



JUNIOR HIGH SCHOOL BOYS BASEBALL RULES (Spring 2025)

TABLE OF CONTENTS

1. 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
- 1.8 Cancellation of Games

2. GAMEDAY POLICIES

- 2.1 Game Duration
- 2.2 Forfeits
- 2.3 Suspensions/Ejection of Student/Coaches
- 2.4 Equipment and Safety
- 2.5 Protest Protocol
- 2.6 Sportsmanship and Dugout Policy
- 2.7 Fighting/ Altercations
- 2.8 Weather Adjustment
- 2.9 AED Unit and CPR Certificate
- 2.10 Submission of Scores

3. GAMEDAY 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 CSAA Pitcher Protection Guidelines
- 3.7 Intentional Walk
- 3.8 Speed up Rule
- 3.9 Mercy Rule
- 3.10 Coaches
- 3.11 Mound Visits

1. LEAGUE POLICIES

1.1 Eligibility

- a) A student athlete is eligible for participation in junior high school baseball if they are enrolled in and attend a CSAA member school and meet all of CSAA's age, and grade requirements.
- b) Only students enrolled in the CSAA member school are eligible. Students attending other schools in a shared "campus" educational facility are not eligible to participate in CSAA athletic programs.
- c) It is the responsibility of the member school to ensure all eligibility requirements are met.
 - Please refer to "CSAA Student Eligibility Guidelines" for further information.
- d) For participation in varsity baseball competition, a student shall only be eligible while enrolled in grades 6-8 up until their 14th birthday. Any student who will reach the age of 15 before or during the baseball season (before June 1 of the current school year), cannot participate.
- e) Students in the 8th grade may participate in varsity competition if their school does not participate in junior high school competition.
- f) If a student in grade 8 participates in varsity competition for a school that participates in junior high school competition, that student is ineligible to participate in junior high school competition.
- g) If it is determined that a school used an ineligible player in a league game, the game will be declared a forfeit, and the win will be given to the opposing team.
- h) It is the responsibility of each member school to ensure each student athlete has undergone a physical examination within the last calendar year before participating in athletics.

1.2 Uniforms

- a) All participating schools are expected to be in full uniforms by their first game.
- b) All teams must be in matching uniform, tops, caps and bottoms, with unique numbers for each player.
 - Jersey numbers cannot switch from player to player. No exceptions.
 - If a team does not have matching uniforms before their first regular season game, they must inform the league beforehand.
- c) **Metal cleats are NOT allowed.**

1.3 Jewelry

- a) All earrings, facial piercings, body piercings, and bands must be removed before start of game.
- b) Glasses that are accepted:
 - Plastic framed glasses
 - Sports goggles that are strapped around the head sports goggles.
- c) Glasses that are not permitted:
 - Lenses made of glass
 - Metal framed glasses
 - Any other type of eyewear that the referee/umpire deems could be dangerous.
- d) If jewelry is for religious reasons:
 - Child must have a letter from their school
 - Letter must be on school letter head and signed by principal
 - Child must have a letter from their parent as well.
 - Letters must be brought with the child to every game throughout the season
 - If a child wears a religious band on wrist it can be worn but it must be covered with athletic tape and/or sweat band.

1.4 Rosters

- a) Each participating school must submit a team roster to the league office before the first regular season game. This will be strictly enforced. Any team not providing a team roster before the 1st game will forfeit their games until the roster is submitted.
- b) All team rosters will consist of a maximum of 20 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
 - Uniform number of each player
 - The signature of the principal, verifying all players on roster are enrolled at the member school.
- 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) 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.
- d) In early March, before the draft schedule is released, CSAA will request that each participating school submit seven (7) blackout dates to the league office.
 - Games will not be scheduled on these blackout dates.
- e) It is the responsibility of each participating school to ensure that the blackout dates are inclusive of any 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 Tuesdays) 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 record
 - Head-to-Head result
 - Points against
 - Run differential (Runs scored minus runs allowed by a team)
- b) A player must have played in at least half of the regular season games to be eligible for the playoffs. Exceptions will be made for injured players at the sole discretion of the Director of Athletics.
- c) Any team with an outstanding balance will be ineligible for playoffs until fees are paid to CSAA.
- d) During playoffs, the mercy rule is applied after the 5th inning. If the home team is trailing by 10 runs in the 5thinning 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 9th runs or less, the game will continue.

1.7 Filming

- a) Parents and spectators are allowed to film. No player or coach in uniform is allowed to film the game.
- b) Game footage will only be reviewed in the event of an altercation or if a player gets injured.

1.8 Cancellation of Games

- a) Any cancellations due to weather will be made by CSAA by 12pm.
- b) Rescheduling of rainouts will be made by the league program coordinator and agreed upon by both schools.

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 1.5 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 1.5 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 to determine the final score.
- c) The 10-run mercy rule will be in effect after 3 innings.
 - If the home team is trailing by 10 runs in the top of 3rd inning, 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.
- d) A game is considered an official game after 3 innings.
- e) 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 Forfeits

- a) All forfeited games are entered into the standings as a 10-0 loss.
- b) A fifteen (15) minute forfeit time is allowed for all games. This will be strictly enforced by the umpires.
 - 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.
 - 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.
- Any team that forfeits three (3) games during the regular season will be dropped from the league schedule and will not be eligible for the playoffs.
- Any forfeit after 12pm is considered a late forfeit.

2.3 Suspension /Ejection of Student/Coaches

- Any player ejected from a game must leave the immediate playing area.
 - Players ejected from a game for unsportsmanlike behavior will face a minimum one-game suspension.
- Any 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.
 - Coaches ejected from a game for unsportsmanlike behavior will face a minimum two-game suspension.

2.4 Equipment and Safety

- The home team, as designated by the league schedule, is responsible for bringing all bases, home plate and a pitching rubber.
- If the visiting team must 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.
- Both teams are responsible for bringing three NEW (3) baseballs to the game.**
- The following equipment is required for players:
 - All catchers must wear full protective gear including the helmet with a faceguard, chest protector, and shin guards.
 - 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.
 - All batters must wear helmets in the batter's box, and basepaths.
 - A description and list of league approved equipment can be found here [Approved Equipment List](#)
- No player will be allowed to play with a hard cast. A doctor's release note must be presented to the league before they can play again.
- Each teacher/coach must actively supervise team members, until they are safely away from the site of competition.
- The approved baseballs are:
 - Wilson A1010 PRO
 - Wilson A1010 HS1
 - Wilson A1010 S
- All interscholastic 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
 - DeMarini composite bats
 - Mizuno - MZC 27

2.5 Protest Protocol

- a) Protests may only be made if a rule is alleged to have been applied incorrectly or not applied at all.
 - No protest of judgment calls may be entered.
 - The coach must verbally inform the home plate umpire of the protest before play commences or resumes.
- 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) All protest must be emailed to the csaacompliance@gmail.com within 24 hours after the completion of game, on the proper Protest form.
 - All protest forms are on CSAA website under rules.
- e) The Compliance Officer will investigate all protests and will deliver a ruling within 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.
- f) A coach can only protest the age and grade of two (2) players within 48 hours of a regular season game and 24 hours of a play-off game.

2.6 Sportsmanship and Dugout Policy

- a) All teams are expected to show sportsmanship after each game. Coaches and players must line up and shake hands after each game.
 - Exceptions to this rule are made for injured players after the coach informs the umpire of the injury.
- b) Players who fail to comply with the rule will be suspended for one (1) game.
 - If an umpire witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped, and the offending players will be ejected from the game.
 - The decision is made at the umpire's discretion. No appeals will be considered. Foul play will not be tolerated.
- c) Umpires have the right to determine offensive language. If offensive or confrontational language occurs, the umpire will give one warning. If it continues, the offending player or players will be ejected from the game.
- d) Coaches are responsible for the actions of their players and spectators on and off the field.
- e) **Additionally, it is never acceptable for a parent or any other spectator to enter the playing field to confront a player, coach or game official under any circumstances. Any spectator who enters the playing field will be automatically ejected from the field and failure to leave immediately will result in forfeiture of the game.**
- f) Foul language, obscene gestures, abuse of the umpires and any other unsportsmanlike actions will not be tolerated by any coaches or players and may result in ejection or forfeiture of the current game, suspension from subsequent games, and/or removal from the league.
- g) Only coaches, players, and managers are allowed in the dugout during the game.
 - All coaches and managers must be in school team apparel.
 - First and third base coaches are expected to wear helmets in the coach's box. If the coach decides not to wear a helmet they do so at their own risk

- No spectators are allowed in the dugout during the game. **This will be strictly enforced.**
- All teams are responsible for removing their trash from the dugout area after the game.

2.7 Fighting/Altercations

- 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.
- If more than one (1) player fights during or after a game, it is considered a team fight.
- If a team fight takes place a team can be suspended for one (1) game or the entire season.
 - During a team fight if one (1) player is reported to be out of control, that player can serve a suspension longer than the team suspension.
- Coaches are responsible for controlling their benches during an altercation. If a player leaves the dugout to participate in an altercation, that player will be ejected from the game and suspended for the next game.
- 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.
- CSAA reserves the right to suspend a player for a minimum of (1) one game and maximum of the entire season.

2.8 Weather Adjustments

- CSAA reserves the right to change the game duration if weather conditions or field time constraints become an issue. Games may be played in the rain (at the umpire's discretion) unless the Parks Department closes a field.

2.9 AED Unit/ CPR Certification

- Charter School Athletic Association Mandates AED/CPR Certification for all coaches.
- Games cannot proceed unless one team is present with the required AED unit and CPR certificate on site.
 - If neither team has an AED unit, the game will not be played and result in a tie.

2.10 Submission of Scores

- The home/host school team is responsible for submitting the final game score to the league. All game scores must be texted or emailed to the league no later than 24 hours after completion of the game.
 - If scores are not submitted within the time given, the game will be awarded to the opposing team. This ensures accurate and timely updating of the standings on the league website.

3. GAMEDAY RULES

3.1 Game Rules

- Before each game, the umpire will identify who the head coach is and verify the presence of the AED machine. Only the head coach may speak to the umpire during a dispute.
- The pitching mound will be 60 ft 6 inches from home plate.
- Bases will be set 90 feet apart.
- All games are five (5) innings or 1.5 hours long.
- The championship game is six (6) innings without a time limit.
- After every game both teams must submit a picture of the following:
 - The scorebook
 - Final score

- g) All line-up sheets must be turned into the home plate umpire 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 csaajhsbaseballsoftball@gmail.com
- h) All field playing rules will be determined by home plate umpire before the start of the game.
- i) Eight (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 once.

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 into 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 and 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 to resolve any protests.

3.3 D.H Rule

- a) A Designated hitter is allowed to bat for the pitcher only (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 can 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, can no longer play in the current game.

3.5 Base Running/ Violations

- a) Base runners may not run over catchers or infielders, they must either slide or give themselves up.
- b) Students are not allowed to coach runners in the coaches' box.
- c) Head-first sliding into bases is allowed except at home plate.
- d) 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 CSAA Pitcher Protection Guidelines

- a) To prevent overuse injuries to pitchers, CSAA has adopted new guidelines which were developed in consultation with the lead physicians of Bellevue Hospital’s Partners for Youth and will be implemented for the upcoming baseball season. The first guideline is a per-game pitch count limit, and the second guideline is mandatory rest periods between pitching assignments.
- b) Pitch count limits per game:

Junior High School	High School
90	105

- When a pitcher reaches the pitch count, he must be removed from the game. If the pitcher is in the middle of a count, the pitcher may finish pitching to that batter.

- c) Required rest period for pitchers:

# of pitches thrown		Rest required
Junior High School	High School	
81+	91+	4 calendar days
61-79	76-90	3 calendar days
41-60	51-75	2 calendar days
21-40	26-50	1 calendar day
1-20	1-25	NONE

- d) Coaches are required to keep an accurate pitch count on each pitcher used in a game and submit to the league after each game with the score book. Each team will reconcile their pitch count after each inning to resolve any discrepancies. The home plate umpire will resolve any disputes with the pitch count.
- e) Failure to follow the pitching count guidelines may result in a 2-game suspension for the coach at the discretion of the Commissioner. Repeated violations will result in a longer suspension.

3.7 Intentional Walk

- a) Home plate umpire must be notified that the pitcher is going to walk the batter, after notification the batter may proceed on to first base.
- b) Four (4) pitches do not need to be thrown for an intentional walk.

3.8 Speed up Rule

- a) Teams have 60 seconds to warm-up pitchers/fielders between innings before the umpire calls batter-up.
- c) A pinch runner can be used for the catcher or pitcher at any time to help speed up the game. The runner must be a non-starter or if there no available substitutes, must be the last batter to make an out.

3.9 Mercy Rule

- a) A team ahead by ten (10) runs after 3 innings will be declared the winner. This rule applies only for regular season games, not the playoffs or championship.
- b) If the home team is down by 10 runs at the top of the 3rd inning, the home team must have their final at bat.

3.10 Coaches

- a) Each coach will actively supervise team members until the game is completed.
- b) All coaches at 1st or 3rd base must wear school branded apparel
 - 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.

3.11 Mound visits (conference)

a) Coaches get three (3) charged mound visits per game. A charged visit is one in which the pitcher is not replaced. After the 3rd visit the pitcher must be pulled from the game. If the game goes into extra innings each team will be given one extra mound visit per inning.