

CJL MAJOR LEAGUE

2016 GROUND RULES (Reviewed 4-22-2016)

1. THE PLAYING FIELD:

- A. The bases shall form a seventy (70) foot square.
- B. The distance from home plate to second base shall be ninety-nine (99) feet.
- C. The distance from home plate to the pitchers plate shall be forty-eight (48) feet six (6) inches.
- D. The pitchers plate shall be six (6) inches above the level of home plate

2. A REGULATION GAME:

Consists of six (6) innings, or shortened due to:

- A. The home team leading in the bottom half of the sixth (6th) inning.
- B. After three and one half (3 ½) innings with home team ahead or four (4) complete innings, game is called due to weather or poor playing conditions as determined by the home plate umpire.
- C. The home or visitor team is leading by fifteen (15) or more runs at the end of Two and one half (2 ½) innings if home team leading / three (3) complete innings or Ten (10) after three and one half (3 ½) innings if home team leading / four (4) complete innings.
- D. The two (2) hour time limit has expired. Home team will complete their at bat if not in lead if game called due to playing conditions.

Note D1: A new inning shall not commence after the two (2) hour time mark.

Section 2 General Notes:

-During the regular season, a regulation game, as determined above, resulting in a tie will be recorded as a tie.

-Additional time shall be allotted for injuries or other unusual circumstances as determined by the home plate umpire.

-During tournament play in the event of a tie game the California tiebreaker rule shall be used to determine a winner. If a game is called due to darkness or weather after it has reached a regulation game the winner shall be determined by the last completed inning that the score was not tied.

3. OFFICIAL GAME TIME:

Shall begin when the home team pitcher delivers the first of the eight (8) “official” warm up pitches. The umpire shall meet with both team managers and the official scorekeeper and declare the official start time. The official start time shall be recorded in the official scorebook.

4. BAT AROUND RULE:

- A. The entire roster of players, as submitted to the official scorekeeper, before the start of the game, shall act as the batting order, for the entire game. The roster shall contain player first & last name and number.
- B. Players arriving after the start of the game, but before the completion of the third inning, must be placed at the bottom of the batting order.
- C. Players unable to bat shall not be counted as an out so long as nine players are still batting in the order. Outs will be assessed to players unable to bat, when less than nine batters are left in the order.

5. TEAM PLAYER’S:

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Every player on an official team roster shall participate in each game for a minimum of three (3) complete innings defensively. **PENALTY:** Forfeiture of the game.

EXCEPTION: If for disciplinary reasons (i.e., unexcused absences from practices, games, or for fighting etc...) a manager may wish 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.

Section 5 General Note: In games of less than six (6) innings, managers should make every effort to ensure that all players play at least three (3) innings. If however, one or more players do not play their required three (3) innings in a shortened game, said player(s) **SHALL** start the following game. A team must have eight (8) players to start a game. If a team loses a player (s) due to injury or illness the team may finish with less than eight (8) players. If the injury or illness occurs before the completion of the third (3rd) inning the team has the option of borrowing a player under the Adopt A Player Substitution Rule. (See Local Ground Rules All Levels). If a Team has less than eight (8) players due to an ejection the game is **FORFEITED**.

6. BAT RULE:

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.

7. 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, with exception to rule Seven-F (7-F).
- C. A player may pitch a maximum of four (4) innings in a game.
- D. If a player pitches four (4) innings in a game, a one (1) calendar day of rest is mandatory.
- E. **No more than 4 innings pitched in any two day period.**
 - For teams scheduled with back to back games, a player may pitch, 4-0, 1-3, 2-2, 3-1, or 0-4 innings per day.
- F. **A pitcher will receive two (2) additional innings, per game scheduled after the second played game of the calendar week.** Rule Seven-E (7-E) remains in effect.
 - If a team should end up with multiple Back to Back games due to rain makeup or tournament, a pitcher would be available each day, as long as they obey rule Seven-E (7-E). Example: 2-2-2, 3-1-3, or 1-2-2, 4-0-4 innings per day.
- G. The second (2nd) trip to the mound, to the same pitcher, in the same inning, by the manager or a coach will cause the pitcher's automatic removal from the game as a pitcher.
- H. A starting pitcher may re-enter the game as a pitcher one (1) time provided:
 - He/she remains in the game at a different position for the remainder of that half inning.
 - He/she was removed from the game, as a pitcher, prior to the second (2nd) trip to the mound, by a manager or coach, in the same inning. (see rule G. above).
- I. The use of an Illegal pitcher is a protest-able violation of the rules.

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- J. Any innings pitched by a pitcher will count against innings pitched for the week, unless the game does not become official. However if the said pitcher pitches in a game that does not become official, for ANY reason, rule Seven-D (7-D) is in effect.

Violation of any of the above pitching rules will be grounds for review by the Board and may result in forfeiture of the game.

8. BALK:

- A. During regular season play, a warning will be issued on the first balk offense by each pitcher. 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. No warning will be issued in tournament play.
- B. All subsequent balks by the previously cautioned pitcher will result in a normal assessment of balk penalty.
- C. There shall be no balk called on a catcher for leaving the catcher's box early during an intentional walk of a batter.