

OFFICIAL JUNIOR LEAGUE RULES UPDATED April 10th, 2019

GENERAL INFORMATION

1. Games will be six (6) innings, three (3) outs per half inning.
2. A game is considered official at the completion of four (4) innings or 3½ if the home team is winning.
3. Six (6) runs maximum per team per inning. If more than 6 runs score on a hit ALL of the runs will count (most runs possible for any inning in 9) Mercy Rule 10 runs after home team has batted in the 4th. (No mercy rule in playoffs)
4. All team members present will bat in rotation. This batting order will be given to the opposing team manager prior to the start of the game. Any team member showing up after the batting orders are exchanged will be added to the bottom of the order. Nine players play the field.
5. All players must play a minimum of three (3) complete defensive innings by the end of the fifth inning. They need not be consecutive innings. Once an inning begins, a defensive team will be allowed to “switch” a player only in the event of injury or if the pitcher is removed. A defensive team is allowed to “shift” players without removing the pitcher, but all players are required to return to their original position once the “shift” is removed. All players must play one (1) inning in the infield by the fourth inning.

If a player has not played the infield by the 4th Inning, the offending team will given an automatic out the next time at bat. 2nd offense 2 outs, 3rd offense 3 outs, any more than three throughout the regular season will result in a 2 game suspension for the team manager for each subsequent infraction and 1 automatic out for the team in the game the infraction that caused the suspension occurs. Offenses and penalties are carried over from game to game in the regular season. Playoff game offenses- number of offenses and penalties reset to zero in the playoffs, but carry over from game to game in the playoffs in the same fashion that they do in the regular season. Any and all disputes will be resolved by the League President.

6. The home team is required to do the following: a) Get the bases from the equipment room. b) Set up the pitching rubber 40 feet from home plate c) Line the field including markers between bases (as necessary). d) Rake the field after the game e) Return the bases and rubber to equipment room

7. The visiting team is required to do the following: a) Make sure all garbage is picked up around fields b) Make sure all garbage cans are emptied into dumpster at the conclusion of the game

PLAYING RULES UNIFORMS AND EQUIPMENT

1. No jewelry may be worn at any time by any player during practice or games. This includes non-newly pierced earrings, watches, rings, bracelets, and neckties of any material. Religious or medical metals may be worn but must be taped to the body.

2. Refusal by any player to comply with this policy will result in immediate removal of the player by the manager. Umpires and league officials will remove any player(s) not complying, without warning, once the game has started.

3. A player will not be allowed to play without a complete uniform, which includes a shirt, pants and socks. * Shirt must be tucked in during the entire game. This will be enforced!

4. Catchers must wear protective equipment including chest protector, helmet and shin guards.

5. Home plate umpires are required to wear equipment including a face mask.

MANAGERS/COACHES

1. The league president reserves the right to approve all managers and coaches. Only approved coaches will be allowed on the field/dugout during games, unless an unexpected manager/coach absence requires the use of an unapproved base coach on occasion.

2. Only the manager will be permitted to become involved in a discussion with the umpire. Such discussions should be conducted away from the players and spectators. They should always be conducted in a courteous manner.

3. Only the manager or the approved coaches will be allowed in the coach's boxes, unless there is an unexpected absence per Rule #1 in this section.

4. Youth coaches are allowed and must be within the guidelines of the Homewood Baseball League by-laws.

5. Managers will be responsible for maintaining an accurate scoring of the game. Periodically check with the other manager to make sure books agree. The home team will be responsible for making sure the correct score is on the scoreboard. If there ever is a dispute, the Home Team's book is official.

6. Both coaches text the final score to league president.

PITCHING

1. The pitching rubber is 40 feet from home plate. That is 6 feet in front of the little league pitching rubber.

2. The pitch will be a standard softball fast-pitch delivery.

3. Both feet must start on the pitching rubber.

4. A pitcher can pitch a maximum of Three (3) innings in a game. Delivering one (1) pitch will be considered an inning.

5. Any pitcher can re-enter the game. Example: Pitcher A pitches the first inning, pitcher B pitches the second inning, pitcher A pitches the third inning, pitcher B pitches the fourth inning.....

6. No more "pitcher has the ball in an imaginary circle so the runners go back" rule. Let the plays play out.

7. The manager or coach may go to the pitcher's mound once in an inning. The pitcher must be removed on the second visit in the same inning or the third visit in the game. Any time a manager or coach enters the field of play after an inning begins, with the exception of an injury to a player, a mound visit will be assessed. The inning begins with the first pitch thrown to a batter.

8. There is no inning restriction per week per pitcher even in the case of rain outs. The only restriction is 3 innings per game.

9. No pitchers will be allowed to wear a yellow long sleeve shirt or have any other foreign articles on either arm while pitching. The pitcher cannot use a white/yellow glove or a glove with white/yellow piping while pitching.

If a pitcher hits two batters in an inning, and in the umpires' judgment, the batter attempts to avoid getting hit, the pitcher must be removed from pitching for the rest of that inning. The same rule applies for each inning the pitcher pitches. (Max innings per game is three)

10. Intentional walks are not allowed.

11. If umpire deems a pitcher is crow-hopping or coming off the mound when she pitches, a BALL will be called even if the pitch is a strike. IF the ball is put in play and umpire deems pitcher crow-hopped, the ball will be considered LIVE.

12. Any ball that bounces before it hits the batter will be deemed a ball, and a dead ball. Runners can't advance but the batter will not receive first base since the ball hit the ground before hitting the batter.

BATTING

1. Any bat not provided by the league must be inspected and approved by a league official (maximum 2.25 inch diameter barrel and maximum 34 inches in length). Possession of an unapproved bat in the dugout may result in forfeiture.

2. The strike zone extends from the knees to the middle of the letters of the jersey. If the batter takes an exaggerated stance, it will be called as if a normal stance was used. Balls and strikes cannot be argued and could be immediate ejection of manager or coach.

3. Players should show safety when dropping the bat. The umpired will warn EACH TEAM once. The second time a player from that team throws the bat she will be called out. The umpire will also inform both managers, who will record it in the scorebook.

4. Catcher's interference will be in effect and player will be awarded first base.

BUNTING

1. Bunting IS allowed. No fake bunt and pull back and swing. This will result in an AUTOMATIC OUT without warning. Players can fake bunt and pull back as long as they do not swing.

2. If a player fouls a third strike with a bunt attempt she will be called out.

BASE RUNNING

1. A base runner must attempt to slide or AVOID CONTACT into a base (except first) if the defensive player has the ball and/or a play is about to occur as judged by the umpire.
2. THERE ARE NO LEAD OFFS ALLOWED UNTIL THE PITCH CROSSES THE PLATE.
3. STEALING—There is NO LIMIT on # of steals per inning. Players can also steal home plate.
4. Players cannot leave the base or steal until the ball crosses the plate. If the umpire deems a player left early, the player will be called out. If the ball is put in play and the umpire deems the player on the base left early, everyone will return to where they were at and the batted ball will be called dead.

“Cat and Mouse” is not allowed, this is defined as, when runners are dancing off the base during the pitcher to throw to the base or run at them. This does nothing but slow the game down. It applies to any base. One warning will be given and if it happens again the runner will be called out. Once the runner takes a step back to the previous base, the play is considered dead and the runner can't advance. The next play begins when the pitcher pitches the ball.

MISCELLANEOUS 1. All protests must be submitted to league president within 24 hours of the completion of the game. All protests will be handled by the Homewood Baseball/Softball Board.

2. Infield fly rule will not apply. Any batted ball hits any part of a tree that overhangs on the field will be considered a deadball. If the ball hits a tree in the outfield on the back fence line, it will be a homerun.

3. Each team will provide a game ball for each game.

4. For safety reasons, no defensive infielder may play on the infield grass until after the pitcher has released the ball. On a bunt attempt, players may charge in as soon as the batter squares to bunt.

5. A team must have a minimum of seven (7) players to play. A Bantam 'A' player may be brought up to play in a game if a Junior League team is short players. Please see rule 6 on call-ups

6. Call-ups: A. Players may be called up from any Bantam 'A' League team, with the permission of the League President. The player selected will be from a predetermined list and will be called up based on a rotation of the listed players and availability.

B. Any player called up must bat last in the order and will play the field in the same manner as the rule explained in General Information Rule 5. Player may play any position other than pitcher.

C. Call-ups cannot interfere with player's own team's game.

D. If less than 10 rostered players are available for a game and no call-ups are available, defensive players will be taken from the opposing team. If the substitute player(s) is from the opposing team, that player(s) will be the player(s) who made that last out(s) when batting. All substitute players must play in an outfield position (right field, center field or left field). They cannot play short centerfield.

E. Call-ups will be allowed for the play-offs but MUST be from the approved list and cleared by the league president.

7. There are two (2) minutes between innings starting with the last out of the previous inning. The umpire will be responsible for enforcing the time limit. Time limits will be strictly adhered to. The umpire/commissioner will monitor "official" time.

8. Intentionally stalling of games will NOT be tolerated. It is both the umpire and commissioner's job to make sure this is not occurring. If it is consistent and intentional, a team could forfeit the game. This must be reported and a final ruling as to a forfeit will be made by the League President.

9. A team member may be benched (not allowed to play) for disciplinary reason before or during a game. The opposing manager and umpire must be notified of this when it occurs. If the president is not available, the commissioner on duty may be informed.

10. A girl must arrive in time to play three defensive outs by the completion of the 4th inning. If a girl is late and her team is in the field and the 4th inning has started, she cannot play. Plus, the girl must play infield by the 4th inning. This will allow the infield by the 4 rule and will ensure the girl plays defense before a potential slaughter rule game.

SPORTSMANSHIP

A player could be benched if the parent or guardian does not fulfill his/her voluntary obligations. This will continue until the parent or guardian fulfills his/her commitment. The league president will inform both the player's parent and coach when this is to occur.

A player, manager, or coach will be ejected from the game and be suspended for a minimum of 2 games for any of the following:

F. Unsportsmanlike conduct

G. Physical or verbal abuse of any kind to an umpire, manager, or player.

H. Throwing of equipment

I. Foul language

J. Refusal to shake hands after the game

K. All ejections will be reported to league president for any additional action

L. All ejections are subject to a minimum 2 game suspension

** Official Babe Ruth softball rules, not modified by the above, will be followed **