

# CJL AA LEAGUE

## GROUND RULES (Rev 4-22-2016)

### 1. THE PLAYING FIELD:

- A. The bases shall form a sixty (60) foot square.
- B. The distance from home plate to second base shall be eighty-four (84) feet ten (10) inches.
- C. The distance from home plate to the pitchers plate shall be forty-two (42) feet.

### 2. PITCHING MACHINES:

Will be used for all regulation AA games.

- A. The distance from the front of home plate to the pitching machine shall be forty-four (44) ft.
- B. The pitcher's plate shall be two (2) feet toward first (1st) base and two (2) feet toward home plate from the pitching machine.
- C. The pitching machine shall be set at thirty seven to forty (37-40) miles per hour (MPH) as both coaches agree prior to game time.
- D. Coaches may be allowed to wipe off the wheel with wire brush/towel and adjust machine on occasion. The umpire reserves the right to limit the number of adjustments of the machine. (Not after every pitch)
- E. A strike shall be called when the ball passes through the batter's strike zone, whether or not the batter swings.
- F. A batter shall be called out on three (3) strikes.
- G. A batter will not be awarded first (1st) base:
  - 1. On a number of balls.
  - 2. Being hit by a pitch.
- H. It is required that each team field a pitcher in the pitcher's position, and said pitcher shall:
  - 1. Have at least one foot on the pitcher's plate at the time of the delivery of the pitch.
  - 2. Shall not leave the pitcher's plate until said time as pitch is delivered from the machine.
- I. Any batted ball that comes in contact with the pitching machine, whether continuing into fair or foul territory, is considered to be a live ball. If the batted ball should become wedged or stuck in the pitching machine, the ball shall be declared dead and all runners, including the batter, shall be awarded one (1) base.

### 3. GAME OFFICIALS:

- A. The manager of the home team shall be responsible for providing the:
  - 1. Official scorekeeper
  - 2. One adult to operate the pitching machine for his team's at bat, at the manager's discretion.
  - 3. Shall get the official book and position sheets for both teams from the cage before the game.

**NOTE 3A-1:** Coaching of a batter is allowed from the pitching machine as long as this doesn't take too much time. The umpire will use discretion on the amount of time and make sure the game continues to move forward.
- B. The visiting manager shall be responsible for providing the:
  - 1. One adult to operate the pitching machine for his team's at bat.

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C. The Umpire for the game will make sure both coaches have signed the position sheets and

Official book after their game. They will then report this to the coordinator.

**NOTE 3B-1:** Under no circumstances shall anyone under the age of sixteen (16) years of age be allowed to operate the pitching machine. The pitching machine operator may offer batting suggestions to the batter, but may not coach runners on base.

#### 4. **INFIELD FLY RULE & DROPPED THIRD STRIKE RULE OR OUT OF THE BATTERS BOX RULE:**

A. Shall not be enforced.

#### 5. **BATS:**

The Cheyenne Junior League has adopted USSSA's 14U bat specifications for all CJL divisions. All big barrel bats (2 5/8" or 2 3/4") and small barrel bats (2 1/4" and less) must meet one of the following specifications to meet CJL legal bat standards.

A. Be manufactured by an approved USSSA bat Licensee and stamped with the new USSSA mark ("USSSA 1.15 BPF) on the taper or

B. Be a qualified BBCOR bat or

C. Be a Wood Bat.

#### 6. **BASE RUNNING RULES:**

A. The base runners shall not leave their base until the ball is hit by the batter. Stealing and leading off bases shall not be allowed.

B. If the batter does not hit the pitch, the ball is considered dead and play shall not resume until delivery of the next pitch.

C. Base runners, at risk of being put out, shall be allowed to advance only one (1) extra base on an overthrown ball. The overthrow occurs when there is an errant throw or a pass ball to the fielder the throw was intended for. At the time of the overthrow, Runners may advance to the base they were heading to plus one. A dropped catch is not considered an over throw.

D. Due to player skill level and over aggressive base coaching, it will be in the judgment of the umpire to allow the extra base, (as a result of an overthrow), to stand.

**Example 6D-1:** A hit to right field, the fielder throws the ball to the first baseman. An over throw occurs. The base runner at risk of being put out, may attempt to advance one additional base.

**Example 6D-2:** A runner on second base, the ball hit to short stop. The second base runner waits for the throw to first base then proceeds to third base. An overthrow occurs at first, the runner may attempt to go home. Only one overthrow allowed per play.

E. On balls hit to the outfield, the umpire is to call time once the ball is controlled by any fielder within the infield. All runners must stop and return to the nearest base they would have safely advanced to. It will be at the umpire's discretion to award bases the runner would have safely advanced to, at the time of the possession.

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### 7. PLAYER POSITIONS:

- A. Use of the position sheet, by the coach is mandatory. The coach shall enter all players' positions, each and every inning, and the home team must return both teams position sheets signed by both coaches with the final score to the cage with the official score.

**NOTE 7A-1:** At any time during the game the umpire may ask to see the position sheet. If the position sheet is not up to date or reflects errors, the umpire will report this to the cage at the end of the game. Failure to keep track of inning by inning position sheets may result in penalties up to and including FORFEITURE of the game.

- B. All players are required to play three (3) innings, one (1) of which must be in the infield.  
C. With the exception of the catcher, a player may play no more than four (4) innings in the infield.

**PENALTY 7C-1:** First infraction said player will only be allowed to play two innings in the infield in the next game of the team. Second and subsequent infraction's by the same team, GAME'S FORFEITED.

- F. All outfielders must take their defensive position on the outfield grass.  
G. Every player on the roster will bat in the lineup given to the umpire and official book at the start of the game regardless if they are playing in the field or on the bench.

### 9. REGULATION GAME:

- A. A game is considered to be a regulation game:
1. With the completion of six (6) innings, five and one half (5 1/2) if the home team leading.
  2. The one (1) hour, forty-five minute time limit has expired.  
**Note A2:** If new inning started before time has expired, the inning will be completed. Visiting team will complete their at bat. Home team will take their at bat if behind or tied.
  3. Time limit has expired and visitor or home team ahead by more than 8 runs.
  4. California Tie-Breaker Rule shall be used in the event of a tie at the end of a regulation game if time and weather permits. If the time has expired then the game will end in a tie. In tournament play the use of the tiebreaker will be used until a winner is declared. In the event of a game being shortened due to weather or darkness the score from the last completed inning when the score was not tied shall be used to determine the winner.
- B. The official scorekeeper shall mark the official start time of the game in the scorebook.
- C. There shall be a limit of one timeout, per batter, per inning.  
**PENALTY:** If in the umpire's discretion a coach is abusing this rule as a stall tactic the batter will be called out.  
**NOTE:** This rule applies to the manager and coaches of the offensive team. It is understood that at the AA level, batters often need instruction while they are at bat. However, due to the one (1) hour, forty-five minute time restrictions, it is imperative that excessive time delays be avoided.
- D. If a team cannot field a team of nine (9) players, by game time, the team will be allowed to start and play a league game with only seven (7) players. If an eighth player shows up after the start of the game that player must be added to the line-up in the last batting position.

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- E. If 7 players in the lineup, the 8<sup>th</sup> position must be taken as an out, in the lineup. There is no penalty for the missing 9<sup>th</sup> position. If 8 players are in the lineup, the 9<sup>th</sup> position must be taken as an out.

**NOTE FOR COACHES:** The intent of this age group is to be instructional; NOT WIN AT ALL COST! One coach will be allowed on the playing field to help instruct players (This will be allowed only during the first four (4) regular season games). Coaches must remain in the designated coaches areas when their teams are fielding (area in front of the dugout) and batting (1st and 3rd base boxes)

### **8. PLAYER ROSTER'S:**

- A. The roster of players, as submitted to the official scorekeeper before the game, shall act as the batting order for the entire game. All player rosters must include player first & last names and numbers.
- B. The maximum number of runs allowed per team per inning is eight (8).
- C. Players arriving after the start of the game will be added to the bottom of the batting order/roster.