

RULES

OF THE

JUNIOR OPTIMIST BASEBALL/SOFTBALL

LEAGUE

OF

CONCORD, CALIFORNIA

2020

(“JOBL”)

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J.O.B.L. LEAGUE POLICIES

1. Home teams shall be responsible for setting up fields for play, removing all equipment following games, pre-game lining of the fields, and post-game dragging and watering of fields.
2. Each team shall have no more than three designated managers or coaches on the field at any time. (Field includes dugout.) Exception: Pee-Wee and Deb Girl Divisions where the maximum number is four. Any umpire assigned to a particular game may, at his or her discretion, enforce this rule.
3. Only the manager or coach acting in his or her absence is authorized to carry on a discussion with the umpires or scorekeeper. Scorekeepers shall only record scores and answer questions of umpires and managers on the field and shall have no direct contact with team personnel in the dugouts. It is the responsibility of managers to recognize discrepancies in opposing line-ups, etc. and to approach the umpire who will check with the scorekeepers. Adults only shall coach from the coaches boxes.
4. No player shall be disciplined for lack of ability. In those instances where a player is being disciplined, prior notification must be given to the appropriate Division Manager, or appropriate Vice President in his or her absence. Parents of the player being disciplined should be notified in advance of the disciplinary action, if possible.
5. Each child must play a minimum of three innings each game. Playing requirements are listed under Divisional Rules. In the event a child is not playing for disciplinary reasons, the manager must inform the scorekeeper and the opposing manager prior to the beginning of the game. If a child does not play the required three innings and it is not recorded in the official scorebook, the game is a forfeit. If, for any reason, a player does not play three innings, with the exception of games not played to completion or called because of darkness, he or she must start the next game. However, if a player arrives late to a game, innings missed can be counted as innings played at the discretion of the manager. Such actions shall be noted in the official scorebook.
6. If innings pitched and innings played are not properly recorded in the official league scorebook or if play has not been properly recorded, decisions regarding play will be based on interpretation of league official(s) upon reading the scoresheet. Visiting and Home Teams shall each provide a scorekeeper for each game. Home Team scorekeeper shall be designated official scorekeeper, with the Visiting Team Scorekeeper acting as monitor and record the pitch count, in divisions where appropriate. It shall be the responsibility of the Home Team Scorekeeper to ensure that innings pitched and innings played are recorded on the official league scoresheet for both teams. All scoresheets shall be signed by both managers prior to submission to the league office at the conclusion of the game.
7. Prior to the season opening, there shall be no more than three mandatory practices per week. After the season opens, no combination of more than four mandatory practices and games total per week shall be allowed. No mandatory Sunday or holiday practices allowed. Weather and conditions permitting, a minimum of two practices per week shall be held prior to the start of the season. Split-squad workouts shall constitute one practice. During the season, at least one practice shall be held.
8. All players shall be notified in advance of all practices and games. Managers must be notified in advance if a player will not be present at scheduled practices or games. A player may be benched for unexcused absences not to exceed one game at the discretion of the manager. Prior notification must be made to the appropriate division manager and vice president. Parents of the player should be notified in advance of the disciplinary action, if possible.
9. There shall be no co-champions in a division without prior Board approval. Championship formats for all divisions will be established and published in writing prior to the start of the season. League finances permitting, one set of first-place trophies and one set of second-place trophies per division will be awarded at the end of playoffs with all team members in all divisions receiving participation pins. Second-place trophies shall not be awarded in divisions having less than four teams.
10. No alcoholic beverages shall be allowed on the complex. No glass containers shall be allowed on the complex. No food shall be allowed in the dugouts or on the playing fields. No smoking or tobacco products, of any kind, including e-products, shall be allowed in the dugouts or on the playing fields.
11. Interference from parents during games or practices shall be strictly prohibited.
12. **All teams must clean up their respective field areas (dugout, bleachers, fence lines) following each game, including emptying garbage barrels in the vicinity of their dugouts.**
13. Players whose parents refuse to help when called upon can be dropped from the League. Teams may be penalized by point deductions in the standings for failure to fulfill their snack-shack duty, scorekeeping duties or failure of the team to respond to clean-up day or pre-season assignment. Missed assignments, with the exception of snack-shack duty, may be worked off at the discretion of the Executive Committee. Failure to fulfill snack-shack assignment can result in game forfeiture. Teams who do not fulfill their team assignments may be excluded from the playoffs.

14. A posted schedule shall be worked out among all members of the board so that at least one of the executive committee members shall be on the complex and in charge of the league office/complex at all times during which games are in progress.
15. A week shall run from Monday through Sunday.
16. Schedules shall be made up in such a manner that all teams shall play at least one weekday game and one Saturday game, whenever possible, or where scheduling does not permit, two games a week. All schedules shall be drawn up in such a manner as to equalize as closely as possible all elements of the schedule, including but not limited to, equal number of home team/visitor assignments, pitching requirements and Saturday and weekday game times. Schedules will take into account travel team schedules, if appropriate. In the event it is not possible to reschedule make-up games on Saturdays or weekdays, games will be scheduled on Sundays.
17. Regularly-scheduled games shall start on opening day and, if possible, extend up to the last Saturday of the season which shall be awards day. All divisions shall schedule an awards ceremony for all teams to receive participation awards.
18. Age cut-off dates shall be as follows:

All boys divisions:	May 1 (age on April 30)
All girls divisions:	Age on December 31

19. Age limits for divisions shall be as follows:

Pee-Wee	4 – 6	Debs	4 - 6
Valley	7-8-9	8 & Under	7 - 8
Minors	9 - 10	10 & Under	9 - 10
Majors	11 - 13	12-14 & Under	11 - 14
Babe Ruth	13-15	14/16 & Under	13 - 16
Sr. Babe Ruth	16 – 18		

In those instances where a child is playing in a division younger than his/her age, he or she may not pitch or play at key positions in certain divisions (pitcher's position/first base) and is not eligible for an all-star team. Exceptions to these age brackets shall be allowed for medical and/or physical handicap reasons only and shall require the approval of the appropriate Vice President, the President and the two involved Division Managers. In years where lack of enrollment forces a deviation from the above age groupings, exceptions to this rule shall be submitted to and approved by a committee consisting of the Boys Vice President and all boys' Division Managers in cases involving any boys' divisions and the Girls Vice President and all girls' Division Managers in cases involving any girls' divisions. The number of exceptions granted by these committees shall be held to an absolute minimum and should be granted only in cases where a child is endangered by remaining in his/her appropriate division. In those instances where it is felt that a child is not capable of playing even in a lower division, a full refund will be issued and that player will not be eligible to play in either division. The decision to disallow the child from playing will be made by the appropriate Division Manager, appropriate Vice President and the President.

In situations where a player wishes to advance to a higher age bracket than he/she would normally play in, a final decision shall be obtained from the two Division Managers involved and the appropriate Vice President. Consideration shall be given to whether or not that particular child has the necessary skills to enable him/her to advance to a higher division without harming the child's progress.

20. Written ground rules for each division shall be approved by the Board of Directors prior to the start of the season and shall override any conflicting league rules.
21. A parent or responsible adult other than a manager or coach shall be present at all games and practices.

J.O.B.L. GENERAL PLAYING RULES

1. Rules followed in the various divisions are:
 - A. **Major League Baseball Rules/Sr. Babe Ruth Rules and Regulations for Local League Play** shall be followed in the Sr. Babe Ruth Division.
 - B. **Major League Baseball Rules/Babe Ruth Rules and Regulations for Local League Play**, as modified by the League, shall be followed in the Babe Ruth Division.
 - C. **Cal Ripken Division of Babe Ruth Rules and Regulations for Local League Play**, as modified by the League, shall be followed in the Pee-Wee, Valley, Minor and Major Divisions.
 - D. **Babe Ruth Softball Rules - Fast Pitch**, as modified by the League, shall be followed in the Deb, 8 & Under, 10 & Under, 12-14 & Under and 14/16 & Under Divisions. **Babe Ruth Softball Rules and Regulations** shall be followed for Babe Ruth Softball Tournament play.
2. **PITCHING:**
 - a. In all divisions, one pitch constitutes an entire inning pitched and shall count towards determining the number of innings pitched with a day's rest to mean a calendar day. (Clarification: once a pitcher steps on the mound he/she is required to throw to one batter until the batter is out or reaches base. Once throwing a pitch, the pitcher is charged one inning.)
 - b. Allowable number of innings pitched per week shall be determined separately as to regular season play and playoffs; innings pitched shall not be continuous as to the end of regular season play and the start of any playoffs.
 - c. In divisions where more than three innings pitched per day are allowed, this rule applies only to rescheduled games added to the end of the regular season to determine the divisional winner. Three extra innings per pitcher are allowed for the extra scheduled game. Because of the lack of time necessary to accommodate unscheduled games, the intent of this rule is to ensure that all teams shall start the divisional playoffs on an equal basis, pitching wise.
 - d. If a pitcher pitches more than the allowable number of innings in a game, game is a forfeit.
 - e. In all pitching divisions, pitcher shall be removed as a pitcher after the second trip to the mound in the same inning (a second trip to the same batter during a time at bat is prohibited).
 - f. If a division has the potential of being short pitchers, a Division Manager/Vice President shall have the option of limiting the number of innings each pitcher can pitch to two per game to force development of pitchers.
 - g. Pitch counts will be followed in certain divisions – Valley/Minor/Majors. See division rules for exact procedures.
3. **Make-up, ties, protested or rained-out games:**
 - a. Saturday games which would result in a tie shall continue until completion of the inning or until a winner is determined.
 - b. Played at the next available date. In the event it is not possible to reschedule make-up games on Saturdays or weekdays, games will be scheduled on Sundays.
 - c. Where timing does not allow the games to be played prior to the scheduled end of the season, they shall be played as quickly as possible to allow playoffs to proceed as closely to schedule as possible.
 - d. Incomplete, make-up, protested and rained-out games do affect divisional standings and must be played to determine divisional winners. Tied games shall be considered tied games in the standings. A win shall be awarded two points, a tie shall be awarded one point and a loss shall be awarded no points in the standings.
 - e. Pitching:
 - Boys: innings pitched will count when should have been played; exception Major Division when actually played
 - Girls: innings pitched will count when actually played
4. Incomplete games shall be played at a later date from the point of suspension. In the event of a protested game, it shall be played from the point of protest should the protest be upheld.
5. First base side shall be designated as home team and third base side shall be designated as visiting team.
6. Courtesy runners shall be provided for injured players only. Players removed for a courtesy runner shall be removed for the remainder of the game. For safety reasons, players in casts shall not be allowed to play.
7. Field preparation shall be completed thirty minutes prior to game time. Visiting teams shall take the field for infield practice at twenty minutes prior to game time and home teams shall take infield practice ten minutes prior to game time and remain on the field for the start of the game. A late-arriving team shall forfeit its right to infield practice. Should the home team not complete field preparation in sufficient time for the visiting team to take the field for infield practice at twenty minutes prior to game time, the home team shall forfeit its infield practice. Likewise, should the visiting team not complete its infield practice ten minutes prior to game time through no fault of the home team, the visiting team shall forfeit its infield practice.

8. Games shall start promptly at the scheduled times unless a previously scheduled game is in progress in which event games shall start immediately upon completion of the prior game. A team unable to field eight players shall be permitted a fifteen-minute maximum delay before a forfeit is called. Official time shall be determined by the plate umpire's watch. In the event a game is played with only eight players, the ninth position shall be an automatic out. All provisions of this rule shall apply to playoff games also. In the event of other divisions having less than full teams, required number shall be governed on a division-by-division basis. Divisions drafting eleven or twelve players per team will need eight players in order to avoid a forfeit; teams drafting ten or less players, need seven to play to avoid a forfeit, with one out. DURING THE WEEK OF SPRING BREAK, NO TEAMS WILL RECEIVE A FORFEIT FOR NOT HAVING THE REQUIRED NUMBER OF PLAYERS, BUT WILL STILL TAKE ONE OUT. MANAGERS WILL NOT AGREE AMONGST THEMSELVES TO CHANGE THESE RULES.
9. **Game times:**
- a. All evening games shall begin promptly at 5:30 P.M.
 - b. All games will be over immediately upon completion of play in progress upon announcement over the public address system that "All Games Are Over" which will be repeated twice. (Once a pitcher starts his/her windup, play is in progress.) Games shall be called due to darkness from the office over public address system.
 - c. Any inning not concluded at the time of the announcement shall immediately cease and the game shall be called and the score revert to the score of the last complete inning unless the game is in the bottom half of the inning and the home team is tied or ahead in which case that inning shall be considered complete.
 - d. Saturday games shall be played to completion, except in those divisions having time limits.
 - e. Saturday games in the Valley (youth pitch), 8 & Under and 10 & Under Divisions shall be governed by a time limit which shall prohibit the starting of a new inning after games have been in progress for two hours - all innings started before the two-hour time limit shall play to completion. Incomplete games or games ending in a tie, however, shall continue until a winner is determined or the game is considered a complete game. There will be no time limits for playoff games.
 - f. All game times and time limits shall be set in such a way that games shall start promptly at their scheduled times wherever possible.
10. In a six-inning game, the game shall be over if at the end of five and one-half innings, the home team is ahead. In a seven-inning game, the game shall be over if at the end of six and one-half innings, the home team is ahead.
11. Six-inning games shall be considered complete after three and one-half innings if the home team is ahead and four innings if the visiting team is ahead. Seven-inning games shall be considered complete after four and one-half innings if the home team is ahead and five innings if the visiting team is ahead.
12. All games in progress shall be uniformly suspended due to rain by the Chief Umpires in conjunction with the highest ranking League official present. Rules determining complete games shall apply.
13. Ghost or fake tagging will not be allowed in any division.
14. Rule clarification: Boys Divisions: Play stops when pitcher is on the pitching rubber and the catcher is ready to receive the ball. Catcher can be crouching or in a standing position in the catcher's box.
15. In the interest of time, batter must keep one foot in the box when taking signs from the coach. Reminder: there is one offensive conference in an inning. Should there be two outs, and the catcher of record is on base (caught the last inning), manager has the option of having the last out run for the catcher.
16. At no time are parents or spectators allowed in the dugouts. No photographers are allowed on the field of play.
17. Face masks are mandatory on all batting helmets in the Valley Division and girls divisions with the exception of the Deb Division.
18. An automatic out shall be taken in all regular-season games or playoff games for all players missing from roster if the office has not been notified that missing player has a valid reason for not attending game or that a player has withdrawn from the team at the time of withdrawal.
19. Jeering or harassing of any team, player or umpire from the stands or from the dugouts in the form of bat-banging, fence-climbing, shouted insults or obscenities shall not be permitted. Good sportsmanship will be expected. Excessive noise from horns, noise makers, clappers or any other similar type of instrument shall be prohibited.

Plate umpires shall be in charge of and control all games. Umpires shall be responsible for determining the effects of excessive or abusive noise upon the game and actions to prevent such unwarranted disruptions shall be taken at his/her discretion.

The discipline of spectators at a game shall be the primary responsibility of the manager or acting manager of the team with whom the spectator is associated. If no action is taken by such manager, the discipline of such spectators shall be by the umpires. The degree of the infraction will determine the severity of the discipline, which can range from a minimum of a warning to a maximum penalty of expulsion from the League compound.

20. Dress Code: During any regularly-scheduled or post-season play, all players shall be properly dressed in complete uniform issued them by the League and shall wear such uniforms appropriately in the manner intended, including hat to be worn with bill forward and uniform jersey tucked in. Failure to do so shall result in that player being ineligible to play until they fully comply with this rule.
This rule applies to manager/coaches also. Hats must be worn forward and manager/coaches shall be attired in team colors as they will be expected to act as role models, including attire, for their players.
21. An umpire, chief umpire, Division Manager, Vice President and/or President may take appropriate action in those instances where they believe there is deliberate stalling or otherwise abuse of the time-limit rule.
22. Metal cleats will not be allowed in any division, with the exception of Babe Ruth and Sr. Babe Ruth Divisions.
23. In divisions batting the rotation, late-arriving players shall be added to the bottom of the rotation. Should a player leave early, the line-up merely slides up. Only in those instances where eight players (a lesser number if a division allows for fewer players) remain does the ninth position take an out. If a team has fewer than eight players, a forfeit shall be called. When playing with eight players, automatic out cannot be waived. In special circumstances where seven players are allowed for a particular game, there is one out per rotation. In divisions batting the line-up, late-arriving players are treated as substitutes.
24. Batter cannot refuse to take first base when hit by a pitched ball.
25. Bat throwing: Team warning will be given after a first instance in a game; automatic out will be called for subsequent bat throwing. Ball is dead; runners cannot advance. This rule applies to all divisions.
26. New Cal Ripken Bat Standard as of 2018: All non-wooden bats must have USABat logo imprinted on it. Barrel Maximum: 2 5/8"; Pee-Wee/Valley Divisions— 2 1/4" barrel, no big barrel, no composite bats.

PEE-WEE DIVISION

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	50'	All Innings	Yes	Yes	After reaches Batter

Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
No	No	Yes	No	No	No

Pitching Distance	Maximum Innings per Game	Maximum Innings per Week	Number of Days Rest	Balk Rule	
In line between home plate and 2nd base, no closer than 15' from front of home plate	N/A	N/A	N/A	No	

JOB L EXCEPTIONS:

1. Score tied after six innings: play shall continue until tie is broken to a maximum of nine innings. As this is an instructional division, six full innings shall be played, including the bottom of the sixth inning, regardless of score, unless called early because of rain or darkness.
2. Batter is out on strike three or five pitches unless he fouls the fifth or subsequent pitch in which case he continues to bat. No walks. Player is out if he refuses to bat.
3. If batted ball hits adult pitcher, ball is ruled a no pitch. **ADULT PITCHERS MUST PITCH BEHIND 15' LINE**; can be on knee.
4. A half-way line shall be drawn half-way between all bases. When ball is ruled dead by plate umpire, all runners beyond half-way points advance to next base; otherwise they must return to previous base. (Exception: home to first base.) In the event of a runner advancing in anticipating of an over-throw, placement of the runner (advance to next base or return to prior) shall be determined by where the runner is at the time of the throw.
5. Defensive pitcher must stand with one foot inside the circle until the ball is hit. An adult pitcher, when pitching, shall position himself/herself in a direct line between home plate and second base, but no closer than fifteen (15) feet to the front of the home plate.
6. No defensive player may take his position forward of the rear of the pitching circle causing intimidation of the batter. **Doing so will result in defensive interference.**
7. Pitcher's Circle: A 10-foot circle shall be drawn on the playing field in the vicinity of the normal pitching mound which shall

be equal distance from all bases. Infield Hits: The ball is ruled dead by the plate umpire when the pitcher or any other defensive player receives the ball in the circle after it has been first touched by another player and the pitcher or player is in control of the ball with at least one foot in the circle. An umpire may call time out when all action has ceased. Outfield Hits: On a ball hit to the outfield, once the ball has been returned to the infield and all play, in the umpire's opinion, has been stopped, time is called by the plate umpire. Purpose of this rule is to prevent a runner from advancing in anticipation of an overthrow. **HOWEVER, IF THE PITCHER HAS CAUGHT AN UNASSISTED POP-UP OR LINE DRIVE IN THE AIR ANYWHERE IN THE INFIELDF, IT IS THE UMPIRE'S DISCRETION TO RULE PLAY DEAD IF NO RUNNERS ARE ADVANCING. SHOULD RUNNERS ADVANCE, IT IS AT THEIR OWN RISK. THIS DOES NOT APPLY TO GROUNDERS.** An outfielder cannot run the ball into a base for a out, unless there is no defensive player there to take a throw. However, should a normal baseball play call for a player to run to a base because of the close distance, he is allowed to do so.

Rule change –Grounders:

- If ball is hit on the ground to the pitcher in the circle, pitcher has the option to make or not make a play.
 - If pitcher received the ball and is not in the circle, runners can continue to run until pitcher returns to the circle.
 - Once pitcher is in the circle and if pitcher chooses to make a play, ball will be ruled dead when the ball is returned to the circle after the play and pitcher has control of the ball in the circle. (This in same as second-touch rule so no change)
 - If pitcher chooses not to make a play, is in the circle and has control of the ball, base runners have the option to run one (1) base at their own risk.
 - o Pitcher can choose to make a play on any runner. Once that happens, ball is returned to the circle and when pitcher has control of the ball, play will be ruled dead.
 - o Should pitcher choose to make a play, all runners may proceed until play is ruled dead.
 - When batter reaches first base and pitcher is in the circle with control of the ball, play is dead and runners cannot advance unless past half-way line to next base, or in the case of batter, not past first base, unless pitcher chooses to make a play on a runner. Should coach deliberately hold up batter from reaching first base to allow other runners to keep running, batter is out.
8. Manager or his/her designated coach will pitch overhand to his/her own team; NO LOB PITCHES (lob pitching defined as a ball with an arc). The number of adult pitchers in any given game shall be limited to two; both pitchers shall be designated prior to the start of the game. Once an adult pitcher starts an inning, he/she must complete that inning, except for injury. Once removed for injury, that adult pitcher shall not return to the game.
 9. For coaching purposes, a defensive team may have two coaches in the outfield.
 10. Automatic out for stealing, leading off or bunting.
 11. Ten defensive players shall be positioned on the field. Rover is to be positioned as manager chooses but must start play behind the infield grass line.
 12. The adult pitcher shall remove himself/herself to the edge of the playing field immediately after the ball is hit to avoid any interference in subsequent play. **Coaching shall be done by first and third base coaches only.**
 13. A player may play only two innings in a single game as a defensive pitcher. One pitch constitutes an inning. Penalty: forfeit.
 14. Managers will teach the players to throw the ball to other players. Rolling the ball on the ground is not allowed. Players are to throw the ball to the defensive receiver, not run and hand it to him.
 15. Time out requested by a defensive player shall be granted by the plate umpire only.
 16. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher.
 17. Bat throwing: Team warning will be given after a first instance in a game; automatic out will be called for subsequent bat throwing . Ball is dead; runners cannot advance. This rule applies to all divisions.
 18. Each base runner may advance one base per overthrow per pitch. Should a runner advance more than one base and is tagged out before a dead ball is called, runner is out, even if standing safely on incorrect base.
 19. A player older than the ages designated for the Pee-Wee Division who has been allowed to play in the division cannot play the

pitcher's position or first base position.

20. Managers are to stop batters from banging the plate with a bat.
21. A double-bag will be used at first base in the Pee-Wee Division. However, both sides of the bag are live to both offensive and defensive players.
22. A defensive player cannot stand on first base; runner has the right to the bag unless defensive player is in the process of making a play in which event the offensive player must avoid contact with the first baseman in order to avoid offensive interference. Runner should be running to first base on the foul side of the line unless the ball has been hit into foul territory along the base line. In the event of a double bag, depending upon the flight of the ball, defensive player has the right to the opposite side of the bag.
23. A defensive player may not "run down" or "chase" an offensive player to get an out except when the occasions would normally be acceptable in any baseball play. Exception: pitcher is allowed to make a play at home plate or first baseman can cover to receive a throw.
24. Should both managers agree, bottom of the 6th shall not play if home team is ahead.

VALLEY DIVISION

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	
6	60'	All Innings	Yes	Yes, Except Pitching	
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
No	Yes, not on adult pitcher	Yes	Yes, off player pitcher, cannot steal home	No	No
Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Balk Rule	Ball Dead
43'	Two innings	Six innings		No (no penalty)	Live

JOB EXCEPTIONS:

1. Umpires will call balls and strikes with an expanded strike zone (armpits to knees). Strike zone is to be determined by batter's natural batting stance. There is no rule which allows the extra width of a ball on each side of the plate to be included in the expanded strike zone.
2. A 2-hour time limit will be in effect for all Saturday games. Games ending in a tie will remain a tie. No new innings may start after the two-hour time limit which is to be determined by the plate umpire's watch. Weeknight games shall conclude with the announcement that games are over or if a six-inning game has been completed, whichever comes first.
3. Valley managers are not to deliberately instruct their batters to go to the plate "looking for a walk". One of the intents of the game is to instruct batters on how to hit.
4. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball.
5. Umpires have the discretion to call time when a defensive player, having control of the ball, causes a runner to return safely to third base and all subsequent runners have reached the base they were advancing to. Exception: Time shall not be called when the defensive player makes an attempt to throw to third base and overthrows the fielder.
6. When pitching, adult pitchers shall stand in front of the mound with one foot on the rubber, body positioned at the base of the mound. Defensive pitcher shall remain with one foot in the vicinity of the mound until batter hits the ball. No lob pitching (lob pitching defined as a ball with an arc).
7. With two outs and catcher/batter (player catching the next inning) safely on base, Manager has the option to call time and

substitute as runner last player to be called out, allowing catcher to immediately return to dugout to don catcher's gear

8. Modified Youth Pitch:

- a. No walks.
- b. No circle.
- c. No half-way lines.
- d. No coach in outfield.
- e. Four outfielders will be used defensively.
- f. When pitching, adult pitcher must immediately vacate playing field after ball hit (no coaching); coaching shall be done by first and third base coaches only.
- g. If adult pitcher is hit by batted ball, ball is declared dead; runners return to their base; "no pitch" is declared.
- h. Adult interference called if adult pitcher hit by ball being thrown to second; runner out.
- i. Runners can steal second or third base, one base at a time, but cannot steal home.
- j. A pitched ball is to be returned to the defensive pitcher by the catcher – not to the adult pitcher.
- k. After defensive pitcher reaches a count of four balls, an adult pitcher shall come to the mound and resume the strike count.
 - l. One stolen base on an overthrow per pitch (overthrows occur on a pitched ball; there is no stealing on a batted ball).
 - m. Number of adult pitchers in a game limited to two; both pitchers shall be designated prior to start of the game. Once an adult pitcher starts an inning, he/she must complete that inning, except for injury. Once removed for injury, that adult pitcher shall not return to the game.
 - n. Runner cannot steal on an adult pitcher.
 - o. A runner, advancing beyond the base entitled to, is in jeopardy of being tagged out until runner returns to base entitled to or play is ruled dead. If play is ruled dead, umpire should send runner back to base entitled to.
 - p. Starting pitcher can return to the pitching position one time provided he has remained in the game defensively.

9. Managers are to stop batters from banging the plate with a bat.

10. Pitch Count:

- Two innings per game
- A pitch – any ball delivered to batter
- A “no pitch” counts as a pitch if delivered to batter

MINOR DIVISION

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	
6	60'	All innings but 6 th or extra innings. Game subject to a two-hour time limit – inning in progress will complete	Yes	Yes, Except Pitching	
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
Yes	Yes	Yes	Yes	Yes, after Ball Reaches Batter	Yes
Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Modified Balk Rule: Called if failure to come to set position or complete delivery of pitch	Dead Ball Live
46'	See Pitch Count	See Pitch Count	See Pitch Count	Yes	After Ball Reaches Batter

JOB EXCEPTIONS:

1. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball.
2. Cannot point to first for intentional walk. Pitcher must pitch to batter.
3. Starting pitcher can return to the pitching position one time provided he has remained in the game defensively.
4. Game over if home team is ahead by 10 runs after 3-1/2 innings, or if visiting team is ahead by 10 runs after completing the fourth inning. However, managers must insure that all players play three innings per game. If game is called early because of this rule, players not playing three innings must start the next game.
5. Pitch Count:
 - Maximum pitches in game: 50
 - A pitch – any ball delivered to batter
 - A “no pitch” counts as a pitch if delivered to batter
 - Should pitch count be reached during time at bat, pitcher can continue to pitch until batter out or safe at first
 - If maximum pitch count is reached, cannot pitch next game
 - Exceeding maximum count, game is forfeit

MAJOR DIVISION

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	70'	All innings but 6 th or extra innings	Yes	Yes	Live Ball
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
Yes	Yes	Yes	Yes	Yes	Yes
Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Balk Rule	
50'	See Pitch Count	See Pitch Count	See Pitch Count	Yes	

JOB EXCEPTIONS:

1. Manager must signal to batter intention of runner stealing from third. If batter does not step out of the batter's box when the runner reaches the vicinity of home plate, batter is out and runner returns to third. Exception: when suicide squeeze is being attempted.
2. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball..
3. Game over if home team is ahead by 10 runs after 3-1/2 innings, or if visiting team is ahead by 10 runs after completing the fourth inning. However, managers must insure that all players play three innings per game. If game is called early because of this rule, players not playing three innings must start the next game.
4. Cannot point to first for intentional walk. Pitcher must pitch to batter.
5. Starting pitcher can return to the pitching position one time provided he has remained in the game defensively.
10. Pitch Count:
 - Maximum pitches in game: No pitch count; just two innings max
 - A pitch – any ball delivered to batter
 - A “no pitch” counts as a pitch if delivered to batter
 - Should pitch count be reached during time at bat, pitcher can continue to pitch until batter out or safe at first
 - Exceeding maximum count, game is forfeit

BABE RUTH DIVISION

1. A 13-Year Old Prep Division may be formed if there is sufficient enrollment to do so. The Prep Division shall play independent of the Babe Ruth Division.
2. Play shall be governed by the Official Major League Baseball Rules, except for the rule modifications listed in the Babe Ruth "Rules and Regulations for Local League Play", JOBL General Playing Rules and the rule modifications listed below. The following priority shall govern conflicts in the rules: (A) JOBL Babe Ruth Division Rules, (B) Babe Ruth "Rules and Regulations for Local League Play", (C) JOBL General Playing Rules and (4) Current Major League Baseball Rules.
3. Minimum Playing Time: three innings each game.
4. Base runners may not make contact with a fielder at a base unless runner slides into fielder.
5. While attempting to break-up a double play, runner must slide to the bag (college/high school rule).
6. Runner shall be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball..
7. Weekday games shall start at 5:30 p.m.
8. Extra hitter rule applies.
9. Seven inning games.
10. Cannot point to first for intentional walk. Pitcher must pitch to batter.
11. Starting pitcher can return to the pitching position one time provided he has remained in the game defensively.

SR. BABE RUTH DIVISION

1. Rules governing play shall be determined by the League into which the teams are entered.

DEB DIVISION

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	50'	All innings	Yes	Yes	Crosses Plate
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
No	No	Yes, including head first	No	No	No
Pitching Distance	Maximum Innings per Game	Maximum Innings per Week	Number of Days Rest	Illegal Pitch Rule	
In line between home plate and 2 nd base, no closer than 18' from front of home plate				No	

JOB EXCEPTIONS:

Managers are encouraged to concentrate on teaching confidence and the importance of defense to players.

1. Defensive pitcher must stand with one foot inside the pitching circle until ball is hit. **ADULT PITCHER MUST STAND BEHIND THE 18' LINE.** Team can play without a catcher but if more than four outfielders, must have a catcher. Extra players can be placed in the outfield
2. Each manager or designated coach shall pitch underhand to her/his own team – no lob pitches (a lob pitch is defined as a pitch with an arc); must be in contact with the rubber or behind the pitching line, can be on one knee.
3. Batter: out on strike 3or 5 pitches unless she fouls the fifth or subsequent pitch in which case, she continues to bat. No walks. If batter refuses to bat, player is out.
4. Pitcher's Circle: A 10-foot in diameter circle shall be drawn on the playing field in the vicinity of the normal pitching mound which shall be equal distance from all bases.
5. The ball is ruled dead by the plate umpire when the pitcher or any other defensive player receives the ball in the circle after it has been first touched by another player and the pitcher or player is in control of the ball with at least one foot in the circle. An umpire may call time out when all action has ceased.
6. Ten defensive players shall be positioned on the field. Rover to be positioned as manager chooses but must start play on or behind the grass line that separates the infield from the outfield. Outfielders must start play in their normal outfield position and must throw the ball into the infield; not run the ball in.
7. A half-way line shall be drawn half-way between all bases. Should a runner pass the half-way line before the ball is ruled dead, the runner is awarded the next base. If the runner does not cross the half- way line, she returns to her former base.

(Exception: home to first base.)

8. Automatic out for stealing, leading off or bunting.
9. Should the batted ball hit the adult pitcher, the ball is ruled a no pitch.
10. The adult pitcher shall remove herself/himself to the edge of the playing field immediately after the ball is hit to avoid any interference in subsequent play.
11. No defensive player may take her position forward of the rear of the pitching circle causing intimidation of the batter. Doing so will result in defensive interference.
12. An 11-inch softball will be used for all regular and post-season play.
13. A player may play only two innings in a single game as a defensive pitcher. One pitch constitutes an inning. Penalty: forfeit.
14. Balls thrown from the pitcher's circle must be thrown overhand in the air to the first baseman and must be a valid attempt to reach the first baseman directly, not as a result of a bounced ball. Penalty (umpire's judgment): first offense: warning; second offense to same player: runner safe, except when no catch is the result of the inability of the first baseman to make the catch.
15. Managers will teach the players to throw the ball to other players. Rolling the ball on the ground is not allowed.
16. No bases will be awarded due to overthrows to the bags. Once a throw is made from the bag, runners may not advance.
17. Runners are not allowed to steal on the first baseman once she is in control of the ball and is returning the ball back to the pitcher.
18. If a batted ball stays in the infield, runners entitled to one base only.
19. A player who is older than the ages designated for the Deb division and who has been allowed to play in the division cannot play the pitcher's position or 1st base.
20. For coaching purposes, defensive team may have one coach in the outfield.
21. Time out requested by a defensive player shall be granted by the plate umpire only.
22. Bat throwing: Team warning will be given after a first instance in a game; automatic out will be called for subsequent bat throwing. Ball is dead; runners cannot advance. This rule applies to all divisions.
23. The number of adult pitchers in any given game shall be limited to two; both pitchers shall be designated prior to the start of the game. Once an adult pitcher starts an inning, he/she must complete that inning, except for injury. Once removed for injury, that adult pitcher shall not return to the game.
24. Managers are to stop batters from banging the plate with a bat.
25. A defensive player cannot stand on first base; runner has the right to the bag unless defensive player is in the process of making a play in which event the offensive player must avoid contact with the first baseman in order to avoid offensive interference. Runner should be running to first base on the foul side of the line unless the ball has been hit into foul territory along the base line. In the event of a double bag, depending upon the flight of the ball, defensive player has the right to the opposite side of the bag.
26. A defensive player may not "run down" or "chase" an offensive player to get an out except when the occasions would normally be acceptable in any baseball play. Exception: pitcher allowed to make a play at home plate or first base can cover for the throw.
27. Score tied after six innings: play shall continue until tie is broken to a maximum of nine innings. As this is an instructional division, six full innings shall be played, including the bottom of the sixth inning, regardless of score, unless called early because of rain or darkness.
28. Should both managers agree, the bottom of the 6th shall not play if the home team is ahead.

8-10 and Under Division

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	55'	All innings	Yes	Yes, Except Pitcher	Live
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
No	Yes, not on adult pitcher	Yes, including Head First	Yes, off player pitcher; no stealing of home	Yes, after ball crosses plate; runner leaving early shall be called out	No
Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Illegal Pitch Rule	Live Ball on Overthrows
32'	2	6		Warning first ½ season; 2 nd half: one warning then called	Yes

JOBL EXCEPTIONS:

Managers are encouraged to concentrate on teaching confidence and the importance of defense to players.

1. Ten defensive players shall be positioned on the field. Rover must start the play on or behind the grass line that separates the infield from the outfield.
2. An 11-inch softball will be used for all regular and post-season play.
3. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball..
4. Windmill pitching is mandatory. Pitcher must start delivery with both feet on rubber.
5. Starting pitcher can return to the pitching position one time provided she has remained in the game defensively.
6. Umpires will call balls and strikes with an expanded strike zone (chin to knees). Strike zone to be determined by batter's natural batting stance. There is no rule which allows the extra width of a ball on each side of the plate to be included in the expanded strike zone.
7. A 2-hour time limit will be in effect for all Saturday games. Games ending in a tie will remain a tie. No new innings may start after the two-hour time limit which is to be determined by the plate umpire's watch. Weeknight games shall conclude with the announcement that games are over or if a six-inning game has been completed, whichever comes first.
8. With two outs and catcher/batter (player catching the next inning) safely on base, Manager has the option to call time and

substitute as runner last player to be called out, allowing catcher to immediately return to dugout to don catcher's gear.

9. After defensive pitcher reaches a count of four balls, an adult pitcher shall come to the mound and resume the strike count. There will be no walks awarded to the batter; no lob pitching (lob pitching defined as a ball with an arc). There will be no half-way lines between bases. Once the ball is put into play, adult pitcher shall immediately remove himself/herself from the playing field. Should the adult pitcher be hit by the batted ball, ball is declared a no pitch. Defensive pitcher must stand with one foot in the vicinity of the pitcher's mound while adult pitcher is pitching.
10. Number of adult pitchers in a game limited to two; both pitchers shall be designated prior to start of the game. Once an adult pitcher starts an inning, he/she must complete that inning, except for injury. Once removed for injury, that adult pitcher shall not return to the game.
10. Play is stopped following Babe Ruth rules.
11. Helmets: Must have face masks on helmets in 8&Under Division
13. Pitcher must be removed from the pitching position for the remainder of the game after hitting the third batter. However, batter must make an attempt to get out of the way of the ball, including not jumping into the ball.
14. A runner can advance only one base per pitch when stealing or on a passed ball. A runner, advancing beyond the base entitled to, is in jeopardy of being tagged out until runner returns to base entitled to or play is ruled dead. If play is ruled dead, umpire should send runner back to base entitled to. A runner can never steal home.
15. Managers are to stop batters from banging the plate with a bat.
16. Defensive players may not run down players for an out unless normal play would allow such to happen.
17. To pitch correctly: (To do otherwise is an illegal pitch)
 - Pitcher approaches pitching rubber from behind (best way to avoid starting an illegal pitch) with hands apart or at side.
 - Pitcher places both feet in contact with pitching rubber, hand now together with the ball.
 - Pitcher now CANNOT break hands once in contact with pitching rubber until ready to deliver pitch.
 - If for any reason pitcher needs to break hands (e.g. brushing hair out of eyes), must first step back, then break hands.
 - Now approach pitching rubber again with hands apart; place both feet in contact with pitching rubber, place hands together.
 - Pitch starts when one hand is taken off ball or pitcher makes any motion that is part of windup.
 - Pitcher cannot take more than one step which must be FORWARD toward the batter simultaneously with the delivery of the ball to the batter. (right-hander steps with left foot; left-hander steps with right foot)
 - The pivot foot (foot left behind) must remain in contact with the ground (by dragging) – no crow hopping or replanting

CLARIFICATION: A runner does not steal on a batted ball - runners run on a batted ball. A runner can steal on a pitched ball. Overthrow rule applies to stealing only. On a batted ball, unless put out by the defense (e.g., thrown out, tagged out), a runner is allowed to run the bases until she stops her forward motion. Should a runner be in between bases when she stops her forward motion and if the pitcher is in the circle with the ball, runners must immediately commit which way they will run, either to the next base or back to the last base. Failure to do so will result in the runner being called out. However, if the pitcher makes any kind of a motion toward a runner, ball is live and runner can just stand off a base. Once motion is stopped by the pitcher, runner must again decide which base to go to and immediately proceed to that base. Should runners reach their bases safely and the defense chooses to make a play and overthrows a base, the runners are free to run again.

10 and Under Division

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	60'	All innings but 6 th or extra innings	Yes	Yes, Except Pitcher	Live Ball

Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
Yes	Yes	Yes, including Head First	Yes	Yes, with Pitch	Yes

Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Illegal Pitch Rule	
35'	Maximum innings pitched in any two consecutive games: 6	N/A		Yes	

JOB EXCEPTIONS:

Managers are encouraged to concentrate on teaching confidence and the importance of defense to players.

1. Ten defensive players shall be positioned on the field. Rover must start the play on or behind the grass line that separates the infield from the outfield.
2. An 11-inch softball will be used for all regular and post-season play.
3. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball..
4. Windmill pitching is mandatory. Pitcher must start delivery with both feet on rubber.
5. Starting pitcher can return to the pitching position one time provided she has remained in the game defensively.
6. Umpires will call balls and strikes with an expanded strike zone (chin to knees). Strike zone is to be determined by batter's natural batting stance. There is no rule which allows the extra width of a ball on each side of the plate to be included in the expanded strike zone.
7. A 2-hour time limit will be in effect for all Saturday games. Games ending in a tie will remain a tie. No new innings may start after the two-hour time limit which is to be determined by the plate umpire's watch. Weeknight games shall conclude with the announcement that games are over or if a six-inning game has been completed, whichever comes first.
8. With two outs and catcher/batter (player catching the next inning) safely on base, Manager has the option to call time and substitute as runner last player to be called out, allowing catcher to immediately return to dugout to don catcher's gear.
9. Cannot point to first for intentional walk. Pitcher must pitch to batter.

12-14 and Under Division

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	60'	All innings but 6 th or extra inn.	Yes	Yes, Except Pitcher	Live Ball
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
Yes	Yes	Yes, including Head First	Yes	Yes, with Pitch	Yes
Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Illegal Pitch Rule	
40'	Maximum innings pitched in any two consecutive games: 6	N/A		Yes	

JOB L EXCEPTIONS:

1. Ten defensive players shall be positioned on the field. Rover must start play on or behind the grass line that separates the infield from the outfield.
2. An 12-inch softball will be used for all regular and post-season play.
3. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball..
4. Must start delivery with both feet on rubber.
5. Windmill pitching is mandatory.
6. Starting pitcher can return to the pitching position one time provided she has remained in the game defensively.
7. Cannot point to first for intentional walk. Pitcher must pitch to batter.
8. Game over if home team is ahead by 10 runs after 3-1/2 innings, or if visiting team is ahead by 10 runs after completing the fourth inning. However, managers must insure that all players play three innings per game. If game is called early because of this rule, players not playing three innings must start the next game.

14/16 and Under Division

# Of Innings	Base Length	5-Run Rule	All Players Bat in Rotation	Free Field Substitution	Ball Dead
6	60'	All innings but 6 th or extra inn.	Yes	Yes, Except Pitcher	Live Ball
Infield Fly Rule	Bunting	Sliding	Stealing	Leading Off	Dropped 3rd Strike
Yes	Yes	Yes, including Head First	Yes	Yes, with Pitch	Yes
Pitching Distance	Maximum Innings Pitched per Game	Maximum Innings Pitched per Week	Number of Days Rest	Illegal Pitch Rule	
40'	Maximum innings pitched in any two consecutive games: 6	N/A		Yes	

JOB L EXCEPTIONS:

1. A 12-inch softball will be used for all regular and post-season play.
2. Ten defensive players shall be positioned on the field. Rover must start play on or behind the grass line that separates the infield from the outfield.
3. Runner will be called out for failure to slide if there is contact with the catcher, unless in the opinion of the umpire, incidental contact is caused by the catcher. Rule applies to any defensive player assuming the catcher's position. However, it is obstruction by the catcher if the catcher blocks the base path of a runner attempting to score when he/she does not have the ball or is not fielding the ball..
4. Starting pitcher can return to the pitching position one time provided she has remained in the game defensively.
5. Must start delivery with both feet on rubber.
6. Cannot point to first for intentional walk. Pitcher must pitch to batter.

16 & Under/18 & Under Division

1. Rules governing play shall be determined by the league into which the 16 & Under and 18 & Under teams are entered.

DISCIPLINE, DISCIPLINARY ACTION & APPEALS

1. The League shall discipline/suspend/bar playing or voting members/spectators/managers/ coaches/umpires/League officials who conduct themselves in a manner disruptive to the League.
2. The Board of Directors shall administer discipline according to its Code of Conduct which it shall use to carry out enforcement of rules and guidelines to uniformly and fairly govern League disciplinary matters. The Code of Conduct shall be posted on the League's website so it is available to all.
3. A Conduct Committee shall be appointed by the President and shall consist of three officers of the League, the President, the Boys' Vice President and the Girls' Vice President, and three non-board members of the League who shall be appointed by the President. The President may appoint an additional person to serve on the Conduct Committee from either the Board or the membership at large.
4. It is the responsibility of a person being disciplined to request a Conduct Committee hearing so that he/she may appear before the Committee. Such request is to be given to the League President, or a Vice President in the absence of the President.
5. The Conduct Committee shall meet, whenever possible, within twenty-four hours of a request to do so. If possible, all members shall be present but a majority must be present at any hearing. In the case of non-appearance after a request for a hearing, the Conduct Committee may take any action it deems appropriate and record such decision in writing, which shall be final and binding, with no right of appeal.
6. The Conduct Committee can impose any discipline warranted under the circumstances ranging from no further action taken to permanent expulsion from League participation. A usual minimum penalty imposed for misconduct is a one-game suspension, unless the Conduct Committee rules there is a valid reason to waive the requirement, which is not a mandatory requirement.
7. A disciplined individual(s) shall be contacted by a member of the Conduct Committee and advised of their decision. A disciplined individual(s) may request that the Executive Committee hear an appeal of a decision of the Conduct Committee. The Executive Committee shall be the sole judge of whether or not it will hear such an appeal. No appeal shall be valid unless it is submitted in writing to the President, or a Vice President in the absence of the President, within twenty-four hours of receiving a copy of the Conduct Committee decision.

9. **MISCONDUCT:**

Players: The following acts of misconduct by a playing member shall result in immediate suspension and shall remain in effect until the playing member has come before the Conduct Committee unless no further action is deemed necessary as set forth in Rule #6 above:

- a. Refusal to abide by an official's decision.
- b. Committing or threatening a physical or verbal attack of aggression upon any player, manager, coach, official or spectator, including the use of profanity.
- c. Possession or consumption of an alcoholic beverage.
- d. Other types of unsportsmanlike conduct shall also be subject to discipline. The degree of the infraction will determine the severity of the discipline.

Players: If a player is ejected from a game twice in a season due to misconduct, he/she shall not be eligible for all-stars. Player shall have the right to appeal this rule to the Conduct Committee.

Managers/Coaches: During game situations, responsibility for imposing discipline on a manager/coach shall rest with the umpires. If an umpire issues a formal warning and the conduct continues, the offending manager/coach shall be removed from further participation in the game, which shall mean that the manager/coach shall be out of sight and sound of the field on which the game from which he/she has been ejected is being played. In the event the offending conduct continues, the game shall be forfeited in favor of the opposing team. Such forfeit shall be a final and binding decision and may not be appealed. Suspension of a manager/coach shall continue until appearance before the Conduct Committee. Penalty for ejection from a game is an automatic suspension of a minimum of one game (next game to be played) unless otherwise waived by the Conduct Committee.

Umpires: Discipline of umpires shall be left to the discretion of the Umpires in Chief.

Scorebook Notations:

- a. All incidents of discipline during games shall be recorded in the official scorebook at the time of the occurrence.
- b. A suspended player may not be assigned to play for another team.
- c. A player removed from a game or ineligible because of disciplinary action may not return to or play in that or a continuation of that game.

MANAGERS' DUTIES AND RESPONSIBILITIES

Managers are expected to set an example of good sportsmanship, conduct, and overall fair play.
Managers shall not agree to rule changes among themselves.

1. At the first managers' meeting of the season, a booklet will be distributed to all managers which shall set forth their duties and responsibilities. Failure of a manager to conduct himself/herself in a responsible manner shall result in removal from the team.
2. Managers are ultimately responsible for all team equipment and for advising parents and team members of all rules, activities and requirements. Managers will be responsible for making certain that all parent participation activities (snack-shack, scorekeeping and umpiring assignments, field clean-up day) are completed. Managers may, however, designate a "Team Representative" to assist him/her in this area, but such designation does not relieve him/her of that responsibility. Managers are responsible for all the conduct and activities of all his/her players and non-player participants, including fans, at all times during games. Such activities shall include those on the field, in the dug-out and in the stands. A manager is responsible for the safety of players on the field and in the dugout. Should a team miss three umpiring assignments, a manager may be suspended for one game.
3. It is the responsibility of all managers to know all rules pertaining to his/her division, including JOBL and other applicable rules such as Babe Ruth, ASA, etc. It is the responsibility of all managers to teach to all his/her players the principles of good sportsmanship and fair play, to provide a means for wholesome youth recreation and to teach, in a positive and rewarding way, the fundamentals of youth baseball and softball as set forth in these rules and bylaws. A manager shall teach not only skills of the game, but skills that assist in educational, physical and mental conditioning and growth, along with personal development as a result of team participation. Managers shall endeavor to teach life skills such as learning respect for the rules of the game, teammates, opposing players, managers, coaches and spectators. Managers shall be responsible for assisting players in developing self-confidence and improving their self esteem. Managers shall encourage players to safely improve their physical fitness and develop social skills.
4. It is the responsibility of all managers to field questions and concerns from parents of his/her team and to responsibly deal with all related problems and incidents. Managers should seek assistance from the appropriate division managers when necessary and should advise such division manager of any incidents involving lack of parental participation or any unresolved problems or potential problems.
5. Team managers shall be chosen by the respective vice president, respective division manager and the president. Where possible, experience, game knowledge and personal relations skills shall be used to determine the choices. Seniority will be used should those criteria be equal and more managers than teams are available. In that case, seniority shall be:
 - Returning managers from within division.
 - Returning managers moving up from next lower division.
 - Returning coaches from within division.
 - Returning coaches from next lower division.
 - Returning managers from divisions other than next lower.
 - New managers.

Should the above ranking order be insufficient, the appropriate Vice President and Division Manager shall have the right to use such designations as having children within a division, non-returning managers with prior years of managing, length of JOBL service and/or membership or other type distinctions to enable them to select managers.

6. No person shall manage more than one team in the League without prior Board approval.
7. Selection of Team Names:
 - a. Returning managers within a division may retain team name used the prior year.
 - b. All remaining managers shall draw a number to determine ordering of picking remaining names.
 - c. Should a returning manager within a division not wish to retain the same team name, he will enter the draw with all remaining managers.
8. Managers shall submit year-end player evaluations prior to the end of the season.
9. Managers will attend all scheduled and noticed managers' meetings or if unavailable, will advise the appropriate division

manager prior to the meeting. Managers must contact his/her division manager after each missed meeting to obtain the information distributed at the meeting or upon prior approval of the division manager, send an appropriate representative in his/her place. Managers will attend all league-sponsored coaching clinics and shall avail themselves of training and educational tools to assist them in fulfilling the goals of the league's program. Managers shall agree to obtain a coaching certification from the Babe Ruth Cal Ripken Program.

10. Managers who have displayed conduct unbecoming a manager or who have exhibited philosophies directly opposed to those of the League shall not be selected to manage regardless of the number of teams or positions available and the fact that he/she may qualify because of the above priorities.
11. Managers or individuals acting in the place of a manager must remain at all practices and games until the last team member has been delivered to his/her parents or their designee.
12. A board member shall not be a manager or designated coach of any team in a division in which he/she has a degree of control, thereby creating a conflict of interest, without the approval of the president, appropriate vice president and appropriate division manager.
13. PROTESTS:
 - a. Plate umpires must be notified of a protest before the start of the next play.
 - b. Notation of protest must be made in the official scorebook by the manager.
 - c. Protests must be in writing and submitted to the appropriate chief umpire for a ruling within twenty-four hours of protested game.
 - d. No protests allowed on judgment calls.
 - e. Situations out of the jurisdiction of the chief umpires, shall be handled by a majority decision of a committee to consist of the President, appropriate Vice President and appropriate Division Manager which shall be final.
 - f. An appeal of the chief umpire's decision must be made in writing and be submitted to the Umpire-in-Chief within twenty-four hours.
 - g. A majority decision of a committee to consist of the Umpire-In-Chief, the Boys' Chief Umpire and the Girls' Chief Umpire shall issue a ruling on the appeal in writing within seventy-two (72) hours' time.
 - h. To reduce or eliminate the number of frivolous protests, a manager (or team) having one unsuccessful protests (within one playing season) will be charged a \$25 fee for each additional protest. If the protest is successful, the fee will be returned. If unsuccessful, the fee will be forfeited to the league.
14. Only manager or official designated coach may check score sheets from prior games filed in League Office.
15. As required by California Assembly Bill 465, all managers and coaches designated for draft purposes shall agree to a Department of Justice, or other approved agency, background check and Abuse Prevention Training. All managers and designated coaches submitting to such checks and fingerprinting agree to hold Jr. Optimist Baseball/Softball League and its officers and directors harmless from and against any and all liability for any of the findings.
16. All managers and official designated coaches shall take the Babe Ruth Cal Ripken Coaches Certificate and provide league office with a copy of the certificate.

UMPIRES

1. Team manager/coaches are allowed to umpire within their own divisions.
2. Plate umpires shall:
 - a. hold brief pre-game rules conferences with managers prior to all games.
 - b. start all games promptly at their scheduled times unless a previously-scheduled game is in progress; games shall then start immediately upon completion of the prior game.
 - c. take control of all games and move them along as rapidly as practical.
3. During those seasons when the League elects to use the services of outside plate umpires, first and third base umpires will be supplied by teams according to a schedule furnished by the League, with the exception of the Pee-Wee, Valley, Deb and 8&Under Divisions which shall supply one base umpire. It is recommended that all such umpires show up to their assigned field at least fifteen minutes prior to game time. In lieu of providing a first and third base umpire, a team may elect to designate certain individuals on their team to become an umpire trained as a two-man crew (the second being the plate umpire). Those individuals must be certified by the league. Only with use of the certified base umpire will a team's requirement be fulfilled by one umpire.
4. Umpires (both plate and base) must be 18 years of age or older, no exceptions.
5. Each team shall supply the correct number of umpires, which have been League-certified prior to assignment, to fulfill all umpiring assignments should the League require base umpires.
6. Teams who do not satisfy their umpiring requirements shall forfeit one point in the standings for each missed umpiring assignment.; that is, two points if two umpires did not show or one point if one umpire did not show. The opponent in such a forfeited game shall not automatically receive a win in such event. The actual win or loss shall be credited to the opponent which can result in a double loss for such a game.
7. Umpires shall fill out an ejection sheet whenever an individual is ejected from a game. Form shall be filed in the office.

TEAM SELECTION

1. Maximum number of players assigned to a team shall be:
 - a. Pee-Wee: 13 per team.
 - b. Debs: 13 per team.
 - c. 8 & Under, 10 & Under, 12-14 & Under and 14/16 & Under Divisions = 13 per team.
 - d. Valley, Minors, Majors, Babe Ruth Divisions = 12 per team.
 - e. Remaining Divisions: As appropriate.

2. Team names shall be:

BOYS' DIVISIONS		GIRLS' DIVISIONS	
American	National	American	National
A's	Reds	Angels	Cubs
Angels	Braves	Bluejays	Rays
Indians	Cardinals	Cardinals	Marlins
Rangers	Cubs	Orioles	Tigers
Red Sox	Dodgers		
Tigers	Giants		
White Sox	Pirates		
Yankees	Rockies		

3. The League may charge a refund deposit for uniforms in those divisions where there has been a collection problem in the past.
4. Assignment of members to teams shall be at the direction of the Boys' and Girls' Vice Presidents and the respective Division Managers in accordance with procedures set forth in these rules and bylaws. No child shall be placed on a team other than thru the appropriate Division Manager and Vice President.
5. Players with completed registration forms and paid/waived fees shall be placed in a draft. Late signups shall:
 - a. Be cleared through the Vice Presidents to verify age.
 - b. Complete a registration form, be evaluated, and pay registration fees.
 - c. Be placed on a team by the appropriate Division Manager and Vice President.
 - d. Be issued a uniform after the above steps have been taken.
 - e. Unauthorized placement shall result in game forfeitures of the team involved.
 - f. Late sign-ups can be added to teams throughout the course of the regular season.
6. Draft: A forced-rated draft system using numbers from 1 to 5, 5 being high, will be held in all divisions.
 - a. Co-managers may not be designated for purposes of the draft.
 - b. Each team will be allowed to start the draft with a manager and one designated coach, or in the Pee-Wee and Deb Divisions, one team representative.
 - c. All teams in all divisions shall be divided, point wise, as equally as possible.
7. Evaluation:
 - a. Players will be evaluated by managers under the direction of Division Managers using forms furnished by the League.
 - b. Uniform drafting forms will be used by all divisions.
 - c. Evaluations shall be followed by a two-part managers' meeting.
 - Part One: Conducted by League personnel for rules discussions and announcements.
 - Part two: Divisional, at which coaches will be declared, ratings submitted and team names chosen.
8. Pre-season/post-season ratings from previous years will be made available to all managers.
10. Ratings will be:

5:	10% - well above average
4:	20% - above average
3:	40% - average
2:	20% - below average
1:	10% - well below average

If a division is better served by the use of pitching rounds in place of 5 and 4 ratings, such categories are allowed.

10. When ratings are assigned, experience within a division should be taken into account, but no extra points should be assigned because of such experience. The way each particular manager rates should also be taken into consideration.
11. Evaluation ratings shall be compiled and reviewed by a committee to consist of the president, vice presidents, division

managers and representatives appointed by the president. Finalized ratings shall be presented to managers at the pre-draft manager meetings.

12. Babe Ruth Division: For drafting purposes, all pitchers shall be placed in a pitching category or round, with all remaining players placed in a second category or round. Such rounds shall be by age group. There shall be no "sit-out" rounds.

13. Conducting the Draft:

- a. Only participating managers, designated coaches, Division Manager, Vice Presidents and the President shall attend.
- b. Each team shall consist of two players rated 5, two rated 4, two rated 2 and two rated 1. The number of players rated 3 will be either three, four or five depending on the size of the roster. (If a division consists of 8 teams of 12 players each, the best 16 players evaluated will be rated 5, the next best 16 rated 4, the next best 32 (four per team) rated 3, the next best 16 rated 2 and the last 16 rated 1).
- c. The number of players in the 5-rated category shall be split in half with the top half of the players being designated as the players to be drafted in the first round and the second half of the players designated as those drafted in the second round. Each team shall draft one player from each round. **GIRLS DIVISIONS: PITCHING ROUNDS CAN BE SUBSTITUTED FOR 5/4 ROUNDS.**
- d. Any deviation, no matter how slight, must be approved by the appropriate Vice President and the President.
- e. Prior to the draft, children of the manager and designated coach are automatically assigned to manager's team.
- f. Five-rated players are drafted first, four-rated players drafted second, three-rated players drafted third, two-rated players drafted fourth and one-rated players drafted last.
- g. For each numerical grouping, order of the draft shall be by draw, with the manager drawing number one drafting first, number two drafting second and continuing that round through the entire number of teams within the division, then reversing in order with the last team to draw in that round being the first team to draw in the next round. A new order of drafting shall be drawn prior to drafting each numerical grouping. **BOYS DIVISIONS: THE 1st ROUND 5'S SHALL BE IN RANKING ORDER, THE 2nd ROUND FIVES SHALL BE REVERSE ORDER. TEAMS WITH NO PRE-ASSIGNED PROTECTED PLAYERS FOR THE 1st ROUND SHALL DRAW FOR POSITION TO DRAFT IN THE 1st ROUND REGARDLESS OF PICK AND SHALL STAY WITH THAT CARD FOR THE 2nd ROUND.**
- h. A team shall sit out the second round of drafting in the 4, 2 or 1 rounds, or both rounds if appropriate, if a team has a preassigned player(s) in that particular numerical grouping. In the 5 round, a team shall sit out the first or second round if a team has a preassigned player in that particular round. In the case of the 3 rounds, a team having a pre-assigned player or players in that numerical grouping shall sit out the last complete round or rounds of drafting for that particular grouping.
- i. Immediate family members living in the same household shall automatically be placed on the same team if those players are in the same division unless a parent requests otherwise. The drafting of one child shall automatically place the second child on the same team. A selection of a combination draft pick shall amount to two or more rounds with the manager sitting out the next appropriate round or rounds, depending on the number selected in a combination draft pick.
- j. Players must be rated in order to be drafted. If a player is registered but not evaluated, the Division Manager shall assign a rating based on other information available.
- k. Special effort should be made to obtain information on a child for which the League has none. Should that fail, these children should be placed in a special class and be rated NI (no information). These children should be divided equally among the teams if possible.
- l. Players eligible for the draft shall be those registered and assigned to each particular division prior to the start of the draft. No child may register and be assigned to a division once the draft starts. Once the draft starts, all unregistered or unassigned children shall be considered late signups and shall be treated accordingly.
- m. After all players have been drafted, trading on an equal-point basis shall be allowed. In the case of a five-rated player, a trade must be within the same draft round. All teams shall be considered final and the draft closed immediately upon conclusion of the draft and any agreed-upon trading. Rosters shall be completed at the conclusion of the draft and submitted to the Vice President at that time. Rosters shall be continually updated.
- n. Should the draft end with team openings, the Division Manager and Vice President shall assign players to those teams from a list of late sign-ups according to team needs. The team placement of late sign-ups will be under the control of a committee to consisting of the Division Manager, Vice President and President.
- o. Should a division wish to allow for late sign-ups, the draft is conducted in a manner that allows each team to complete the draft one or two player short depending upon the number of late sign-ups expected.
- p. When a player is assigned to a team at a point in time where there is less than two pre-season practices remaining, it is left to discretion of the manager of the team as to whether the player is capable of playing in any games prior to that player having attended two practices. Maximum number of games a manager can refuse to play such a player shall be two.
- q. Controversial drafting of players shall be reviewed immediately by the President and appropriate Vice President and they shall make a final decision as to the manager's ability to draft said player.

PLAYOFFS

1. Intent of the playoffs:
 - guarantee playoffs in each division.
 - guarantee the number of teams who advance to the playoffs.
2. Seasonal standings determine teams who advance to the playoffs.
3. Trophies are awarded to first and second-place playoff winners.
4. Pre-playoff divisional winners are selected in the following order:
 - Best overall record of all games played. If tied:
 - Best record of two teams against each other.
 - Least runs allowed against each other.
 - Highest number of wins in respective division.
 - Coin Flip
5. When determining a half-season winner, only games played in that particular half are to be considered.
6. Play-off games to determine who advances to the play-offs should be avoided.
7. If possible, each division schedule shall be set up in a manner that will include first and second-half winners.
8. Number of playoff teams:
 - in divisions having five or more teams, the number of playoff teams in each division shall be four.
 - in divisions where American/National divisions are possible (6, 8, 10, 12, 14), playoff teams shall consist of first-half American, second-half American, first-half National and second-half National.
 - in larger divisions having two sets of playoffs (8 teams), first step is double elimination, followed by single elimination game
 - in odd-numbered divisions, the top four team shall advance to the playoffs if American/National Divisions not used.
 - in instances where the first and second half winners are the same, the over-all next-best record or records, Regardless of division - wildcard teams - shall advance to the playoffs.
 - wild-card teams take the place of missing teams.
 - if there are two wild- card teams: each team plays their own divisional winner if the two wild-card teams are in opposing divisions.
 - if both wild-card teams are in the same division, the winner with the best record plays the wild-card team the worst record; the winner with the second-best record plays the wild-card team with the best record.
9. Playoff schedules are to be set as follows:
 - A. Even-numbered divisions: (Double elimination)
 - Round 1: First-half American v. Second-half American
First-half National v. Second-half National
 - Round 2: Losers play; winners play = one elimination
 - Round 3: Teams with one loss play = second elimination
Team with no losses draws a bye
 - Round 4: Remaining two teams play until third elimination
(Possibility of two games)
 - B. Odd-Numbered divisions: (Double elimination)
 - Round 1: First place team v. Fourth-place team
Second-place team v. Third-place team
 - Round 2: Losers play; winners play = one elimination
 - Round 3: Teams with one loss play = second elimination
Team with no losses draws a bye
 - Round 4: Remaining two teams play until third elimination
(Possibility of two games)
 - C. Four-team divisions:
First-half winner v. second-half winner: best two of three

If the first-half winner is the same as the second-half winner, first- place overall v. second-place overall to guarantee playoff.

- D. A team advancing to the playoffs must have fulfilled its team obligations. Teams wishing to make up their obligations must do so immediately in order to count towards playoffs.
 - E. In divisions where two double elimination tournaments are run (due to size of division), final championship games between winners of both divisions shall be double elimination format also.
 - F. Alternate selection of teams advancing to playoffs: take top teams, regardless of which division played in.
10. Because of time problems in scheduling games, the Board reserves the right to alter the pitching rules for playoffs in certain situations. No changes in rest rules will occur without the approval of the appropriate Division Manager, appropriate Vice President and President and shall be given only in the interest of equalizing the pitching requirements for the teams involved. Additional innings can be allowed if more than two games per week will be played. Such number shall be determined by the appropriate Division Manager and Vice President, using regular-season criteria.
11. Home team advantage:
- during playoffs, home team for first-round games shall be determined by a flip of a coin except those situations where an overall first-place winner is participating. Overall first-place winners shall have the choice of home team. In the event of both teams being overall first-place winners, best seasonal records shall determine home team.
 - if best seasonal records are identical, a coin flip shall determine home team for that game.
 - all remaining games shall be determined by a flip of a coin, except that overall first-place winners continue to have the choice of home team until they incur a loss, at which time, coin flip determines. Lone undefeated teams have the choice of home team
 - coin flips shall occur, where possible, prior to game day.
12. To be eligible for playoffs, a player must have played at least one-half of the regularly-scheduled season games for his/her particular division. Exception to this rule is in the event of injury. A player can play if that player has missed more than one-half of the season due to injury. That player, however, must continue to attend games and the injury must be noted in the scorebook at each game attended. The Executive Committee shall, however, have the authority to relax this rule on a case-by-case basis.
13. No protests shall be allowed during playoff games. In the event of a protest situation, games shall be stopped, a chief umpire summoned to the field on which a protest situation is occurring and a ruling issued prior to the commencement of play.

TOURNAMENTS

1. The Travel Team Committee – Glory-Lady Liberty/Patriots shall determine the format for travel teams for the various divisions for any given year.
2. All-Star games shall be held for Pee-Wee, Minor, Major, Deb, 8&Under, 10&Under and 12-14&Under Divisions. Four teams shall be selected in Pee-Wees and two in Debs; 8&Under, 10&Under and 12-14&Under as appropriate. Pee-Wee Format: By draw teams will play a first game, after which Losers will play and Winners will play. Deb Format: 2-out-of-3 all-stars games. Managers from the Pee-Wee and Debs teams shall nominate players. Selection of players shall be determined by managers, Divisions Managers, Vice Presidents and President. Managers shall be selected by Division Managers, Vice Presidents and President. Certificates will be awarded to all participants.
3. Team colors: Red –Older teams in divisions (or first choice); Navy – younger teams in a division; Royal: extra teams; Glory: red/white/blue.