

# JUNIOR BASEBALL LEAGUE OF NASSAU

## MAJOR LEAGUE – BRONCO 12-U DIVISION RULES EFFECTIVE: JANUARY 1, 2020

### 1. Age of Players

Players in their Final Year – Twelve (12) Years Old – are eligible if their Thirteenth (13) Birthday falls after August 31 of the current year (Girls can play down One (1) year.)

#### *Exceptions:*

- An Eleven (11) Year old Male Player, who, upon evaluation by the League, will remain in Minor League to further his baseball skills.
- A Thirteen (13) Year Old Male Player, who, upon evaluation by the League will remain in the Major League Division to further his baseball skills.
- A Ten (10) Year old Male Player, who, upon evaluation by the League is deemed to have the Baseball skills to compete at the Major League level.

### 2. Coaching Staff

Each team will be allowed to have One Head Coach and Three Assistant Coaches.

### 3. Regulation Game

A Regulation Game is Seven (7) Innings. In order for the game to be official Four (4) full Innings must be played.

There will be a 2 Hour Time Limit on games. No inning can start after the Time Limit has expired.

### 4. Mercy Rule

A Ten (10) Run Rule will be in effect and the game shall be called if either team is ahead by Ten (10) Runs or more after the completion of the Fifth or Sixth Innings (4 ½ Innings if the Home Team is ahead).

### 5. Must Play Rule

All Players present for the game must play no less than Two (2) consecutive Innings Defensively and Bat Once during the game.

Should a player not play in a game that he/she is rostered, that player must start the next scheduled game. Failure to comply with the Must Play Rule will result in the Forfeiture of BOTH games in which the infractions occurred.

If a player who is present and in uniform for the game does not play for physical reasons or is being disciplined by the team, the situation must be reported to the Chief Umpire and the Opposing Head Coach prior to the start of the game.

# JUNIOR BASEBALL LEAGUE OF NASSAU

## 6. The Pitcher

A Pitcher – once removed from that position may Re-Enter the game in another defensive position but not as a pitcher.

Players who have reached their Thirteenth (13) birthday before August 31 of the current season WILL NOT be eligible to pitch.

Pitchers are allowed to throw a Maximum of Eighty Five (85) pitches in a game.

If the pitcher reaches the 85 pitches during an at bat he/she can finish pitching to that batter but must be removed for the next batter.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Any player who has played the position of catcher in Four (4) innings or more in a game is not eligible to pitch on that calendar day.

An intentional walk will add four pitches to the pitch count – under the new rule of a batter receiving an intentional walk without a pitch being thrown.

Pitchers must adhere to the following rest requirements :

66 + Pitches	4 Calendar Days Rest
51-65 Pitches	3 Calendar Days Rest
36-50 Pitches	2 Calendar Days Rest
21-35 Pitches	1 Calendar Days Rest
1-20 Pitches	0 Calendar Days Rest

## 7. The Runner

Runners on an occupied base will be allowed to take leads from that base.

Runners advancing to the next base are NOT allowed to slide Head First.

Penalty – The Runner will be called OUT.

However – runners are allowed to slide Head First into the base that they previously occupied.

Runners advancing to Home Plate must slide if a fielder is in possession of the ball and there is a play at the plate.

If the runner does not slide the Umpire will call the runner out..

This Rule will not apply if the ball is overthrown to Home Plate and is not in the possession of the catcher or a defensive player.

## 8. Special Pinch Runner

If the catcher (when an offensive player) is on base with TWO Outs in the inning, a Special Pinch Runner will run for the catcher.

The Special Pinch Runner will be the player who recorded the Second Out in that inning, unless that player is the Pitcher. In that case the First Out will be the Pinch Runner.

## 9. The Batter

A batter swinging and missing on The Third Strike which is not caught and controlled by the Catcher is eligible to advance to First Base. The Catcher must make the Put Out at First Base in order for the Batter to be called out.

Any batter having used an illegal bat will be called out by the umpire.

# JUNIOR BASEBALL LEAGUE OF NASSAU

## 10. Substitution

A Player in the Starting Line Up who has been removed for a substitute may re-enter the game ONCE in the same position in the Batting Order - provided:

The player being substituted for has completed the requirements of One Time at Bat and has played Two Consecutive Innings defensively.

Only a player in the starting Line Up may re-enter the game after being removed.

Pitchers once removed cannot return as a pitcher but can return in another defensive position.

## 11. The Coaches

The offensive team is allowed Two (2) Base Coaches on the field during it's time at bat – one at First Base and One at Third Base. The Coaches shall not leave the dug-out until the pitcher has completed his warm up pitches.

Be an adult coach or eligible players in uniform.

Be an adult manager or coach ONLY if there is at least one adult manager or coach in the dug-out.

Remain in the Coaches Boxes at all times.

Talk to members of their team only.

An offending Base Coach shall be moved by the umpire if necessary.

## 12. Time Outs

One (1) Offensive Time Out will be allowed per Inning,

Two (2) Defensive Time Outs will be allowed per Inning.

The Pitcher must be removed from the mound on the second Defensive Time Out in the inning.

## 13. Rosters

A Team will consist of Twelve (12) Players. Rosters may vary year to year depending on Registration but no more than Thirteen (13) Players will be allowed on a team.

## 14. The Regular Season

The Team with the most wins during the Regular Season will be declared The Pennant Winner.

## 15. Play-Offs and Championship Series

The Play-Off Format will be as follows:-

- The Pennant winner will receive a bye into the Three (3) Game Championship Series.
- The Third Place Team will play the Second Place Team in a One Game Elimination. The Winner of this game will advance to play the Pennant Winner in the Championship series.
- The Time Limit Rule will be waived for the Play-Offs.

# JUNIOR BASEBALL LEAGUE OF NASSAU

## 16. Equipment

- Balls must be Worth Official League – or equivalent.
- Bats may not exceed 30 Inches and no more than Two & Five Eights Inches in Diameter.
- Bats must be USA Bat Standard Certified with a drop factor of -12 or lower.
- Wooden or Aluminium Bats will not be allowed.
- Composite Barrel Bats will not be allowed.
- Masks, Helmets and Protective Gear must be worn by all Catchers.
- Batters must wear protective helmets while batting or on base.

## 17. Chain Link Fences

Any Batted or Thrown Ball which is lodged in a Chain Link Fence will be considered a Dead Ball.  
A Batted Ball lodged in an Outfield Fence – Ground Rule Double.

A Ball thrown by a Defensive Player that is lodged in a Perimeter Fence will be declared dead and the runner (s) will automatically advance to the next base. A runner having rounded Third Base and if the Ball is lodged in the Back Stop Fence or Padding will be allowed to score. A runner on third base and a ball is lodged in the Back Stop Fence or Padding due to a Wild Pitch or Passed Ball, will automatically be awarded Home Plate and allowed to score.

## 18. Field Dimensions:

- Pitching Rubber to Home Plate 48 Feet
- Bases 70 Feet
- Outfield Fences 200 Feet

## 19. Game Eligibility

A Player arriving after the game has started, may be substituted in to the Line Up at any time provided that the THIRD Inning has NOT been completed and immediate notification is made to the Umpire and the Opposing Head Coach.

A Player arriving AFTER the Third Inning has been completed will not be eligible to play in that game.

## 20. Forfeited Game

Games may be started with a Minimum of Eight (8) Players and must be started on time according to the scheduled start time.

Should a team not have the required Eight (8) Players to start the game, the Umpire will allow a Grace Period of Ten (10) Minutes.

After the Grace Period has expired and the team has not fielded Eight (8) players, the Umpire will award the game to the opposing team und forfeiture.

## 21. Uniform Dress Code

All Players and Coaches are required to wear the issued Team Uniform including Jerseys, Hats and Pants.

Coaches are allowed to wear short pants.

All Shirts of Players and Coaches must be tucked neatly inside the pants at all times during the game.

## **JUNIOR BASEBALL LEAGUE OF NASSAU**

### **22. Player or Coach Ejection (LLA Rule -4:07)**

If the Umpire finds it necessary to eject a Manager, Coach, Player or Spectator, the person ejected shall leave the field immediately and take no further part in the game.

He or She must leave the Baseball Complex and may not sit in the stands or remain on premises.

Any person ejected from the game will also be suspended for the Team's next scheduled game and may not be in attendance at the game or game site.

### **23. Athletic Cups**

For Safety Reasons – ALL Players competing in JBLN Games are required to wear Athletic Cups. Failure to wear a Cup will result in a player not being allowed to compete in the game.

**Any Rule or situation not covered in these Rules will be referred to the Current Pony Baseball Rule Book.**