

REGULATIONS AND RULES OF PLAY FOR
8 & 9 YEAR OLD MAJORS, 10 THROUGH 14 YEAR OLD OPEN DIVISION, AAA,
AA, A LEAGUE TEAMS OF THE
JEFFERSON COUNTY JUNIOR BASEBALL LEAGUE

(Revised January, 2012)

Table of Contents

Introduction

I. REGULATIONS

- A. Player Enrollment**
- B. Player Eligibility**
- C. Team**
- D. Coaches**
- E. Method of Paying Umpires**
- F. Games**
- G. Playing Fields**
- H. League and Divisional Structure**
- I. Methods of Reporting Game Scores**
- J. Conflict between Regulations and Rules of Play**

II. RULES OF PLAY

- A. Exceptions to the Official Rules of Baseball**
- B. Special Substitution Rules**
- C. Equipment**
- D. Postponed and Suspended Games**
- E. Forfeits**
- F. Conduct**
- G. Ground Rules**
- H. Protests**
- I. Special Rules for each Age Group**
- J. Game Time Restrictions**
- K. USSSA Baseball**

INTRODUCTION

The following Regulations and Rules of Play have been adopted by the Jefferson County Junior Baseball League. Should any situation arise which is not explicitly covered by these Regulations and Rules of Play, final authority shall fall upon the President of the Jefferson County Junior Baseball League (JCJBL) in conjunction with the Vice President of the JCJBL and the Area League Director of the JCJBL.

Area, as used in these Regulations and Rules of Play, refers to the member Area organization whose name and boundaries are delineated in the League's Bylaws (Article III, Paragraph A).

I. REGULATIONS

A. Player Enrollment

1. Players shall register with their respective Area at such time and place as shall be designated by the Area.

B. Player Eligibility

1. To be eligible to play in the Jefferson County Baseball League, a player must:
 - a. Be at least eight (8) years of age on **April 30th** of the current season.
 1. **Majors Exception:** Player must be at least seven (7) years of age on **April 30th** of the current season.
2. Each team shall have a roster of players that contains information designated annually by the Board of Directors. Completed official rosters must be turned in to JCJBL by the designated deadline, or risk forfeiture of all games for teams who's official rosters are not turned in up until the time they are turned in at the discretion of the Vice President.
3. Verification of eligibility (referred to in regulation I.B.6. above) shall be requested only by the opposing coach or one of the umpires in the game.
4. Any player transferred from one roster to another after the start of scheduled play for that age group will be considered an ineligible player.
5. No team may be transferred from one League to another after League play has begun.
6. The penalty for playing an ineligible player shall be forfeiture of any and all games in which the ineligible player participated. A protest must be submitted and approved by the protest committee before the penalty can be imposed. The protest committee will review the protest for any mitigating circumstances that might cause the coach to unknowingly play an ineligible player. If the protest committee finds no mitigating circumstances, the coach in charge of that game shall be suspended for 365 days from all aspects of JCJBL.
7. Players may be added to the official team roster after League play has started provided that the added player has not been a member of any other official JCJBL roster for the current season of play. The addition to the form must be dated and signed by the designated member Area's representative only after proof of age has been sighted and placed on file in the Area. Additions to the roster may be made prior to the last League game played.
 - a. EXCEPTION to I. B. 10 and I. B. 7. In the event any team is unable to continue and field 9 eligible players for the remainder of the season, players from that team may be placed on another existing JCJBL roster provided the following criteria is met. **However, no player movement will be allowed until the JCJBL President has authorized.**
 1. The member Area President has contacted the JCJBL President to inform of the situation.
 2. The member Area President has informed the JCJBL President as to the reason of the team implosion and request that the remaining players be placed on other JCJBL rosters.
 3. The member Area President must provide JCJBL with the names and demographical information of each player being affected.
 4. The JCJBL President, Vice President and Area director form a committee to discuss the implosion. All alternatives must be looked at prior to player movement. Determining the reason for such implosion must be made in order to help the member Area prevent future problems.
 5. The committee will make a final decision to approve/deny said request. If the request is approved, any player movement must follow JCJBL rules in regards to any restrictions on age and classification. Any player who is on a roster for an American Legion and/or CBL team for the current season is ineligible to participate on any JCJBL team.
8. Players shall not be transferred from one JCJBL roster to another after the start of scheduled play for that age group.
9. Players shall not be on a certified roster of a team for the current season in another League (e.g., American Legion, CBL, High School, AYL, and Front Range) and players shall not be permitted to play on any non JCJBL team for a non-JCJBL team's League play. This shall not apply to parochial leagues.
10. No teams shall not be transferred from one league to another after League play has begun.
11. No teams shall not be permitted to play in another league during the JCJBL League season.
12. Players shall not be transferred onto a JCJBL team after the season has started if the player was on a roster in another league (e.g. AYL, Front Range, CBL, and High School) even if the league "releases" the player from their roster.

C. Team

1. Teams shall be composed of the players of the same age and divided into age group as follows:
 - a. 8 year olds – 8U
 - b. 9 year olds – 9U
 - c. 10 year olds – 10U
 - d. 11 year olds – 11U
 - e. 12 year olds – 12U
 - f. 13 year olds – 13U
 - g. 14 year olds – 14U
2. The baseball age of a player shall be the age attained by **April 30th**, of the current year.
3. A player may play in the next higher age group if he or she chooses, and may in any subsequent year “drop back” and play again in the proper age group as defined in I.C.1. above, without penalty or either the player or team involved. However, no player who is “playing up” in an older age group may be transferred back to the younger age group after the start of scheduled play for that age in accordance with section I.B. player eligibility of these regulations and rules of play.
4. In those rare cases with it is not possible for an Area to avoid fielding a team of mixed ages, the age bracket of the team shall be that of the oldest player on the team. The penalty for a team playing in an improper age bracket shall be forfeiture of all games. A protest must be submitted and approved by the protest committee before the penalty can be imposed.

D. Coaches

1. Coaches shall be supplied by the Areas for each of their teams.
2. A player’s school eligibility is to be safeguarded at all times. No coach by his actions shall cause such eligibility to be jeopardized. The penalty for a coach causing school ineligibility of a player shall be suspension of the coach from any further coaching the JCJBL. The League board of directors must agree, by a majority vote, that a violation of this regulation has been committed.
3. Each member Area must annually obtain an application from and run a background check on every coach and all assistant coaches. Annual written proof of background check must be submitted to JCJBL for all coaches prior to the start of the season. Proof need not show specific findings, but must be new annually, and show that a current background check is complete. (For those who have annual background checks done by their employers, a copy will be considered acceptable proof.)

E. Method of Paying Umpires

1. Method of paying umpires for each season shall be established by the Board of Directors.

F. Games

1. All League games shall be scheduled between teams of the same age group.
2. Insofar as possible, the schedule of the League games shall be so constructed that home games shall be played on a field of the home team Area.
3. Any game played prior to the official League starting date will be classified as a practice or scrimmage game and therefore has no official status of League standing.
4. Doubleheaders may be scheduled for League play for 13U and 14U age groups, all other age groups require the approval of the Vice President prior to scheduling doubleheader.
5. Coaches will be allowed to reschedule games for school related reasons and for participation in invitational tournaments within a period determined by the Vice President of the League. This reschedule period will be announced by the League Vice President.

G. Playing Fields

1. Each Area shall have their playing fields smoothed, lined and ready for play well in advance of game time for all scheduled games played in their Area. Home team coaches shall make certain this responsibility is met. The penalty for inadequate playing conditions of a field is forfeiture of the game by the home team. A protest must be submitted and the umpire-in-chief must agree to the unplayable conditions of a field by signing a note to this effect on the score sheet of the protesting team. The protest must be approved by the protest committee before the penalty can be imposed.
2. For rescheduled, make up of postponements, or continued play of suspended games, the coach of the home team shall be responsible to ensure that necessary arrangements are made to have the field in playing condition even though the game may be played on a neutral field.
3. The host Area, for each League game shall be responsible for furnishing the bases and pitchers rubber, and for marking the field. The host Area can charge the home Area an equitable amount for this service, as approved by the League Board of Directors.

H. League and Divisional Structure

1. The JCJBL will structure its baseball program into identifiable Leagues and divisions as follows:
 - a. 8 and 9 year old Majors.
 - b. 10 through 14 year old Open Division.
 - c. AAA
 - d. AA
 - e. A
2. The number of teams placed in each League shall be as follows:
 - a. AAA, AA, and A League teams may be separated into two separate geographic divisions. The Vice President shall determine the total number of teams in each division so that each division has an equal number of teams proportionately.
 - c. The final League standings of any geographical split Leagues shall be the sole determination of the League winners and those teams in the AA and A Leagues will be required to move up to the next higher League. A minimum of two teams per geographically split Leagues must move up. (i.e. 10yr old AA League is split geographically. The first place team from the north must move up as well as the first place from the south must). If two or more teams within a geographically split League are tied with the same win-loss record, both teams will be required to move up to the next higher level.
3. All ages EXCEPT OPEN DIVISION at all League levels shall play eighteen (18) League games in regular season.
4. The determination of the League in which a team will be placed shall be based on that teams won loss record of the previous regular season. A team shall remain in the same League played the previous season unless one more of the following conditions are met.
 - a. The League Winner(s) in AA and A shall be required to move to the next higher League. The sole determinant of League finish shall be Won-Loss record. If more than two teams finish at 1st place only the top two teams tied for 1st place shall be considered League Winners, subject to tie breaker system under II.J.3.
 - b. Recommendation as to the placement of newly-formed teams or teams new to the League, shall be made, in writing by the teams Home Association to the League. Final determination shall be made by the Bracketing Committee on a case-by-case basis.
 - c. To accommodate teams required to "move up" or "move in", it will be required that some teams be placed in the next lower League or "movedown". The choice of which teams shall be moved will be determined, in order, by their respective Won-Loss record for the previous season - the team with lowest percentage Won- Loss record moving first, subject to tie breaker system under II.J.3. A team is at least 6 returning players from the previous season.
 - d. EXCEPTION: If a team (not required to move up or down) wishes to move up or down, AND a team from the next higher or lower League (not required to move up or down) wishes to move up or down, the teams may "swap spots" provided that the team wishing to move up finished in the top 50% in the previous season final standings and the team wishing to move down finished in the bottom 50% in the previous season final standings. Both teams must request this action, in writing, to the League. The request will be granted or denied by the Bracketing Committee on a case-by-case basis.
 - e. No exceptions will be granted for younger aged open division teams to play up an age level and lower league.
5. The Vice President and Area Directors have the final decision to make any adjustments to articles 2, 3, and 4 above.

I. Methods of Reporting Game Scores

1. Teams shall follow scorekeeping procedures as outlined by the JCJBL Board of Directors prior to the start of the season. Both teams shall be required to report scores of every game played.

J. Conflict Between Regulations and Rules of Play

1. In case of conflict between these REGULATIONS and the RULES of PLAY, the REGULATIONS shall hold precedence.

L. Behavior and Sportsmanship

1. Player/Parent Agreement: In an effort to educate parents, players and coaches on their roles and

responsibilities as they pertain to positive support in youth sports, and to hold participants accountable for their actions, a Player/Parent Agreement form will be required with signatures of all players, parents and coaches participating in JCJBL. The form is one per team and is to be attached to and submitted with the team roster prior to the start of League play.

2. Pre-game sportsmanship announcements: As part of every pre-game meeting at home plate (umpires and coaches), there will be a mandatory reading of the code of ethics statement.
3. Disciplinary Action
 - a. **Level I** - Coach/Parent/player Ejection. If during a game an umpire ejects a coach(s), player(s), parent(s), and/or spectator(s) the following steps must be followed:
 1. Umpire reports the ejection via game report within 24 hours citing reason for ejection. Failure of umpire to report ejection is forfeiture of game pay.
 2. The head coach must contact his/her Area President within 24 hours of the start of the game and the ejected person must serve an automatic one game suspension for the next scheduled League game. This one game suspension is automatic and cannot be appealed. If a player, parent or spectator is ejected, it is still the head coach's responsibility to contact his/her Area President within the stated time limit and the parent/spectator will also follow the automatic one game suspension. If a player is ejected he is not required to leave the field he may remain in the dugout, in addition if a player is serving a sanctioned one game suspension, he MAY be allowed in the dugout to support his team, he MAY NOT be in uniform.
 3. Area President will investigate the ejection using the umpire ejection report, contacting witnesses, obtain police reports etc. and forward to the JCJBL Area Director within 48 hours from the start of the game in which the ejection took place. If the Area President or his designee has not investigated within the time limits required, the JCJBL Director will complete the investigation and the coach may not participate in any JCJBL League games until the JCJBL director completes the investigation.
 4. JCJBL Director and Area President will decide further discipline if necessary. Communication with the ejected person will be via email and US mail with copies provided to the Area President and the JCJBL office.
4. Penalty Guidelines:
 - a. Reprimand- An official letter to the individual and/or the member Area concerned in regards to offense committed and warning against further acts of detrimental nature that are contrary to the aims and philosophies of the JCJBL. This letter will become part of the permanent file of the individual and/or member Area involved.
 - b. Probation - An act, which formally notifies member Areas that it or any of its representatives have been in serious violation of JCJBL rules, policies or philosophy. Additional violations while on probation will be considered extremely serious and could lead to restriction or suspension. Periods of probation may vary.
 1. Removal from probation - A request for removal from probation is to be initially routed through the League director and all such requests be forwarded by a member Area President. The request is to outline the constructive action taken by the member Area and ensuing acceptance by the individual to prevent a re-occurrence in seeking removal from probationary status.
 2. Added Review - Those situations, which in the League Directors opinion, have not demonstrated constructive action, will be forwarded to the Disciplinary Committee for a personal appearance by the member Area President and the individual in question. By this means, an appearance before the Disciplinary Committee would truly carry the intent of a major review and thus create an atmosphere of cooperation in an effort to eliminate such circumstances.
 - c. Restriction - Action, which would restrict participation in JCJBL activities. Restriction may apply to an individual or to a team. Upon removal of the restriction, the individual or team shall be placed on probation.
 - d. Suspension - The effect of a suspension shall be to prohibit participation in any or all JCJBL activities. The levels of suspension for disciplinary action are as follows:
 1. Level One- One Game Suspension
 2. Level Two Three- Three game suspension (not including current game)
 3. Level Three Four- One Year Suspension
 4. Level Four Five- Lifetime Suspension
5. Disciplinary Committee: In an effort to incorporate consistency when addressing behavior issues in JCJBL,

the Disciplinary committee, consisting of a rotating group of Area Presidents shall be responsible for responding to appeals pertaining to disciplinary actions. The organizing chairman is the affected Area Director. The appeals committee chairman shall be an Area director different than the affected one.

Game suspension appeals are handled by following the guidelines listed below:

1. Request an appeal in writing to the JCJBL Area Director via email or hand delivered letter within 48 hours of your suspension.
2. Include the incidents leading up to the ejection, what actions did you take after the ejection was given, witness letters, police reports, etc. and why you do not agree with the suspension given over and above the automatic one game suspension. NOTE that the automatic one game suspension is not a discipline that can be appealed, it is not negotiable.
3. A director other than the affected one shall chair the committee with a panel of rotating Area Presidents, excluding the affected Area President will be asked to sit in on the appeal hearing.
4. The appeal hearing will be held within 72 hours of the additional discipline handed down by the Area President and JCJBL director at an Area designated by the JCJBL Area Director.
5. Appeal hearing attendees are limited to the following: Coach/Parent/Spectator ejected; the Area President or designee; affected JCJBL Area Director; Umpire and/or umpire committee representative; and the Disciplinary Committee. No further people will be allowed to attend however the committee will accept witness letters, emails, police reports, etc.
6. The discipline handed down by the Disciplinary Committee will be final and no further appeals will be allowed.

6. Miscellaneous Information

- a. Disciplinary action enforced by any JCJBL affiliation (e.g. -USSSA, AABC) that would carry over to post season play will be recognized by JCJBL.
- b. Post game violence is subject to disciplinary action by the JCJBL.
- c. If disciplinary action enforced by any member Area is stricter than that of the JCJBL, the JCJBL will recognize the member Areas action.
- d. All behavioral issues adopted by JCJBL will be discussed in detail at the initial League coaches meeting.

II. Rules Of Play

Official Baseball Rules as used in these rules of play shall refer to the Official National League Baseball Rules, latest revised edition, copyrighted by the commissioner of baseball. The official baseball rules shall apply for all League games with the exceptions that follow and as modified and amended by these regulations and rules of play. In case of conflict between the official baseball rules and these regulations and rules of play, the latter shall hold precedence.

A. Exceptions to the Official Baseball Rules

Note 1 - The number on the left is the rule number of the Official Baseball Rules.

Note 2- When a reference is made, in the Official Baseball Rules, to "these rules", the exception taken is to add, "and as modified or amended by the Regulations and Rules of Play of the JCJBL".

Note 3- When the term "manager" is used in the Official Baseball Rules, the exceptions taken is to substitute "team coach".

1.01 Fields need not be enclosed. Refer to Notes 2 & 3 under Rule II.A.

1.03 Refer to Note 2 under Rule II.A.

1.04 Infield dimensions will be as specified in Rule II.I of these Rules of Play. Distances to obstructions, foul line dimensions, and grade requirements of the infield are not mandatory. Distances to the next batter's box and between foul lines and coaches' boxes shall be adhered to only as nearly as practical. Dimensions of the coaches' box and batter's box and catcher's box shall be modified in proportion to the infield dimensions of the age group. Ground rules, agreed to prior to the start of the game, shall govern situations concerning obstructions.

1.06 Minimum thickness of bases does not apply.

1.07 Pitching distance from home plate shall be as specified by Rule II.I.

1.08 The distance of twenty-five (25) feet from the foul lines to the benches is recommended but not mandatory. Benches need not be roofed or enclosed.

1.10 Aluminum or colored bats will be accepted for League play.

a. 13U and younger: All bats must be stamped BPF 1.15. Must be a baseball bat - no restriction on weight or length as long as bat has "BPF 1.15" stamp.

b. 14 U: -5 or -3 weight/length ratio. All -5 bats must be stamped BPF 1.15. All -3 bats must be stamped BBCOR. If an illegal bat is used it is to be immediately removed, with no penalty. If it

is

re-entered the player using the bat will be ejected.

2.00 The responsibilities of the League President shall be as specified in the League's Bylaws. Refer to Notes 1 & 2 under Rule II.A. Coaches need not wear uniforms. Added for clarification: Doubleheaders are two (2) games played by the same two teams.

3.01(c)&(d) The number and type of regulation balls to be furnished by the home team shall be as specified in Rule II.C. of these Rules of Play.

3.01(e) One alternate ball shall be sufficient.

3.04 Exception: Courtesy runner is allowed by Rules II.4.i. and II.5.k.

3.05 It shall not be mandatory that batting orders be submitted to the umpires. The home team's scorebook shall be regarded as the official book in regards to conflicts relating to batting order. Visiting team must provide written lineup with names and uniform numbers to the home team scorekeeper prior to the start of the game.

3.06 The opposing team must also be notified.

3.09 Strict adherence to this rule, before and after the game, shall not be necessary.

3.10(b) Does not apply

3.10(c) A game may also be suspended if agreed to and requested by the opposing coaches.

3.11 The coach of the home team or other assignments provided by the Area shall assume the responsibility of the groundskeepers.

4.01 It shall not be mandatory that batting orders be submitted to the umpires.

4.01(d) The umpires' authority to call or suspend games begins when play is started. (see rule 4.02)

4.10 The number of innings constituting a regulation game shall be specified in Rule II.I. of the Rules of Play.

4.11 Refer to exception stated for rule 4.10.

4.12 Any and all games that are in progress when a weather related incident causes that game to be halted shall become suspended games. These games will be resumed from the point that the game was halted at a future date. If a minimum number of innings for a complete game have been played, the game will be considered completed. Both coaches must check scorebooks at time of suspension and obtain umpire signature on both scorebooks to verify status of game at time of suspension. Both team's scorebooks must be in total agreement so that when the game is resumed, no additional time will be spent on as to where the game left off when suspended.

4.13 Does not apply. For rules covering two (2) afternoon, evening, or night games, refer to Rule II.J. of these Rules of Play.

4.15(g) Does not apply.

4.16 Refer to exception stated for rule 3.11.

6.09(b) Refer to Rule II.1.2.c. and II.1.3.c. of these Rules of Play.

6.09(d)& (h) Agreed to ground rules shall prevail on minimum distances.

8.04 & 8.05 In imposing these rules, due consideration shall be given to the age of the players involved. opposing coaches and the umpire shall reach an agreement, before the start of the game, on the degree of adherence to these rules that shall be imposed during the game.

9.01(a) Umpire assignments shall be the responsibility JCJBL. If the scheduled umpires fail to show for a scheduled League or special playoff game within 20 minutes of the scheduled starting time and requirements of Rule I.F.4 of these Rules and Regulations are not met, the games shall be postponed.

9.01(b)& (c) Refer to Note 2 under Rule II.A. of these Rules of Play.

9.04(a.8.) Normally, official scorekeepers will not be present.

9.05(c) The President of the League shall not take unilateral action. He must present the case to a meeting of the League Board of Directors, and they, in turn, by majority vote of those present, shall impose such penalty as they deem justified. General instructions at the end of Division 9 shall not be considered rules.

10.01 Does not apply except for 10.01(b)3.

10.01-10.24 Does not apply

B. Special Substitution Rules

1. A pitcher removed from the mound shall not return as a pitcher before three batters have finished their time at bat. There is no penalty for violation of this Rule. If an improper substitution is made, the umpire shall direct the proper pitcher (or another substitute in case of injury) to return to the game until the provisions of this Rule are fulfilled. The ruling must be appealed by the opposing coach before the first pitch by the improper pitcher or before any runner is put out after the improper pitcher takes his position.
2. If a team begins play with the normally allowed number of players, that team may continue the game with 8

players whenever one of those players leaves the game for any reason. If the player leaving the game is a runner, the last recorded out may be used as a special "courtesy runner". When the player who has left the game is scheduled to bat, his turn shall be skipped without penalty of an out. The injured player may not return to the game.

C. Equipment

1. The minimum uniform shall be a baseball cap, baseball uniform trousers, T-shirt.
2. A player whose name appears on the playing lineup must wear the uniform of the team he represents.
3. Identifying numerals must be printed or attached to all uniforms in all age groups. No two players on the same team may be identified by the same number on the uniform. PENALTY: A batter batting without a number or wearing a duplicate number shall, when the defensive team appeals to the umpire before the first pitch to the next batter, be called "out".
4. Regulation baseball shoes with steel spikes are prohibited in 8U, 9U, 10U, 11U and 12U age groups.
5. All Areas shall be required to furnish full, double-eared, protective helmets for all teams. All batters and base runners shall be required to wear them at all League games when at bat and when running bases. All catchers shall be required to wear protective helmets of the type which afford protection to the top and back of the head. It is mandatory for catchers to wear a throat protector being attached no further than one-half inch (1/2") below the bottom of the mask, unless the mask is extended to provide ample throat protection as part of the mask. The throat protector must be attached by all intended straps or connectors. Players not meeting the above requirements shall not be permitted to continue batting, base running, or catching, as the case may be, but no further penalty shall be invoked.
6. All catchers are required to wear athletic cups. Any player failing to meet this requirement shall not be permitted to catch. It will be the responsibility of the Umpire-in-Chief to check this requirement.
7. The League Board of Directors shall designate the regulation baseballs for use by the League for all age groups.
8. Baseballs designated as regulation for the previous year may be used by the member Areas so long as the stock on hand shall last. It is recommended that the old stock be used for practice where possible. Baseballs approved for 13U, and 14U may also be used for 9U, 10U, 11U and 12U age groups.
9. The home team shall be required to furnish such regulation baseballs of the minimum quantity as listed below:
 - 9U, 10U, 11U, and 12U -- Two new balls per home game.
 - 13U and 14U -- Three new balls per home game.
10. The regulation balls, specified in paragraphs II.C.7. and 8. above, shall be presented to the Umpire-in-Chief prior to the start of the game and shall remain the property of the home team after the game.
11. Players warming up the pitcher behind the plate must wear a mask.

D. Postponed and Suspended Games

1. The home team Area President or his/her designee shall be responsible for notifying the opposing team's Area President and the umpires of a postponement of a game due to field conditions in case of inclement weather. Notification of postponement shall be made no less than two (2) hours before the scheduled game time. The penalty for negligent postponement action shall be a fine of fifty dollars (\$50.00) to the home team's Area. In the event a postponement occurs in the last two weeks of the regular season, no postponed game will be scheduled to be played following the completion of the regular season without the specific approval of the League Vice President, unless a League championship is at stake, in which case any game that was scheduled in the last week of the playing season and postponed during that time, may be played within 48 hours following the last day of the season, provided that the postponed game will resolve the issue of the League championship.
2. All postponements, except those for adverse weather conditions, must be recommended by the Area Presidents and approved by the League Vice President not later than 48 hours in advance of the scheduled game. Games will not be postponed for the convenience of coaches, parents, and players during holidays and vacation periods. Ordinarily, the only acceptable reason for a postponement is when a scheduled game conflicts with another youth organization's activity, excluding organized sports; or a school activity.
3. The home team shall be responsible for rescheduling a postponed or suspended game, providing a field, and arranging for umpires. All postponed and suspended games shall be rescheduled as soon as a field and umpires are available. If a field and umpires are available then both teams must play on that date. The only reason for not playing on an assigned date is if a team is already playing on that date, or if one of the teams is playing a game for the fourth consecutive day. During the last week of the season there is no limit on

the number of consecutive days. The penalty for lack of proper action in rescheduling shall be forfeiture of the game by either the home or visiting team. A protest must be submitted and approved by the Protest Committee before the penalty can be imposed.

4. The home team shall not, without agreement from the opposing coach, reschedule a postponed or rescheduled game:
 - a. on a holiday;
 - b. without two (2) days notice: for example, a coach notified on Monday shall not have to play before Wednesday.

5. If a game is postponed without proper notice to the umpire the Area of the team at fault shall pay the umpire fees when the postponed game is played.

E. Forfeits

1. If a team fails to field nine (9) eligible players within twenty (20) minutes after the scheduled game time, the team failing to do so shall forfeit the game, and the game shall go into the records as such.
2. If both teams fail to field nine (9) eligible players within twenty (20) minutes after game time, the game shall be considered a double forfeit and both teams will be given a loss. The Area, or Areas, involved shall pay the umpire's fees incurred.

F. Conduct

1. Any flagrant act of unsportsmanlike conduct by a player on the playing field or as a spectator may be cause for the cancellation of his eligibility. If unsportsmanlike conduct continues after a warning from the umpire, the game may be forfeited, by the umpire, to the opposing team. This is the umpire's decision to make.
2. Only uniformed members of the team, official coaches, official bat persons, official water persons, and one scorekeeper shall occupy the player's bench during the game.
3. No tobacco of any kind or profane language will be tolerated on the bench or on the playing field. If unsportsmanlike conduct continues after a warning from the umpire, the game may be forfeited, by the umpire, to the opposing team. This is the umpire's decision to make. No umpire may use tobacco of any kind on the playing field.
4. Coaches are to be held responsible for the conduct of themselves and that of their players during the game. If improper conduct continues after a warning from the umpire, the game may be forfeited, by the umpire, to the opposing team. This is the umpire's decision to make.
5. Each Area shall be responsible for the conduct of spectators at the field.
6. Game Situations
 - a. There is not a mandatory slide rule. In all situation it is the runner's responsibility to avoid any and all contact with any fielder whether in the act or not of fielding the ball. Incidental contact between a runner and fielder may occur and is in the umpire's judgment whether or not contact was other than normal baseball. Any runner who maliciously makes contact with any fielder whether in the act or not of fielding the ball or with the intent to dislodge the ball, will be called out and ejected. Play will be immediately called dead and no runners may advance. The ejected player will also be required to sit out the next game.
 - b. A coach, player, substitute, attendant, or other bench personnel shall not deliberately throw a bat, helmet, or equipment; this action will be considered a violation of rule 4.06(a)(1) and, at the discretion of the umpire, the offender will be warned once, called out, and/or be ejected from the game.
 - c. No defensive player may fake a tag without having possession of the ball. If this occurs, the umpire will consider this to be obstruction and the penalty in rule 7.06 will be enforced.
7. Fighting that occurs on or near any playing field by players, coaches, spectators will not be tolerated: Penalties will be severe. In addition, any player entering into a fight as a third party combatant is automatically suspended from any game in progress and the next two games. Full reports on any situations will be reported to the President of JCJBL.
8. An umpire who ejects anyone from a game must report, in writing, the reasons for said ejection to his umpires' organization and to the President of the Jefferson County Junior Baseball League within 96 hours from the start of said game. In the event that a report is not made, the umpire forfeits his pay for that game.
9. JCJBL's Executive Board shall have the authority to suspend any JCJBL coach or player for up to 365 days for any action deemed detrimental to the League.

G. Ground Rules:

1. The coaches shall meet with the umpires at home plate five (5) minutes before game time to reach agreement on the ground rules.
- 2.. All Age Groups
 - a. Before each game the coach of each team will be required to establish a batting order which includes every player on his official roster and which would remain unchanged for the entire game. Free substitution in the field would be permitted with this option where as any player could replace any other player in the field at any time during the game without restriction except where it would violate the rules governing the eligibility and re-substitution of pitchers. No pinch runners or courtesy runners are allowed. If a player starts the game under Option 1 and then becomes unable to continue due to injury or illness, or if a player is ejected from the game, that player's position in the batting order will be skipped. There is no penalty for skipping this player, however, he is no longer eligible to play in that game. If, during the resumption of a suspended or postponed game, all the players in the original line-up are not present, the spot in the batting order of the player(s) not present shall be skipped with no penalty. Any player missing from the original line-up may be added to the bottom of the line-up in a resumed game.

H. Protests

1. Basis for a protest
 - a. A game may only be protested on the basis that an umpire's decision is a violation of the Official Baseball Rules and the modifications and amendments thereto by the "Regulations and Rules of Play" of the Jefferson County Junior Baseball League. As stated in section 4.19 of the Official Baseball Rules, "No protest shall ever be permitted on judgment decisions by the umpire."
EXCEPTION: Protests may be filed regarding alleged REGULATION(S) violations as stated in H.3. below.
2. Method of Protesting Rule(s) Violations for League Games
 - a. After appealing to the umpire-in-chief, the protesting coach shall inform the umpire-in-chief that his team is playing the game under protest.
NOTE: In accordance with Official Baseball Rules, the protest must be registered before the next pitch.
 - b. Both scorebooks must be marked at the exact point of protest as stated in section 10.01(b)(3) of the Official Baseball Rules and signed by the umpire-in-chief: Provided, that if either team refuses to have their scorebook marked, or the umpire-in-chief refuses to sign, the protest shall not be invalidated by such reason, and the Protest Committee shall determine the validity of the protest based on the information submitted and its own investigation.
 - c. The umpire-in-chief shall report, in writing, the protested situation and his ruling to the League President, through the Umpires' Association, within 96 hours of the beginning of the disputed game. Umpires failing to make such a report, within the time specified, of an officially protested game shall not be paid for that game.
 - d. The protesting coach shall report, in writing, (within 48 hours) the protested situation to his local Area President or his designated protest representative.
 - e. If the Area President, or his designated protest representative, determine that the protest should be considered, it shall be submitted to the League Protest Director within 96 hours of the beginning of the disputed game, and it shall be processed as specified below. The protest shall be submitted in the following format:
 1. Teams shall be designated as "Team A (protesting) and Team B" with no Area designation. Players shall not be designated by name.
 2. A protest must explain the exact situation of the protested play and cite the alleged rule violation by section number and statement.
 3. The score sheet of Team A, or a copy, shall be submitted with the protest. The score sheet must state the date, time, and place of the game, and must indicate the exact point of protest.
 4. Any protest submitted to the JCJBL Protest Director as set forth in this paragraph must be accompanied by a retainer fee of \$50.00. If the Protest Committee honors the protest the \$50.00 retainer fee will be refunded. If the protest is disapproved the \$50.00 retainer fee will be deposited in the JCJBL treasury and used at the discretion of the JCJBL Board of Directors.

- f. The Area President and the coach of the team that the protest was filed against shall be notified of the protest, in writing, by the protesting Area President, forwarding them a copy of the protest at the same time the protest is filed.
- 3. Method of Protesting Alleged Regulation(s) Violations for League Games
 - a. The time limit for submitting a Regulation(s) based protest to the League Protest Director shall be no later than 24 hours after the final League game for a specific age group and division. After this time, no Regulation(s) based protests will be allowed for League games. All Regulation(s) based protests must be submitted in writing.
 - b. No specific format for submitting Regulation(s) based protests is required. However, the protesting Area must include the following information as a part of its protest:
 - 1. That the protest is Regulation(s) based.
 - 2. The specific JCJBL Regulation(s) allegedly violated.
 - 3. The date(s) and game number(s) that the Regulation(s) was (were) allegedly violated.
 - 4. The specific Area, team, coach, or player (as the case may be) allegedly violating a Regulation(s).
 - c. Same as II.H.2.f. above.
- 4. Protest Committee for League Games
 - a. The Protest Committee for League games shall be composed of two (2) knowledgeable baseball representatives, one of whom shall be designated as chairman, and one (1) alternate, appointed by the League President, with a third member nominated by the Umpires' Association. The Committee shall meet as necessary to resolve all protests within 14 days of the disputed game. However, all protests must be resolved in such a time frame that allows all championship tournaments to begin as scheduled.
- 5. Resolution of Protests for League Games
 - a. The Protest Committee shall resolve each protest based on the information submitted, its own investigation, and the Official Baseball Rules and the modifications or amendments thereto by the "Regulations and Rules of Play" of the Jefferson County Junior Baseball League. Each protest shall be either denied or upheld. The Committee shall report its decision in writing to the League President. The Committee decision will be final and no further appeals shall be made.
 - b. If a protest is denied, the results of the game shall be as previously completed.
 - c. If a Rules protest is upheld, the game shall be resumed from the point of protest with as nearly the lineup as before as possible, including allotted number of innings available for pitchers to remain in the original game. The time, place, date, and scheduling of umpires, for completion of such protested games, shall be agreed to by the coaches of the two teams involved. If such agreement cannot be reached, the League Vice President will reschedule the game as necessary.
 - d. If a Regulation(s) protest is upheld, further action shall follow as specified in the JCJBL Regulations.
 - e. The League President will then notify all involved Area Presidents, the Umpires' Association if necessary, record the decision in the minutes of the next JCJBL meeting, and return the score sheets, if applicable, to the protesting community.

I. Special Rules for each Age Group

1. Pitching Limitations

- a. For the purposes of the rule in the following, a pitcher violates the rule as soon as he throws one pitch more than is allowed in column A or B. . For cumulative totals in this rule, one out equals 1/3 of an inning, two outs equals 2/3 of an inning, and three outs equals a full inning.
- b. The throwing of one (1) pitch in a game shall constitute an "appearance".
- c. In age divisions 12U and below, a player that pitches two consecutive days must rest the third regardless of the number of innings pitched.
- d. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
- e. It is the responsibility of the opposing team's manager to challenge pitching violation by notifying the umpire. Proper protest procedure must be followed.
- f. **PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN IMMEDIATE FORFEITURE OF THE GAME**

Pitching Chart

Column A = The number in this column represents the maximum innings a pitcher can pitch in 1 calendar day and still pitch the next calendar day. Example: in the 10U division, a pitcher may pitch up to 3 innings in 1 calendar day and still pitch the next calendar day. If that pitcher pitched 3 1/3 innings in 1 calendar day, he would be ineligible to pitch the next calendar day.

Column B = This column represents the maximum innings a pitcher can pitch in 1 calendar day.

Example: In the 10U division, a pitcher would be allowed to throw 6 innings in 1 calendar day. The pitcher would not be allowed to throw the next day.

Column C = The number in this column represents the maximum innings a pitcher could throw in 2 consecutive calendar days. Example: In the 10U division, a pitcher may throw a maximum of 7 innings in two consecutive calendar days. The pitcher would be allowed to throw any combination of innings over two calendar days that would equal 7 innings, as long as he did not exceed 3 innings the first calendar day.

NOTE: It is important to remember that in age divisions 12U and below, pitchers who throw on two consecutive calendar days must rest the third calendar day regardless of innings pitched.

Age	A	B	C
8U	3	3	6
9U	3	6	7
10U	3	6	7
11U	3	6	8
12U	4	7	9
13U	4	7	9
14U	4	7	11

g. The following chart represents the number of warnings that shall be given to each player before the penalties for a balk are imposed. Consideration for the age and ability of the pitcher should be given in regard to minor or subtle infractions of the balk rule.

1-3 LEAGUE Age	Number of Warnings	ZERO LEAGUE Age	Number of Warnings
8U	No penalty imposed	8U	No penalty imposed
9U	2	9U	0
10U	2	10U	0
11U	1	11 U	0
12U	1	12U	0
13U	0	13U	0
14U	0	14U	0

2. Field Dimensions

Age	Bases	Pitching
8U	60'	40'
9U	65'	44'
10U	65'	46'
11U	70'	50'
12U	70'	50'
13U	80'	54'
14U	80'	54'
14 - 0	90'	60'

3. FOR 8U ONLY

- a. Base stealing is not permitted.
 - 1. Runners on base cannot advance when the pitcher is on the pitching rubber with the ball in possession and the catcher is set and ready to catch.
 - 2. After the ball passes the home plate the runner can advance at their own risk.
 - 3. If the runner tries to advance before the ball passes the home plate the following rules apply:
 - a. If he arrives safe, he is returned to the original base
 - b. If he is tagged before he arrives at the base, the runner is out.
 - c. If at the same time the batter hit, the runner is awarded with one more base than the batter.
 - 4. No runner may advance from third to home unless he is batted home or forced by a base on balls. The runner on third cannot advance on a wild pitch or passed ball.
 - 5. After a missed third strike, the batter cannot advance to first.
- 4. For the 9 AAA League age group only:
 - a. On a swinging or called third strike, the ball is live.
 - b. Stealing of all bases is allowed.
- 5. For the 9 AA and A League divisions:
 - a. On a swinging or called third strike, the batter is out whether or not the catcher holds the ball.
 - b. Base runners may lead off and steal bases. However, no runner may advance from 3rd to home unless he is batted home or forced by a base on balls. The runner on 3rd cannot advance on a wild pitch or passed ball.
- 6. Game Length and Time Restrictions
 - a. All games must be played to the number of innings required for a complete game, or have exceeded the time limit as set forth below:
 - 1. A game shall be called complete due to acts of nature (darkness, rain, etc) based on the following: For a scheduled six (6) inning game, three and one half (3 1/2) innings have been completed. For a scheduled seven (7) inning game four and one half (4 1/2) innings have been completed.

The following chart applies to 1st-3rd League teams only.

Age	Required Innings	Time Limit
9U	6	1:45
10U	6	1:45
11U	6	2:00
12U	7	2:00
13U	7	2:00
14U	7	2:00

The follow applies to Zero League teams only

Age	Required Innings	Time Limit
8U	6	2:00
9U	6	2:00
10U	6	2:00
11U	7	2:00
12U	7	2:00
13U	7	2:00
14U	7	2:00

- b. No new inning shall begin after the Time Limit (above) has been exceeded -- except in tie games, which shall continue to conclusion. In all League Games, the time limit, not the number of innings played, shall have precedence in the determination of a completed gamed. (Note: The start of any new inning is defined as the exact instant the third out in the bottom of the inning is called by the umpire. Example: If, in 11U and older ages, the 3rd out in the bottom of the 4th inning is called after 1 hour, 59 minutes, 59 seconds have elapsed since the start of the game, the 5th inning shall be played)

- c. A game may be postponed if play has not started within 1 hour of its scheduled starting time only if one of the following conditions is satisfied:
1. Playing of the game would jeopardize completion of games scheduled after the game in question
 2. The game could not reasonably be expected to be completed due to local park curfew restrictions
 3. When playing on an unlighted field, the game could not reasonably be expected to be completed due to darkness.
 4. The determination as to whether these condition(s) are met shall be the responsibility of the coach of the home team.
- d. Additional Restrictions for Evening or Night Games
1. Local parks may establish curfew regulations. It shall be the responsibility of the home team to cover these regulations as a part of the ground rules prior to the start of the game.
 2. If, when a game is called, the number of innings played do not constitute a completed game, the game shall be suspended and continued at a later date.
 3. If, at the time for the game to be called, the score is tied and enough innings have been played to constitute a regulation game, the game shall continue until the tie is broken. If a curfew regulation does not permit continuation, the game shall be suspended and continued at a later date.
 4. When play must be temporarily suspended for weather or any other unavoidable interference, the time lost shall not count as playing time.
- e. Mercy Rule
1. In the event a team is ahead by twelve (12) runs after 4 complete innings (3-1/2 if the home team is ahead) or by eight (8) runs after 5 complete innings (or 4-1/2 innings if the home team is ahead) they shall be declared the winner and the game shall be over.

J. USSSA Baseball

1. JCJBL Leagues at all age groups, shall be registered with USSSA Baseball. Each member area shall be responsible for the annual registration of their teams with USSSA.
2. The awarding of Tournament Berths shall be based on a team's regular season performance. Tournament berths shall be awarded using the following criteria as necessary:
 - a. Mutual agreement (in writing to the JCJBL League) of all tied teams.
 - b. Won-Loss record in all regular season games.
 - c. Won-Loss record in games only involving tied teams (head-to-head).
 - d. Fewest runs allowed in all regular season games.
 - e. Run differential (maximum 8 runs/game) in all regular season games.
 - f. Coin Toss