

CJL AAA LEAGUE

2016 GROUND RULES (Rev 4-22-2016)

1. THE PLAYING FIELD:

- A. The bases shall form a sixty-five-- (65) foot square.
- B. The distance from home plate to second base shall be ninety-one (91) ft nine- (9) inches.
- C. The distance from home plate to the pitcher's plate shall be forty-six (46) feet.

2. A REGULATION GAME:

- A. With the completion of six (6) innings, five and one half (5 1/2) if the home team is leading.
- B. The two (2) hour time limit has expired.
Note 2B-1: 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.
- C. Time limit has expired and visitor or home team ahead by more than 10 runs.
- D. Run Rule:
15 run rule after 2 1/2 innings if home team ahead, 3 innings if Visitor ahead.
10 run rule after 3 1/2 innings if home team ahead, 4 innings if Visitor ahead.
- E. After two and one half (2 1/2) innings with home team ahead or three (3) complete innings, game is called due to weather or poor playing conditions as determined by the Umpire in Chief or the Umpire Coordinator.
- F. During the regular season, if a regulation game has been played as determined by any of the above rules, and the final score results in a tie, the game will be recorded as a tie.
- G. During tournament play in the event of a tie game California Tie breaker procedure will be used to determine the winner of the game. In the event of a game being called due to darkness or weather that has reached a regulation game, the winner will be determined by the last completed inning when the game was not a tie.

3. BAT AROUND RULE:

- A. The entire roster of players as submitted to the official scorekeeper, before the game, shall act as the batting order for the entire game.
- B. Players arriving after the start of the game, but before the completion of the third (3rd) inning, shall be placed at the bottom of the batting order.
- C. A maximum of ten (10) runs shall be allowed per inning.

4. TEAM PLAYERS:

- A. Every player on an official team roster shall participate in each game for a minimum of three (3) complete innings defensively.

PENALTY 4A-1: Forfeiture of the game.

EXCEPTION 4A-1: If for disciplinary reasons (i.e., unexcused absences from games, or practices, or for fighting etc...) a manager wishes to withhold playing time from a player. In this event, the manager must declare this possibility to the opposing manager, official scorekeeper, and home plate umpire, as well as have filed an official form with the league, detailing the reasons for the disciplinary action. 2

NOTE A4-1: In games of less than six (6) innings, managers shall make every effort to ensure that all players play at least three (3) innings. If however, one (1) or more players

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do not play their required three (3) innings, in a shortened game, said player(s) **shall** start the following game.

- B. A team must have eight (8) players to start a game. If a team loses a player to injury or illness, the team may finish the game with less than eight (8) players. If this occurs before the end of the third (3rd) inning, the team has the option of borrowing a player (See LOCAL GROUND RULES ALL TEAM LEVELS).
- C. If a team has less than eight (8) players due to an ejection, the game is forfeited.

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
- B. Be a Wood Bat.

6. **STEAL RULE:**

- A. When the pitcher releases the ball, in a delivery to the batter, base runner(s) may attempt to advance to the next base, at their own risk of being put out. Runners leaving base early will be warned and then may be called out by the umpire.
- B. Base Runners are limited to one stolen base per pitch.
- C. A base runner, occupying third base **may not steal home**, exception (Rule 6-D). After the ball leaves the pitchers hand, the runner can leave the base, at their own risk, but may not score, except by a batted ball or by being forced from a walk.
- D. If an attempt is made to throw out the runner occupying third base, by either the catcher or any defensive player, after the pitch, that runner may then attempt to steal home at their own risk.

7. **OVER THROW RULE:**

All players may advance only one base on an overthrow. The over throw occurs at the point of release and is determine from the location of the runners at the time of release. The over throw occurs when a play is being made at a base a runner is advancing or trying to return to. An over throw does not occur if the outfielder overthrows the cutoff

Example 7-1: Runner going to first base, short stop over throws first base, the runner can only advance to second base. .

Example 7-2: Runner rounds 2nd base, fielder overthrows ball to second base, runner may only advance to 3rd.

8. **THE PITCHER:**

- A. Delivery of a single pitch constitutes having pitched an inning. (NO PARTIAL INNINGS PITCHED)
- B. A player may pitch a maximum of six (6) innings in a calendar week, Sunday through Saturday.

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- C. A player may pitch a maximum of three (3) innings in a game.
- D. No more than 4 innings pitched in any two day period.
- E. The third (3rd) trip to the mound to the same pitcher in the same inning, by a coach or manager, will cause that player's automatic removal from the game as a pitcher.
- F. A starting pitcher may re-enter the game, as a pitcher, one time, provided he/she remains in the game at a different position, and provided he/she was removed from the game as pitcher prior to the third (3rd) trip to the mound in the same inning.
- G. The use of an illegal pitcher is a protest able violation of the rules.
PENALTY: Forfeiture of the game.
- H. A pitcher will receive two (2) extra innings for a make-up game that will not be counted against innings pitched for the current week, as long as rule eight D (8-D) is followed.
- I. Any inning pitched by a pitcher will count towards the total for the week, **unless the game does not become official, then rule eight D (8-D) is in effect.**

9. BALK:

- A. During regular league play, no balk shall be called, however the umpire shall caution the offending pitcher, and explain the reason for the potential balk, and explain the proper method of delivering a legal pitch.
- B. There shall be no balk called on a catcher for leaving the catcher's box early during an intentional walk of a batter.

10. DROPPED THIRD STRIKE:

- A. Shall not be in effect in AAA.