

Junior and Senior Leagues

13 & 14 Years Jr.

15, 16 & 17 Years Sr.


The Junior and Senior League rules shall be governed by Official High School playing rules, with any exceptions listed herein.


1.) **Time Limit/Innings:** Game will be 7 innings in duration, with 4 ½ or 5 innings constituting a game in the event of rain, light failure, etc. There will be a 2 hour time limit on each game. No new inning will start with 10 minutes or less remaining in the game **unless the game is tied**. The scorekeeper will announce the starting time of each game and this will be recorded in the scorebook; the scorekeeper's watch is the official time.

2.) **Run Rule:** These leagues will follow 10 runs ahead after 5 innings or 15 runs ahead after 3 innings.

3.) **Equipment:** It is mandatory that all catchers wear cups and the hockey style catcher's helmet while catching.

4.) **Mandatory Playing Time:** Every player in the Junior and Senior League shall play at least 2 innings per game. All players must bat at least once per game. The only exception shall be when a player is absent or under disciplinary action. **All players must play 4 complete games per season.**

 In addition to the above, if a player is in the game at the beginning of the fifth inning, and the game is discontinued for any reason, this will suffice as having played his required number of innings.

 Each player must start every other game, in the Junior and Senior League provided he meets the standards. (See Coaching Rules #13 & Rule #15, page 7).

5.) **Dugout Procedures/Players on Deck:** There can be, at most, only three adults, (Head coach and two assistants), baseball players and one bat boy in the dugout at any one time. When a team is batting, all team members must be in the dugout except base runners, bat boy, on deck batter, batter, and two base coaches. When team is in the field, substitutes, bat boy and all three coaches

must be in the dugout.

6.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to the starting time. Players arriving after this time will only be added to the bottom of the line-up. This list must include the batting order of only those players physically present, the first and last name of each player and his jersey number, absent players and players being disciplined.

7.) **Adding Late Players:** After game has started, late players can be added to the line-up only with the approval of scorekeeper.

8.) **Intentional Walk:** Intentional walk rule will apply. By acknowledgment from the pitcher to the umpire of an intentional walk, a batter may be awarded first base without the required four pitches. The pitcher will be charged 4 pitches thrown or the balance of pitches to award base.

9.) **Designated Hitter:** There will be no designated hitter.

10.) **Substitution:** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he re-enters, and provided the substitute has completed his mandatory playing time.

11.) **Foul Balls:** All foul balls must be chased by the batting team. (Coaches are responsible for returning balls to the umpire.)

12.) **Assisting Runners:** Coaches must stay in coach's box and may not assist runners in any way. Violation of this rule will result in runner being called out.

13.) **Equipment:** Batting helmets shall be worn by all batters and base runners as covered in Official High School playing rules.

14.) **BATS:** Any COMPOSITE BAT (2 5/8 inch barrel –3) banned for use in the National Federation High School Association will NOT be allowed in our league. Anyone caught using an illegal bat will be called out and ejected from the game. To find out what bats are LEGAL go to www.nfhs.org.

15.) **Pitcher Substitution:** Any player may be removed as pitcher and returned as

pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule.

16.) **Number of Players Needed for Participation:** A team can start or continue with eight (8) players; unless the ninth (9) player was ejected, then it is a forfeit. The vacant position must be listed last in the batting order. An out will be called each time that spot in the batting order comes to bat. A team that starts the game with eight (8) players may without penalty, add a player into the ninth (9) batting spot of the line-up. A team that starts the game with nine (9) players may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. The player who has left the game will be called out every time the vacant spot comes to bat.

17.) **Batting / Extra Hitter:** A team may bat 10 players. An Extra Hitter (EH) may be used. A player designated as the EH must play the entire game as the EH. The EH can NOT be substituted (exception – EH gets hurt and cannot play, a sub may be used). If the EH gets ejected from the game, team must finish with 9 players. The vacant spot would become an out in the batting order. A player can be designated as a EH only ONCE during the season. The EH must be in the line- up at the beginning of the game. A EH cannot be added once the game starts. This rule is not to be confused with the Designated Hitter (DH) rule.

18.) **Tie Breaker:** International tie breaker: After the regulation game or time limit has expired the International tie breaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

Pitching Regulations:

1.) The maximum number of pitches that can be thrown in a game is 105 pitches. EXCEPTION: If the pitch limit is reached during an at bat, the pitcher may continue to pitch until the batter has reached base or has been declared out, at which time the pitcher must be replaced.

A pitcher who throws 40 or less pitches in a day requires NO rest period.

A pitcher who throws between 41-70 pitches in a day requires one (1) calendar days of rest.

A pitcher who throws between 71-105 pitches in a day requires two (2) calendar days of rest.

If a pitcher pitches less than 41 pitches in game one, they are eligible to pitch in game two but the pitch count will be a cumulative total for the day.

If a pitcher throws 41 or more pitches in a game and is removed from the mound, they are not eligible to return to the mound in the same game or until their required rest period is observed.