



JUNIOR HIGH SCHOOL BASEBALL RULES

TABLE OF CONTENTS

1. GENERAL LEAGUE POLICIES
 - 1.1 Eligibility
 - 1.2 Uniforms
 - 1.3 Jewelry
 - 1.4 Rosters
 - 1.5 Scheduling
 - 1.6 Playoff Tournament and Tiebreakers
 - 1.7 Filming

2. GAMEDAY POLICIES
 - 2.1 Game Duration
 - 2.2 Cancellation of games and scores
 - 2.3 Forfeit
 - 2.4 Equipment and Safety
 - 2.5 Protest Protocol
 - 2.6 Suspension
 - 2.7 Sportsmanship and Dugout Policy
 - 2.8 Fighting/ Altercations

3. GAMEPLAY RULES
 - 3.1 Game Rules
 - 3.2 Lineups and Ground Rules
 - 3.3 D.H RULE
 - 3.4 Re-ENTRY RULE
 - 3.5 Base Running/ Violations
 - 3.6 Base Running
 - 3.7 Coaches
 - 3.8 CSAA Pitcher Protection Guidelines
 - 3.9 Intentional Walk
 - 3.10 Mercy Rule
 - 3.11 Ejected Student- Athletes / Coaches
 - 3.12 Speed up rule
 - 3.13 AED

1. GENERAL LEAGUE POLICIES

1.1 Eligibility

- a) A student athlete is eligible for participation in CSAA activities if they are enrolled in and attend a CSAA member school and meet all of CSAA's age, and grade requirements. It is the responsibility of the member school to ensure all of the eligibility requirements are met.
- a) A student shall be eligible for CSAA JHS athletics at a maximum of 8th grade & 14 years old.
- b) Team will be allowed two (2) 15 year old student/athletes on their roster. If the student/athlete turns 15 anytime during the school year, he/she is considered a 15 year old, even if he/she turns 15 after the season but during the school year.
- c) A student who turns the age of 16 during the calendar year, January to December, that fall between the academic school year, September to June, cannot participate in JHS sports.
 - Example: The school year begins September 2016 and ends June 2017. Joe Smith was born 7/20/01. He would be considered a 16 year old and cannot play in JHS sports because he turns 16 during the one of the two calendar years that crosses with the academic school year. Based off our policy only 2 (two) children who turn 15 during the academic school year (Sept 2016-June 2017) are allowed to participate in JHS sports. Any child who turns 16 during the 2016/2017 calendar year cannot play in JHS sports (children born in the year 2001).

1.2 Uniforms

- a) All teams MUST be in matching uniform shirts with unique numbers for each player.
- b) Any team that does not have matching uniforms before their first regular season game must inform the Director of Athletics. Baseball Spikes are allowed.

1.3 Jewelry

- a) Players are not allowed to wear watches or jewelry (chains, earrings).
- b) Prescription eye glasses only may be worn; lenses made of glass are not permitted
- c) Metal framed glasses are not permitted.
- d) Plastic framed glasses, providing they are strapped around the head, and sports goggles (wrap-around type, made of plastic) are permitted; any other type of eyewear that the umpires deem could be dangerous is not permitted.
- e) No player will be allowed to play with a cast. A doctor's release note must be presented to the league before they can play again.

1.4 Roster

- a) Each participating school must submit a team roster to the league office 12 hours before the first regular season game. This will be strictly enforced. Any team not providing a team roster before the 1st game (without a written exemption from the Director of Athletics) will forfeit their games until the roster is submitted.
- b) All team rosters will consist of a maximum of 25 players and must contain the following Information:
 - Name of school

- Names and telephone numbers of head coach and assistant coaches
 - Legal first and last name of each player
 - Grade, age, and month and year of birth of each player (day is not needed)
 - Uniform number of each player
 - Signature of all player
- c) It is the responsibility of each member school to ensure the accuracy of the information provided on the league roster. The information provided on the submitted roster is considered official and will be the evidential basis of any eligibility challenges.
- d) Changes to the roster cannot be made after it is submitted to the league office without the written consent of the Director of Athletics.
- e) Roster changes will be approved/ denied at the sole discretion of the Director of Athletics in accordance with the hardship provision.

1.5 Scheduling

- a) The season will generally start the first week of April and continue through the last week in May. Depending on the number of games postponed due to rain, the season may extend into June.
- b) Each participating school will play a ten (10) game regular season. All games postponed due to rain will be rescheduled by CSAA at a later date in the season.
- c) Games will be scheduled on any day of the week except Sunday. Games will not be scheduled during Spring Break or Memorial Day weekend (weekend before last Monday in May).
- d) In early March, before the draft schedule is released, CSAA will request that each participating schools submit ten (10) blackout dates to the league office. The league will not schedule games on these blackout dates.
- e) It is the responsibility of each participating school to ensure that the blackout dates are inclusive of ANY foreseen conflicts the school may have with playing games on that day. These conflicts include (but are not limited to):
- School-specific closings (half-days, early dismissal, etc)
 - Testing (Mid-terms, interim assessments, SATs, etc)
 - Parent/Teacher Conferences
 - School Proms/Dances
 - School Trips
 - Graduation dates
 - Vacations/absences of the coaches
- f) Schools will be expected to play on any day that is not listed as a blackout date. Any schedule conflicts presented to the league after the final schedule has been released will be reviewed and a final decision on whether to reschedule the game will be made at the sole discretion of the Director of Athletics.
- g) Blackout dates- Please keep in mind that if you cannot play on a specific day of the week (All Tuesday's) that specific day will be counted towards your blackout dates.

1.6 Playoff Tournament and Tiebreakers

- a) CSAA will determine the playoff seeding once the regular season is completed using the following criteria:
- Division Overall
 - Head to Head

- Points against
 - Run differential is the subtraction of runs scored for a team and runs allowed by a team.
- b) A player must have played in at least half of the season games to be eligible for the playoffs. Exceptions will be made for injured players at the sole discretion of the Director of Athletics.

1.7 Filming

- a) CSAA does have policies and restrictions on filming of league games and future opponents.
- b) Video recordings are not allowed by A.D.'s or coaches
- c) A.D.'s and coaches that violate this policy will forfeit two (2) games
- d) Parents and spectators are allowed to film.
- e) Filming will on be used in case an altercation or a player gets injured.

2. GAMEDAY POLICIES

2.1 Game duration

- a) All weekday games (Monday-Friday) must start at 4:30 pm and are scheduled for 5 innings or 2 hours long (in compliance with the field permit).
 - If there is no scheduled use of the field when the permit has expired, the game may continue past 2 hours to complete 5 innings at the umpire's judgment.
- b) If 5 innings cannot be completed by the end of the permit time, the score of the last completed inning shall be used in determining the final score.
- c) No full inning shall start within 10 minutes of permit expiration time (after 5:50pm)
- d) The 10 run mercy rule will be in effect after 3 innings.
 - If the home team is trailing by 10 runs in the 3thinning or later, they will be allowed a final at-bat.
 - If they do not reduce the deficit to 9 runs or less in their final at-bat, the game is over. If the home team scores enough to reduce the deficit to 9 runs or less, the game will continue.
- e) A game is considered an official game after 3 innings. If the game cannot be completed due to inclement weather, it will continue exactly where it was left off with the same batting line-up in place.
- f) Only the home plate umpire can delay or postpone a game due to weather or field conditions once the teams have arrived at the field.

2.2 Cancellation of games and scores

- a) Any cancellations due to weather will be made by CSAA by 12pm.
- b) Rescheduling of rainouts will be made by the league director and agreed upon by both schools.
- c) The winning coach is responsible for submitting the final game score to the league. All game scores must be texted or emailed to the league office no later than 2 hours after completion of the game. This ensures accurate and timely updating of the standings on the league website.

2.3 Forfeits

- a) All forfeited games are entered into the standings as a 1-0 loss.
- b) Forfeit Games

- A fifteen (15) minute forfeit time is allowed for all games. This will be STRICTLY ENFORCED by the umpires unless extra time is authorized by Director of Athletics.
 - All teams must have at least eight (8) players to start an official game. Teams that have less than 8 players by the designated forfeit time will forfeit the game.
- c) If a team starts a game with 8 players, the 9th spot in the lineup will be an automatic out every time through the lineup.
- If the 9th player arrives before their first turn at bat, they can be inserted into the lineup without penalty. If the 9th player arrives after their first turn at bat, they can be inserted into the lineup in the 10th spot but the 9th spot will remain an automatic out for the remainder of the game.
- d) Any team forfeiting 3 games in a season will be dropped from the schedule without refund of league fees.
- e) Any team with an outstanding balance of forfeit fees will be ineligible for playoffs until fees are paid to CSAA.

2.4 Equipment and Safety

- a) The home team (as designated by the league schedule) is responsible for bringing all bases, home plate and a pitching rubber.
- b) If the visiting team has to supply any of the equipment that the home team was required to bring, the home team will forfeit their right to be the home team.
- c) Both teams are responsible for bringing three (3) baseballs to the game.
- d) All catchers must wear full protective gear including the helmet with faceguard, chest protector, and shin guards.
- All batters must wear helmets.
 - All players must wear helmets on the base paths.
- e) Both teams are responsible for bringing the AED (Automated External Defibrillator) to the game. If school doesn't have an AED, they will forfeit the game.
- f) A throat protector and a helmet are mandatory for catchers and the helmet must provide protection to both sides of a catcher's head. The helmet/mask combination must meet NHSF standards.
- g) The approved baseballs are:
- Rawlings American or National League Baseball
 - Wilson A1010 PRO
 - Diamond OL
 - NHSF baseball
- h) All interscholastic junior high school baseball games played in New York City must use solid wood bats or composite wood bats.
- The following wood composite bats have been approved...
 - Baum AAA Pro Composite bat
 - Brett Bats Maple Master 110 and ST – 271
 - Demirini composite bats
 - Mizuno - MZC 27
 - Louisville Sluggers 125

2.5 Protest Protocol

- a) Protests to an umpire's judgment call WILL NOT BE ALLOWED.
- b) Judgment calls include (but are not limited to):
 - Balls/Strikes
 - Out/Safe calls
 - Infield fly calls
 - Obstruction
 - Fair/Foul calls
- c) All protests of rules interpretations must be made in writing and turned into the home plate umpire.
- d) Protest must be emailed to the Director of Athletics within 24 hours of completion of game, on the proper Protest form.
- e) All protest forms are on CSAA website under rules.
- f) The Director of Athletics will investigate all protests and will deliver a ruling with 48 hours of receipt of protest. If a ruling cannot be made within 48 hours, the protesting coach will be notified of the delay and informed of when to expect a ruling.

2.6 Suspension

- a) Any player or coach ejected from a game must leave the immediate playing area.
 - If a coach is ejected from the game and there is no other coach to handle the coaching duties, the game will be called and awarded to the opposing team.
 - Players ejected from a game for unsportsmanlike behavior will face a minimum one-game suspension.
- b) Coaches ejected from a game for unsportsmanlike behavior will face a minimum two-game suspension.

2.7 Sportsmanship and Dugout Policy

- a) All teams are expected to show sportsmanship before and after each game. Coaches and players MUST lineup and shake hands before and after each game. Exceptions to this rule are made for injured players AFTER the coach informs the umpire of the injury.
- b) Only coaches, players, and managers are allowed in the dugout during the game.
 - Coaches and managers must be in team apparel/colors and players must be in uniform.
 - No spectators are allowed in the dugout during the game.
 - All teams are responsible for removing their trash from the dugout area after the game.
- c) Coaches are responsible for the actions of their players and spectators on and off the field.
- d) Foul language, obscene gestures, abuse of the umpires and any other unsportsmanlike actions WILL NOT be tolerated from any coaches or players and may result in ejection or forfeiture of the current game, suspension from subsequent games and/or ejection from the league.

2.8 Fighting/Altercations

- a) Fighting of any kind will not be tolerated. Any player who throws a punch will be ejected for fighting and automatically suspended for their next game.
- b) Coaches are responsible for controlling their benches during an altercation. If a player leaves the bench to participate in an on-court altercation, that player will be ejected from the game and suspended for the next game.

- c) After a review of the incident (which can include statements from the coaches, referees, Game Supervisor and/or any video footage), additional penalties can be assessed at the discretion of the Director of Athletics.

3. GAMEPLAY RULES

3.1 Game Rules

- a) All rosters are final after 1st game.
- b) All students must play in at least half of their season in order to qualify.
- c) All games are five (5) innings or 1.5 hours long.
- d) Championship game is five (5) innings or 1.5 hours long.
- e) After every game the winning team must submit a picture of the following:
 - The scorebook
 - Game day sign in sheet (students must sign)
 - Final score
- f) All line-up sheets must be turned in before the start of every game.
 - All lineup cards must be kept in case of a question of a student's eligibility.
 - All scorebooks must be emailed after every game to the sports region email.
- g) All field playing rules will be determined by home plate umpire before the start of the game.
- h) Forfeit time is 15 minutes.
- i) (8) Players can start an official game. HOWEVER, the 9th slot in the line-up is an automatic out, every time that slot comes up to bat.
- j) Starting players who have been substituted out for a pinch runner can re-enter the game in their defensive position, such as shortstop, etc.
- k) EXTRA HITTER (10th batter) is allowed.
- l) Home plate will be 54 feet to the mound and 75 feet from each base.
- m) All players must be in full matching uniform (pants, jersey, and caps).

3.2 Lineups and Ground Rules

- a) Umpires will go over the ground rules with both coaches at the beginning of the game.
- b) It is the responsibility of the coaches to clarify any interpretation of the ground rules with the umpires, BEFORE the start of the game.
- c) It is the responsibility of the coaches to accurately relay any interpretation of the ground rules to their players.
- d) All lineups MUST be turned in to the umpire and the opposing coach (on an official lineup sheet) BEFORE the start of the game.
- e) The lineup sheet must contain the following information:
 - Name of school and coach
 - Legal first and last name of each player in the lineup and substitutes (must match name on official roster)
 - Position of each player starting the game
 - Uniform number of each player
- f) It is the responsibility of each coach to ensure the accuracy of the lineup card. The information provided on the lineup card is considered official and will be the evidential basis of any challenges.

- g) Each team must keep an accurate scorebook of the game play to resolve any discrepancies of the score or batting order. The scorebook is considered part of the official record of the game and must be provided to the league in order to resolve any protests.

3.3 D.H RULE

- a) A Designated hitter is allowed to bat for the pitcher only in the line-up (IT'S OPTIONAL).

3.4 Re-ENTRY RULE

- a) Allows for a starter to re-enter the game one time. That is, when a sub replaces a starter, the starter then sub back in the place of his replacement once. However, the starter can only return to the same spot in the lineup he occupied before being subbed out of the game.
- b) A substitute, on the other hand, after entering the game and then being replaced, is done for the day.

3.5 Base Running

- a) Base runners may not run over fielders, they must either slide or give themselves up.
- b) Pinch runners can be used for the catcher, with 2 outs to help speed up the game. The runner must be a non-starter, and the same runner cannot run for the catcher.
- c) First and third base coaches are expected to wear HELMETS in the coach's box. If coach decides not to wear helmet they do so at their own RISK. All students must wear helmets.
- d) Students are not allowed to coach runners in the coaches' box.
- e) Head-first sliding IS NOT allowed. However on a pick-off play runners may dive BACK into a base head-first.
- f) Base runners cannot run over the catcher.
- g) All appeal plays must start from the pitching rubber.
 - The coaches must notify the home plate umpire of which base is being appealed and then the pitcher must throw to the base that is in question. The umpire will call the runner safe if the appeal process is not carried out properly.

3.6 Coaches

- a) Each coach will actively supervise team members until the game is completed.
- b) All coaches at 1st or 3rd base must wear a school t-shirt or hooded sweatshirt, representing the school. Coaches who refuse to wear school apparel will be restricted to the dugout.
- c) Umpires will speak only to the head coaches during a dispute.

3.7 CSAA PITCHER PROTECTION GUIDELINES

- a) Pitchers protection guidelines are at the discretion of the coaches.

3.8 INTENTIONAL WALK

- a) Umpire must be notified.

3.9 MERCY RULE

- a) After 3 complete innings, if a team is trailing by 10 runs at the end of an inning, the game will end and the win will be awarded to the team that is ahead.

- b) If the home team is down by 10 runs at the beginning of the inning, the home team must have their final at bat.

3.10 EJECTED STUDENT-ATHLETES/COACHES

- a) The minimum penalty imposed upon a student-athlete or coaches ejected, from a game by an umpire will be a one game suspension.

3.11 SPEED UP RULE

- a) Teams have 60 seconds to warm-up (pitchers/fielders) between innings before the umpire calls batter up.

3.12 AED

- a) The Charter School Athletic Association Mandates AED/CPR Certification for All Coaches.
- b) Games cannot proceed unless one team is present with required AED unit.
 - If the AED unit is NOT present, by either team the game will be a forfeit.
 - Each teacher/coach must actively supervise team members, until they are safely away from the site of competition.