

**2016 GROUND RULES  
FOR ALL CJL LEAGUES  
(Revised 4-22-2016)**

Official Rules published by **USSSA Baseball** shall govern play for all teams. USSSA rules shall govern league play unless modified or voided by CJL local ground rules.

**Player Eligibility**

1. A player or players who play or is on the team roster from any other baseball organization is strictly prohibited from playing on any CJL teams.
  
2. It shall be permissible prior to the first game of the season to:
  - A. Move an eight-year-old player from the AA team to the AAA team, upon receipt, by the CJLB Board, of a written petition signed by the parent and AAA manager, providing there is room on the AAA team.
  - B. Move a ten-year-old player from the AAA team to the Major team, upon receipt, by the CJLB Board, of a written petition signed by the parent and Major manager, providing there is room on the Major team.

The trading of players from one team to another without Board approval is strictly prohibited.

**NOTE:** Under No Circumstances will any player movement, either between levels or teams, be allowed without approval from CJLB Board of directors!

**PENALTY:** Coach suspension, player suspension, team forfeiture of all league titles, and team forfeiture of all games played with the illegal player.

- C. All petitions for player movement must be made at the time of registration and noted on the registration form. Written requests must be submitted to the CJL Board within 30 days of the registration. Written requests should be sent to:

**Cheyenne Junior League  
P.O. Box 2218  
Cheyenne, Wyoming 82003-2218**

- D. Upon receipt of the written request by the Registration Committee, the parents and player will be given a primary and alternate appointment date to appear before the Board to formally address/discuss the request.
  - E. Registrations received need to indicate the request on the form to formally be addressed/discussed at the next board meeting.
3. Ineligible players will not be allowed to play and shall include the following:
    - A. Individuals who are not officially registered by the CJL Board, or if registered, have not been officially assigned to a team.
    - B. Registered players who are playing for any other team other than the team they are officially assigned to. (Unless under the borrowed player rule.)
    - C. Any player(s) who is registered, plays for, or is on the roster of any other baseball organization other than CJLB is strictly prohibited from playing on CJLB Teams.

**PENALTY:** Whenever it is found that an ineligible player is being used, said player shall immediately be removed from the game, and the game shall continue under protest or as the protesting Manager decides. If protested, and protest is upheld, by the CJLB Board, the game shall be forfeited.

**2016 CJL GROUND RULES**  
**ALL LEAGUES**  
(revised 4-22-16)

**Team Placement (New Players)**

1. New players will be assigned to teams based on one of the following:
  - A. Special Requests for coaches or teams when possible.
  - B. School attended
  - C. Order in which the registrations came in. (i.e.Late registrants will most likely be put on a team full of late registrants.)

**Team Placement (Returning Players)**

1. Every effort will be made to place returning players to their previously assigned team or keep them with prior team mates if that team does not exist.
2. Returning players wishing to switch teams may indicate on their registration form. A request for placement on a desired team may be also be indicated on the form
3. Players will NOT be allowed to return to their old team if dissatisfied with new team assignment.

**Adopt A Player Substitution Rule**

If a team cannot field nine (9) players for a game, they may borrow up to two players (to make a field of nine (9) players) from another team in the same division, i.e.. AA, AAA, Majors. Or may borrow a player(s) from their own organization i.e. A's, Braves etc. but only one division lower. Example; Major Brewers need two players to field nine. They may borrow any registered MAJORS, All-Star, or AAA Brewer player, or any combination of these. Coaches are encouraged to use a borrowed player from the same league before borrowing from their organization's younger team. Any player borrowed from within the organization may play any position and bat in any order.

A borrowed player will be designated on the lineup as Borrowed Player (BP). If a missing player does come late, that player will immediately substituted into the game for the borrowed player. A missing player must arrive before the end of the third (3<sup>RD</sup>) inning to be able to play. *Coaches may come to the cage and request a P.A. announcement be made for eligible players.* Borrowed players may be added to the roster before the end of the 3<sup>rd</sup> inning.

**NOTE 1:** A team without sufficient players will be allowed 15 minutes after scheduled start time to get enough players to field a team of eight (8) players. A team may start and finish a game with eight (8) players. If after 15 minutes the team cannot field the minimum number of players, the team will forfeit the game. (AA teams refer to AA rules). For each player missing, or less than nine (9) the team shall take an out (AA Refer to AA rules) at the missing players position at bat. If a team falls to less than the minimum required number of players due to an ejection, that team will forfeit the game.

**NOTE 2:** During League play, a team may borrow up to 2 players to fill a roster of nine. Only 1 borrowed player may be an All-Star player. A team with 2 or more All-Star players, may not borrow an All-Star player.

**NOTE 3:** For all leagues during World Series Tournament or League Championship play, a team that

cannot field 9 players, may borrow up to two (2) players to fill their roster to nine (9). A player may only be borrowed 1 time in tournament play. All-Star players are not eligible to be borrowed during League Championship or World Series Tournament play.

## **Team Equipment**

1. The following team equipment shall be provided by CJL:
  - A. Five (5) protective helmets. (Each batter, on deck batter, batboy, and base runner is required to wear a protective helmet.)
  - B. Catchers gear to include protective helmet with mask and throat protector, required protective cup (supplied by player), chest protection pad, and one (1) pair shin guards, as well as a catcher's mitt.  
**NOTE:** All CJL catchers will use an official catchers' mitt and protective equipment during all league play.
  - C. 9-10 "practice" baseballs.

2. The home team is responsible for providing an official scorer for each league game. The official scorer shall perform the duties of the scorekeeper from behind the backstop fence and shall act in an impartial manner throughout the game.

3. For AAA & Majors divisions, The visiting team will be responsible for supplying score board operator. Scoreboard control box may be checked out at the equipment cage. The visiting team is responsible to return the box after the game.

4. Each team shall be allowed not more than one manager and two coaches on the field. Two (2) additional coaches may be in the dugout for help with monitoring the kids in the dugout but need to remain in the dugout area or close by and not on the field or in the way of the game. They shall be allowed to warm up batters and warm up pitchers.

**NOTE 1:** In AA only, one coach will be allowed on the playing field to help instruct players. (This will be allowed only during the exhibition games and the first 4 regular season games.)

**NOTE 2:** Rookie League teams shall have coaches and parent's on the field in all games to assist with play.

5. Each team will be allowed to use a bat person provided that he/she wears a protective helmet.
6. Any player warming up a pitcher shall wear a protective mask with throat protector and protective cup.
7. It is preferred all umpires be at least 15 years of age and must wear protective gear to include, face mask and chest protector. Exceptions may be considered for those younger than 15 wishing to umpire.
8. Each team will be issued two parking passes to the coaches' parking lot. It is mandatory that these passes be shown to the gate attendant or displayed in the window to gain access to the lot.
  - A. The gate attendants have been instructed to grant access to the Coaches Parking Lot only when a CJLB pass is shown and displayed or to those with handicap access. Any person using foul,

abusive language or in any manner whatsoever harassing the gate attendant will have all parking privileges revoked for the remainder of the season, as well as may have a ticket written by the Cheyenne Police department.

B. The standards of conduct shall apply to those requesting entry at the gate.

C. Any attempt in forcing access (i.e. Ramming the gate with vehicle, verbal abuse/threats etc..) into the coaches parking lot will be dealt with as follows:

1. Immediate removal of parking privileges.
2. Removal from current position as Coach, Umpire etc.
3. Ejection from park for day/season.
4. Cheyenne Police Department Notification.

### League Games

1. In all games, play shall immediately stop when in the judgment of the umpire, a player has been injured. Bases will be awarded by the umpire, according to the position of each runner, at the time of the injury.
2. Games Called due to darkness or inclement weather will adhere to the USSSA Rules on incomplete or partial games. If said games have reached the number of innings to be a complete game then the score from the last completed inning will be used as the final score. TIES are allowed in league play.
3. Inclement weather/darkness makeup policy. Regular season games that are called will be rescheduled as deemed fit by the CJLB Scheduler and approved by the coordinators of the specific league.
4. Games that are tied at the end of regulation play and still have time remaining on the game clock will use "California Tie Breaking Procedure" to get a final outcome of the game.
  - A. California Tie Breaker procedure will go as follows. At the end of the regulation game if the score is tied, the last out on the team due to bat will be placed on 2<sup>nd</sup> base. The inning will be played out in this manner. After the 2 innings and no winner is determined then the runner will be placed on third base. If time runs out during league play the game will be recorded as a tie.
  - B. In tournament play the game will continue to be played unless there is inclement weather and or darkness in which case the winner of the game will be decided on by the score of the last completed in when the game was not tied.

**NOTE:** Teams will not play on three consecutive days IF AT ALL POSSIBLE. Majors and AAA have special "MAKE UP" pitching rules. Please refer to individual league rules for that information.

5. Tie breaking procedures. To determine team standings at end of season the following procedures will be used:
  - A. Head to head Competition.
  - B. Runs allowed between otherwise tied teams.
  - C. Total number of runs allowed for entire season.
  - D. Flip of the coin with both coaches present.
6. Crash rule will be enforced at all bases. No head first sliding. Diving back to base is NOT considered headfirst sliding. PENALTY: Runner is out.
  - A. If there is no immediate play, the defensive players will NOT intentionally block the base runner from touching/retouching the base. If a base is intentionally blocked by the defense, the

defensive coach will be cautioned once, all subsequent offenses will result in all base runners advancing one base.

B. Base runner(s) must slide at any base except first if there is a play at that base.

The start of a new inning begins immediately after the third out in the current inning.

### **Procedures for Protesting a Game**

1. The protesting manager shall immediately and before any succeeding play begins, notify the umpire that the game is being played under protest. There will be a \$50 cash only deposit made immediately to the cage employee stating what game the protest is for. The cage employee will immediately give the person paying a receipt of the deposit and notify the Umpire Coordinator and League President via text or email immediately. If the protest is deemed valid and the call is overturned then the deposit will be returned to the paying party.

2. Following such notice, the umpire shall consult with the field umpire, if available. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall

immediately reverse the decision. If, however, the umpire is not convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such an announcement shall not affect the validity of the protest.

3. Any protest for any reason whatsoever must be submitted, in writing, by the manager, to the league president or designated representative within 24 hours.
4. A committee composed of the league president and two board members, who are not managers, shall hear and resolve any such protest. If the protest is allowed, the game shall resume from the exact point at which the infraction occurred, or for certain violations the game shall be forfeited.

**NOTE:** protest, shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement. Equipment, which does not meet specifications, shall be removed from the game but shall not be basis for protest.

**NOTE:** All managers, coaches, and league officials are urged to take precautions to prevent protests. When at all possible, when a protest situation is imminent, the potential offender should be notified before the rule infraction takes place.

### **Standards of Conduct for Coaches, Players, & Fans**

**The following standards are set forth to encourage proper conduct of Coaches, Players, and Fans before, during and after all games and activities at the Cheyenne Junior League Baseball Park.**

1. Do not address negative remarks to umpires, opposing coaches, players or fans. Remarks should reflect genuine friendship and encouragement. Remember CJLB is a RECREATIONAL league.
2. NEVER use foul language or obscene gestures.
3. Avoid remarks toward your teams' players who have made an error. If you are aware of the error, be assured the player is even more aware of is Applaud superior play by both teams.

4. Give consistent support to coach's weather winning or losing. Coaches are volunteers who are contributing hundreds of hours to your players, and are committed to their own continued improvement as a coach. In winning they deserve your congratulations; in losing your encouragement.
5. Cooperate IMMEDIATELY with any umpire request.
6. Show respect to the scorekeeper and scoreboard operator. Again this person is a volunteer doing a tedious job no one else usually wants.
7. Avoid comments and gestures that conflict with umpire calls. Individuals who persist in violating these rules and standards will be asked to leave the playing area and play may be suspended until they do. Failure to respond to such a request within two (2) minutes will result in a forfeiture of the game by the offending spectator's team.

**NOTE: After the first warning and removal from the fields, if the incident occurs again the person(s) shall be suspended or banned from the CJLB complex. The CJLB Board will determine the type of action and length of such action taken.**

**NOTE: The on duty Field Commissioner/CJLB Board Member has the authority to remove any unruly coach, player, umpire, parent, or fan from the complex and suspend them for up to 72 hours.**

8. The use of tobacco on the playing field, or in the bleachers, and alcohol anywhere on the CJLB complex is strictly prohibited.
9. Indecent or foul language, unruly behavior, or other un-sportsman-like behavior by any manager, coach, player, or spectator will not be tolerated. The umpire or league official has the authority to remove from the premises anyone acting in such manner.
10. Any person who is removed from a game for any reason must meet with the Coaches Review Committee to determine if any further action is warranted. The person in question may NOT participate/attend any games until the committee can meet to discuss the violation. Once a decision has been made, any further discipline will go into effect immediately.