

## FALL 2017 JUNIOR LEAGUE BASEBALL

1. Play will conform to the requirements of the 2017 Cal Ripken rulebook, and as modified by these supplemental park rules.
2. At the beginning of the game, each team should be prepared to contribute one (or more) new balls, which will be returned to the team for use as a practice ball after the game. No logos or team markings allowed on game balls.
3. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be a fifteen-minute grace period for lack of players. If one team has less than eight players the game will be treated as a forfeit. If you have 8 players, you may pick up a player from the league below but it **MUST** be approved by your league director and/or the baseball director. Only 1 player may be picked up and only if he/she is the ninth player. The player that was picked up must bat last and can only play in the outfield.
4. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
5. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
6. The games will be 7 Innings or the time limit of 2:00 hours, but a new inning cannot be started after 1:50. An inning shall be completed if it began before the time expiration.
7. If game is tied after 6 innings or time has expired, no extra innings will be played.
8. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
9. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter.
10. All players must play every other inning. No player shall sit the bench for two consecutive innings unless he is injured or ejected.
11. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. The batting position of the ejected player will result in an out each time he comes up in the batting order.
12. Before a coach comes on the field, he must request a time out from the head umpire.
13. The catcher must wear a protective cup during practices and games to reduce the chance of injury. A protective cup is recommended for all other players as well.
14. Mercy Rule: Run differential of 15 after 3 innings, 12 after 4 innings, and 10 after 5 innings.

15. Pitching Rules: 2 innings max per game for pitchers. One pitch thrown by a pitcher is considered one inning pitched. A maximum pitch count of 95 will be enforced.
16. Pinch runners may run only for pitchers and catchers. The runner must be the player that made the last out. Exception: An injured player.
17. There is **No** "Slide Rule" in affect in the Junior division. However, a player may not lower a shoulder and plow over a fielder. Only incidental contact will be acceptable.
18. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scoreboard controller is properly stored away. A warning will be issued to both coaches on the first occurrence of this not being completed. Upon a second occurrence of the lights not being turned off and the scoreboard controller not being put up the coach is subject to be turned in to the Ethics Committee for further action.
19. Bunting is allowed.
20. Stealing is allowed.
21. Leading off is allowed.
22. After a game or practice, coaches should not leave the area until all players have been picked up and both home plate and pitchers mounds/circles have been covered with tarps.