaves the base early, and the ball is put into play by the batter, the ball shall be ruled dead and all runners shall return to their original positions prior to the play.
 - i. Subsequent infractions of this rule shall result in the base runner being called out, and the pitch being considered a strike on the batter. In the event the batter had two (2) strikes on him/her, the pitch will be considered to be a foul ball.

17. Pitching Rules

- a. Pitchers may pitch a maximum of two (2) consecutive innings per game
- b. One pitch thrown to a batter in an inning is considered a full inning pitched.
- c. Breaking balls are not permitted.
- d. A pitcher that hits 2 batters in the same inning must be removed from the pitcher's position, but may remain in the game in another defensive position.

18. Stealing

- a. Leading is not permitted
- b. Stealing is permitted once the ball has crossed the plate.
- c. Stealing home is not permitted
 - i. Once a runner is positioned at 3rd base, with the pitcher in control of the ball with his/her foot on the rubber, the runner may only advance on a ball put into play by the batter, forced through on a walk, or as a direct play on a runner at 3rd base.
 - ii. A direct play on a runner at 3rd base is defined as a play initiated on the runner by a ball being thrown to 3rd base in an attempt to get the runner out.

NCAA Junior (9/10) League In-House Rules

- d. Balls thrown back to the pitcher are live and runners may advance at their own risk, except a runner at 3rd as indicated in Rule 18.c.ii above.
19. Runners must avoid contact while running the bases. Base runners should slide at any base, (except 1st), to avoid contact. In the event there is a play on a runner that does not slide and no contact occurs between the runner and the fielder, the runner will not automatically be determined to be out for not sliding. **THIS IS A JUDGMENT CALL MADE BY THE UMPIRES, THERE WILL BE NO PROTESTS CONSIDERED ON THESE CALLS**
- a. A runner NOT attempting to avoid contact will be called out if there is a play at a base and they make no attempt to slide to avoid contact with the defensive player. **THIS IS A JUDGMENT CALL MADE BY THE UMPIRES, THERE WILL BE NO PROTESTS CONSIDERED ON THESE CALLS**
20. Headfirst slides are prohibited except for when returning to a base. The umpire may use his discretion when determining whether a head first slide was necessary.
21. Foul balls caught by the catcher will be an out only if the ball travels above the batters head and does not come in contact with the back stop.
22. Foul tips on the 3rd strike will be an out regardless of the location provided the ball is caught cleanly by the catcher.
23. Any batter that throws a bat will receive a **PLAYER WARNING**.
- a. Any subsequent infractions of this rule by the same player shall result in the player being called out.
24. Teams will be permitted a courtesy runner with two (2) outs for the catcher. The player that recorded the last out shall run for the catcher.

NCAA Junior (9/10) League In-House Rules

Rules of Conduct

1. Team Managers are responsible for the conduct of their coaches and players at all times during pre-game warm-ups, games, and post –game handshakes.
2. Only the TEAM MANAGER is permitted to question the Umpire regarding a call.
 - a. There will be no discussion, questioning or protests regarding judgment calls on the part of the Umpires.
 - b. Anyone who in any way attempts to harass or intimidate an umpire shall be reported to the league for disciplinary action by the Baseball Board.
 - c. Team Managers are responsible for the conduct of their coaches AT ALL TIMES during a game.
3. Throwing or kicking of equipment at any time in anger is prohibited and the guilty person(s) may be subject to removal from the game.
4. Verbal abuse of any kind towards an Umpire, Manger, Coach or Player is strictly prohibited and the guilty person(s) shall be reported to the Baseball Board for disciplinary action and possible dismissal.
5. Any person(s) threatening physical abuse harm or retaliation against an Umpire, Manager, Coach, or Player shall be removed from the game by the Umpire and the matter shall be reported to the Baseball Board for review and disciplinary action.
6. Any Manager, Coach or Player that is ejected from a game shall be subject to a one (1) game suspension of his/her teams' next game.
 - a. A subsequent infraction will result in the individual being subject to disciplinary action by the Baseball Board.
7. During games, only Managers, Coaches, and Players are permitted in the dugout area. Team managers shall be responsible for ensuring parents and siblings remain out of the dugouts and from around the area of the backstop.

NCAA Junior (9/10) League In-House Rules

Team Responsibilities

1. Home Team –
 - a. Line fields prior to game
 - i. Visiting team manager/coaches should assist with this when possible.
 - b. Supply two (2) baseballs
 - c. Supply Umpires w/ payment vouchers
 - d. Make sure all tools and equipment are returned to the equipment room if your game is the last of the day
 - e. Ensure that the equipment room is securely locked and field lights are turned off before leaving the field if your game is the last of the day
2. Both teams shall keep a scorebook for each game.
3. Each team manager shall ensure that his/her team cleans the dugout at the conclusion of each game of any trash, bottles, etc.
4. Time permitting each team shall equally share the available pre-game time for infield warm-ups.