



Juniors (15U) Division Rules

Updated: 10/05/17

1. GAME PRELIMINARIES

The home team is determined by the official league schedule.

The **home team** is responsible for the following:

- Providing an Official Scorekeeper. The scorekeeper's main functions are: getting the official game rosters from each team, noting the official start time of game in the scorebook, keeping track of outs, runs per inning, proper batting order of teams using player first and last name, and maximum runs per inning. **
- Entering the final game result into the OBR website
- Providing 2 game ready/condition baseballs for the game. Provide the balls to the umpire before the start of the game.
- Ensure that the field is locked up at the conclusion of the game
- Preparing (raking etc.) and chalking/lining the field (do not use chalk on grass)
- The home team shall use the 3rd base dugout

The **visiting team (Visitor)** is responsible for the following:

- The visiting team will occupy the 1st base dugout
- Provide a scoreboard operator and be responsible for the scoreboard controllers. The scoreboard must be used if there is a controller available

**The official scorebook must be kept accurate for participation in All-Stars. Failure to maintain accurate records may result in our league not being able to play in All-Stars tournaments.

2. TIME LIMIT OF GAMES

To facilitate the consistent start and end of games, and to provide equitable playing time to all teams, the following time limits will be observed. No new inning will start after 2 hours and 15 minutes and will play to the completion of the inning. The game is over when:

- 7 innings are played
- one team is ahead by 10 runs or more after 4 and ½ if it is the home team, and 5 innings if it is the visitors
- game time has elapsed

The umpire will declare the official start time. The umpire shall notify the official scorekeeper of the official start time, and the official scorekeeper shall record the time in the scorebook. The umpire is responsible for keeping the official time.

3. RAIN DELAY

If a game is under weather delay PRIOR to the start time of the game, teams must wait a minimum of 30 minutes from the scheduled start time for an "all clear" before leaving the park. If the all clear is not given before the 30 minute waiting period, the game will be called as a "rain out" and will be rescheduled. If the all clear is given within the 30 minute waiting period, the game will begin and the start time will be noted. If a game goes under a weather delay while in progress, prior to the completion of the 5th inning (complete game), teams must wait a minimum of 30 minutes for the all clear. If the all clear is not given within the 30 minute waiting period, the game will be rescheduled and play will resume from the point of the delay.

4. TIE GAMES

A tie game shall be declared based on standard Babe Ruth Official Rules. A tie game after seven (7) innings of play will continue until the tie is broken or the time expires. A tie game is considered as 1/2 of a win and 1/2 of a loss in the standings. If, at the end of the season, two teams have identical records including tie games, head-to-head record will be the first tiebreaker. If still tied, total runs scored will be the tiebreaker. If still tied, a one game playoff will take place between the two teams involved. Playoff games will only be played to determine the first four positions in the standings. The home team in a playoff game will be the lower seed. If a three-way tie occurs, one team will receive a bye in a single elimination tournament draw.

5. RUN RULE

The 10-run rule will be invoked when one team has a 10-run advantage after 5 innings or 4½ innings if the home team is winning.

6. GAME RULES

There will be 1 umpire for this division. If only one umpire is available, the game will be played and recorded. Games are seven innings with a time limit of 2 hours, 15 minutes. No new inning begins after 2 hours, 15 minutes. There is no time limit for championship or playoff games.

Players and coaches in uniform are the only people allowed in the dugout, field and bull pen area. Any person not wearing the complete uniform issued by the league will not be allowed in the dugout. No substitute uniforms or alterations will be accepted. All uniforms must have numbers. Please do not allow any children other than players in the dugout. No Team Moms. No exceptions.

Teams have the option to bat the lineup and free substitution is permitted.

Every player must play 3 innings on defense and get one at bat in every game. Any player who does not meet mandatory play time will start the next game play the innings he did not get in the previous game and then play his/her mandatory play time before being removed from the game. Players are exempt from the mandatory 3 innings if they show up after 1 completed inning, or the game is shortened for rain or 10 run rule. Managers need to record what time and what inning a late players shows up in the official scorebook. Managers will be penalized for violating the mandatory play rule (**See Bylaws**).

Teams must have 9 players to start and finish a game. Failure to have 9 players throughout the game will result in a forfeit.

7. PITCHING RULES

Pitchers may pitch a maximum of 7 innings per week and no more than 7 innings per game. One pitch thrown constitutes an inning. Pitching more than 3 innings requires two (2) calendar days rest. A week is considered Monday through Sunday. Refer to the Babe Ruth rule book regarding other pitching notes.

Managers are responsible for making sure that all pitchers are listed in the scorebook and the teams pitching affidavit for each game. It is important for eligibility purposes and weekly innings pitched (**See Bylaws**).

In the event the game is tied after 7 complete innings, or the time limit is reached, there will be a tiebreaker as follows:

TEXAS SHOOTOUT: The last out made for the hitting team goes to 2nd base. 2 outs are put on the board. Each batter starts with an open count. Each team gets an at bat until one team out scores the other. If a winner is not determined after 3 rounds of the Texas Shootout, the game will be declared a tie. Standard Babe Ruth rules apply.

Cancelled games will be made up at the first opportunity. Games will be continued from the point they were left at only if a full 4 ½ or 5 innings were not played. All makeup games will be scheduled by the league.

Managers are responsible for the conduct of their team, fans and coaches and must address this with each parent and child.

Managers are responsible for league issued equipment and must return it at the conclusion of the season. Managers will not be eligible to coach next season if equipment is not returned.

In cases of inter-league play, rules may be adopted and amended prior to the season.

8. PROTESTS

In the event of a protest, the following procedures must be followed:

- a. The protesting manager must call time out before the next pitch is delivered.
- b. A protest that occurs on a game ending play condition must be made by noon of the following day to the League President.
- c. Notify the home plate umpire and the official scorekeeper who records the protest in the scorebook, and the opposing manager, stating the reason for the protest.
- d. At this point the game continues under a protest condition.

Discussion over the validity of the protest will not occur at this point. The protesting manager must submit, in writing the protest within 24 hours in order for the protest to be heard. The report must document the rule infraction page and number. The League President and UIC must be included in the discussion. The League President along with the UIC will meet individually with the coaches and umpires involved and will rule within 7 days of the occurrence.

A protest request will only be considered if it is in reference to a rule interpretation. A judgment call by an umpire cannot be protested. If a protest is dismissed the game's outcome stands as played. If the protest is upheld the game is replayed from the point of the protest.

9. STANDINGS

Standings will be maintained throughout the season and tracked using the league website. Managers are required to enter the game scores on the league website within 12 hours of a game completion.

10. SAFETY

Safety is paramount. If at any time a parent, coach or manager has safety concerns about the application of any playing rule or ground rule in a particular situation they may submit these concerns to any Board member for a special ruling.

All male players shall wear a protective cup.

Managers are to ensure that players remain properly hydrated during games and practices.

All League Officials, managers, coaches and players are to adhere to Park rules adopted by the City in regards to facility usage.

11. DRESS CODE

The league furnishes each player with a hat and jersey/shirt. Every player must wear a complete and matching uniform for all league games. This includes matching pants. The league may take action against a manager or player who continually disregards the league dress code.

Exposed jewelry such as wristwatches, bracelets, hoop style earrings and neck chains, or any other item judged dangerous may not be worn during the game. Religious and medical alert bracelets and necklaces are the exception to the rule, but if worn must be taped to the body.

12. POOL PLAYERS

A list of Majors (12u) Division players who wish to participate in Juniors Division games will be put together by the Player Agent and the Executive Board (as needed) at the beginning of the season. The initial Pool Player list will be in order of the Majors Division evaluation scores. The Pool Player list will generally include 10 players

A Juniors Division Manager who has 9 players for a game may, at his or her discretion, contact the Player Agent to have access to a Pool Player. A Manager with 8 players **MUST** contact the Player Agent for access to a Pool Player. It is recommended that the Player Agent is provided 24 hours or more of advance notice in order to find and confirm a Pool Player. If 24 hours of time is not provided the team may need to forfeit their game.

The Pool Player will be drawn from the Pool Player list and contacted about availability. If the next player in-line is not available the Player Agent will skip over that player and move to the first available player. Once that player plays in a Juniors Division game he/she will be placed at the bottom of the Pool Player list. If more than one Juniors Division Manager is in need of a Pool Player, the request will be honored on a first-come first-served format. Pool Players are allowed to practice with Juniors Division teams if invited by the Juniors team Manager. A Pool Player

should never be utilized for a Juniors Division game or practice that conflicts with that player's primary team.

Note: If a Pool Player is used they must bat last in the lineup, they are not allowed to pitch and they cannot be substituted for at any time (unless there is an injury to the Pool Player).