

BYLAWS FOR THE BJLBA (Revised May 1st, 2022)

ARTICLE I – PLAYER ELIGIBILITY

- A.** Player participation shall be limited to children who will attain the age of five years before May 1st and will not have attained the age of thirteen before May 1st of the current year.
- B.** In some circumstances, BJLBA will grant a 13-year-old currently in 6th grade the ability to play in accordance with USSSA player eligibility guidelines and approval by the BJLBA Board of Officers.
- C.** BJLBA will consider a player candidate as a child who practices or plays for another organized baseball team or program. Any child wishing to play for both BJLBA and another organized baseball team or program must get approval from the Executive Committee prior to placement on a BJLBA team.
- D.** Eligible players must reside within defined geographical boundaries for the BJLBA. Proof of age eligibility will be determined by presentation of a valid birth certificate at registration.

ARTICLE II – ORGANIZATION STRUCTURE

- A.** BJLBA will be composed of 4 divisions. Dependent upon the total number of players each year, the BJLBA Board may elect to divide the teams into leagues within each division.
 - 1. Ages: 11 & 12, Major Division (American and National Leagues)
 - 2. Ages: 9 & 10, Minor Division (Continental and International Leagues)
 - 3. Ages: 7 & 8, Junior Division (Atlantic and Pacific Leagues)
 - 4. Ages: 5 & 6, Novice Division (Eastern and Western Leagues)
- B.** The playing age of each child shall be determined by the player's age on April 30th of the current year. At the beginning of 2006, the player age determination date changed from August 1st to May 1st, and this "playing age" determines the division in which they participate.
- C.** The number of teams in each division and league shall be determined annually by the OFFICERS. However, each league shall have at most eight teams.
- D.** Team names will be decided by the President and the Treasurer.

ARTICLE III – TEAM COMPOSITION

- A.** In all divisions it is recommended that teams have 11-13 players each; however, it is recognized that the 11-13 limits are directly related to the number of eligible players available and that it may be necessary to deviate from these figures.
- B.** Players may not be added to team rosters in the major or minor divisions after the third week of the season unless a team has fewer than 11 players. Roster additions after the third week are allowed if a team loses a player(s) to a disabling injury (out for the remainder of the season), a permanent move, or because a player quits the team after the third week.
- C.** A player who will miss games after the end of the third week of the season due to vacation may not be replaced.

ARTICLE IV – PLAYER ADVANCEMENT/SELECTION OPTIONS

SECTION 1 – GENERAL REGISTRATION & PLAYER OPTIONS

- A.** The OFFICERS shall determine the registration method, entry fees and timeframes.
- B.** Any player who is not assigned to a team because of lack of space, if applicable, will remain in the registration pool for his/her appropriate division. See roster vacancies below.
- C.** It is the goal of BJLBA to equalize the talent on all the teams within a division to the extent possible. All eligible players are given a preseason opportunity to register.
- D.** The BJLBA program shall be on a first come, first-serve basis. Payment of the fee(s) or filing a request for fee waiver guarantees a player's participation in the BJLBA program.
- E.** The BJLBA OFFICERS shall determine the applicable deadline for reserving a spot in the program.
- F.** Players new to BJLBA will be required to register during the announced registration period and pay any applicable participation fees.
- G.** Based on the number of player registrations, the OFFICERS shall determine:
 - 1.** The overall minimum roster number for each team
 - 2.** The minimum roster number for each age
 - 3.** The number of teams in each Division
- H.** The BJLBA program allows the following VALID OPTIONS:
 - 1. Manager/Assistant Coach** – The primary coaching staff option (1-Manager and 1-Assistant Coach) can choose to have his/her child on his/her team.
 - 2. Sibling** (natural, step, or foster) – A sibling option applies to any child with a sibling in the same division. Unless otherwise directed by parent/guardian, siblings will be placed on the same team.
 - 3. Sponsor** – A sponsor option applies when requested by the sponsor and only applies to the child/children of the person making the request. In addition, only one request per sponsor will be allowed unless approved otherwise by the OFFICERS. Additional options can be validated if approved by the OFFICERS (e.g., nephew). All manager and sibling options must be exercised prior to any selection process used. A manager who is a validated Big Brother/Big Sister to a registering child may choose that child as a manager's option. Players whose options are not exercised become part of the normal selection process.

SECTION 2 – GENERAL PLAYER ADVANCEMENT & SELECTION PROVISIONS

- A.** There shall be no association or link between any division teams.
- B.** Roster Vacancies that occur after player advancement/selection will be filled from players who registered but were not assigned. Potential players who did not register prior to the advertised registration deadline, may not be added to a roster without the approval of the OFFICERS.

SECTION 3 – PLAYER ADVANCEMENT & TEAM DRAFT/SELECTION FOR ALL DIVISIONS

- A.** As described in Section 5 of BJLBA Constitution, the BJLBA President shall appoint a member to chair the Player Committee and other supporting members as needed.

- B.** Player advancement and team selections will be conducted in the same manner for ALL DIVISIONS, except for NOVICE DIVISION.
- C.** The Novice Division Team Selection process will be determined by the Player Committee, or any other board member appointed by the BJLBA President.
- D.** When possible, all players participating in BJLBA should be given a **PLAYER ASSESSMENT RATING (PAR)** that will be determined by members of the Player Committee. The final PAR will help determine the draft round in which a player could potentially be chosen.
- E.** The number of Draft Rounds will be determined by the total number of players, divided by the potential number of teams required to maintain an 11 to 13 player roster. Utilization of this method will help disperse talent equally between the teams. The PAR will be established by members of the Player Committee by one or more of the following methods:
1. Player tryout sessions
 2. Instructional League assessment
 3. Historical BJLBA regular season or post season play
- F.** **NO MORE THAN TWO (2) PROTECTED/FROZEN** players per team will be allowed during the BJLBA Draft process. The following associations are **EXAMPLES OF PROTECTED/FROZEN PLAYER SCENARIOS**:
1. A **MANAGER OR ASSISTANT COACH** may choose to have his/her child on the same team
 2. A **SIBLING ASSOCIATION** applies to any player entering the same division as a sister/brother
 3. A **SPONSOR ASSOCIATION** applies to a related child or children of the team sponsor when requested
 4. Other associations will be considered on a case-by-case scenario but must be approved by the Player Committee and cannot exceed the maximum allowable number of protected/frozen players.
- G.** It is highly recommended that each team have representation during the draft. If a manager or coach is not available (or has not yet been selected), the Player Committee shall designate team representation.
- H.** The PAR is a decision aid to be utilized as a reference guide during the draft process. A team may choose to select outside of the suggested round at any time.
- Example:** During round 3, a team may choose to select a player that has not been selected in previous rounds or in any of the subsequent rounds. Protected/frozen players **MUST** be selected during the round indicated by the PAR.
- I.** **PROTECTED/FROZEN PLAYERS** will be automatically drafted to the associated team during the round indicated by the PAR. Only one frozen/protected player option can be guaranteed to a team per draft round.
- Example:** If a team has two (2) frozen/protected players, these players must be selected in separate rounds.
- J.** **TEAM SELECTION ORDER** will be determined by blindly drawing numbers to determine the picking sequence. The number of teams required will be determined and each team representative will select a number. Once each team has selected a number, a random number will then be selected that

will determine the draft selection sequence. Any other method of determining the team selection order MUST BE APPROVED by the Board prior to the draft.

Example: 10 teams are participating in a division draft

Step 1 – Numbers 1-10 are placed in a container

Step 2 – Each team selects a number from the container

Step 3 – A random number is then selected between 1 and 10

Step 4 – The random number picked will represent the starting order of the draft selection sequence

Step 5 – If 5 is selected, the sequence would be 5/6/7/8/9/10/1/2/3/4

K. Draft Selection Order Specifications: A right to left (or “snake”) selection method will be used until all eligible players have been selected. Order will be reversed once all players from the age group have been selected.

Example: 4 Team Division, 1/2/3/4/4/3/2/1/1/2/3/4...

Round 1 – Static Group (12 yr old), 1/2/3/4

Round 2 – Static Group (12 yr old), 4/3/2/1

Round 3 – Static Group (12 yr old), 1/2/3/4

Round 4 – Static Group (12 yr old), 4/3/2/1...until all players have been picked.

Round 1 – Inbound Group (11 yr old), 4/3/2/1 (Order Reversed)

Round 2 – Inbound Group (11 yr old), 1/2/3/4

Round 3 – Inbound Group (11 yr old), 4/3/2/1

Round 4 – Inbound Group (11 yr old), 1/2/3/4...until all players have been picked.

L. Special considerations should be taken throughout the draft selection process to ensure that pitchers and catchers are evenly distributed. Final team PAR totals can now be evaluated to determine whether final player modifications will need to be negotiated.

M. Player for player trades are authorized but must be approved by the Player Committee.

N. Supplemental draft process will be similar in fashion based on the numbers of teams established after the Draft. The total number of players and a Teams total PAR value will be taken into consideration when adding post draft players to the league.

ARTICLE V – GENERAL BJLBA RULES & REGULATIONS

SECTION 1 – PRACTICE SCHEDULING

A. Practice may begin April 1st. Prior to April 1st, managers may schedule optional practices; however, players and parents must be informed that these practices are optional and that players who do not participate will NOT be penalized in any way.

B. Pre-April practices are limited to one per week. From April 1st to the date of the first scheduled game, teams are limited to three practices per week.

C. Practices and Games are Limited: From the date of the first scheduled league game through the final game of the city tournament or elimination from the city tournament (whichever comes first)

teams are limited to a maximum of three activities per week (12:00 a.m. Monday to 11:59 p.m. Sunday). When three or more games are played in a single week, a team is permitted one practice.

D. Pre-Games Practice Policy – During the regular season and city tournament the following pre-game practice policies applies:

1. For safety reasons, no batting practice is permitted on any diamond prior to a scheduled game. This provision does not apply to the use of “whiffle”-type balls.

2. Fifteen minutes prior to game time, each team (except novice division teams) is permitted seven minutes of infield practice. Visitors will use the first seven minutes, the home team using the last seven minutes. However, a game may start before the scheduled time if both managers, in consultation with the plate umpire, agree to start early.

3. **ON FIELD** Batting practice prior to the second game shall be prohibited except in the case where an adjacent diamond is available. Batting practice will then be permitted on a first come basis.

4. No warm-ups (i.e., no throwing of a baseball, no catching of a baseball, and no contact between a baseball and a bat) are allowed within the fenced area of Winslow Sports Complex except on designated playing areas.

5. Both prior to and during a game, only that game’s players, managers, coaches, umpires, and league officials, or other authorized personnel may enter the designated playing area.

SECTION 2 – PRACTICE & GAME TIMES

A. Practice may begin April 1st. Prior to April 1st, managers may schedule optional practices; however, players and parents must be informed that these practices are optional and that players who do not participate will NOT be penalized in any way.

B. Starting Times for schedules league games shall be as follows:

1. First game: 5:30 p.m.

2. Second game (non-school night): no earlier than 7:45 p.m. or no sooner than fifteen minutes after completion of game one. However, Monday night games before a “Primary” election Tuesday are to be considered “school nights”.

3. Second game (school night): no earlier than 7:30 p.m. or no sooner than fifteen minutes after completion of game one.

NOTE: School night means that the scheduled game is played the evening preceding a day in which the Monroe County Community School Corporation (MCCSC) has scheduled school.

4. If regular season or makeup games are scheduled for either Saturday or Sunday, starting times will be announced by the OFFICERS’ designated contact person as soon as possible prior to the date scheduled.

5. No inning shall commence after 2 hours (1 hour, 45 minutes for scheduled school night games) has elapsed from the start of the game. A new inning begins immediately after the last out of the preceding inning.

6. Extra-inning games (i.e., more than 6 innings) will be allowed subject to the 2-hour (1 hour, 45 minute) time limitation. Games which are tied after the 2-hour (1 hour, 45 minute) time restriction has expired shall remain tied. Each team will be credited with one-half game won and lost.

7. There are exceptions for the Bloomington City Tournament.

SECTION 3 – PLAYER PARTICIPATION (MAJOR & MINOR DIVISIONS)

A. Each player available for the game shall play a minimum of 6 defensive outs, **WITH THE FOLLOWING EXCEPTIONS** when games shortened by:

1. Ten run-rule
2. Weather
3. Time
4. Illness or injury to player
5. Removal of player by parent or guardian
6. Disciplinary action and/or violation of team rules. A manager may elect to not use a player if this player has not attended practice, games, or has violated team rules publicized prior to the start of league games.

Penalty: Failure to comply the minimum player participation rule, shall result in the forfeiture of the game.

B. Illegal Participation: All games in which an illegal player is used must be forfeited. An illegal player is defined as one not assigned to a team by the Player Committee or one assigned to a team based upon an incorrect age provided by a manager of his/her designee.

SECTION 4 – MANAGERS & TEAM ASSOCIATED PERSONNEL

A. Managers must arrange to supply the following workers:

1. **Official Scorer** – The home team supplies the official scorekeeper. The officer scorekeeper must keep the official score and complete the “Official Scorekeepers Summary”. Games in the major or minor division require that both the SCORING and PITCHING sections of the Summary be completed. Games in the junior division require only the completion of the SCORING section; no score is kept for the novice division. The official scorekeeper must sign the “Official Scorekeepers Summary” and turn it in to the umpires.

2. **Scoreboard Operator** – The visiting team supplies the scoreboard operator. The scoreboard operator must be an adult and in charge of the scoreboard operation.

3. **Official Scorekeepers Summary** must be initialed or signed by both managers at the conclusion of each game. Refusal to initial or sign the Summary shall result in forfeiture of the game. Both teams will verify the following items:

- a) Final Score
- b) Names of all pitchers
- c) Total pitch count for all pitchers

SECTION 5 – LEAGUE CHAMPIONSHIP, BLOOMINGTON CITY TOURNAMENT & USSSA TOURNAMENTS:

A. All interleague games shall be scheduled before any intraleague games, unless there is an odd number of teams per league.

B. League Championship: A team’s order of finish in intraleague games determines the league championship. If a tie exists for first place, then all tied teams are considered league co-champions.

C. Bloomington Single-Elimination City Tournament Seed: A team’s seed in the city tournament (i.e., applicable to major and minor divisions) is determined by its intraleague standings. When ties exist, the following rules are used to determine who gets the higher preference seed. First, overall record will be compared (i.e., interleague in addition or intraleague). If overall records are identical the second criterion will be head-to-head competition between the tied teams (i.e., won-lost record will be

considered with the team that won twice, receiving the higher seed). If neither overall record nor head-to-head competition breaks the tie, then the third and final criterion will be a coin-flip with the team winning the coin-flip given the higher seed.

1. If a Division does not have 2 Leagues, the regular season standings of each Division will determine the seeding for the tournament. Ties will be decided in the same manner as stated in Section 5, Paragraph C.

2. Divisions with 2 or more Leagues, the games played in the first two elimination rounds of the city tournament shall be seeded with the team having the higher seed (i.e., lower numerical) designated as the "HOME" team in those rounds.

3. The first round of the elimination games, teams will play against a team from the opposite league within that division. Any team given a "bye" in the first round will be scheduled in the second round to play against the projected winner from the opposite league, assuming the actual first round game outcomes followed the projected seeding. For example, assuming 6 team leagues, in the first elimination round, the 1st and 2nd place finishers in each league receive "byes". The 6th place finisher from one league plays the 3rd place finisher from the other league, the 5th place finisher from one league plays 4th place finisher from the opposite league, and so forth. In the second elimination round, the 4th place finisher from one league (assuming they win the first round) shall be scheduled to play the 2nd place team from the opposite league. After the two elimination rounds have been completed, the home team is determined by coin flip for all subsequent games. A similar configuration shall be applied if there are only five or seven teams per league. If there are eight teams per league, then no first round "byes" shall occur.

4. During this tournament, all rules, and regulations applicable to the regular season apply except as noted below.

EXCEPTIONS:

1. If a game is stopped by rain, lightening, power failure, act of God, etc., the game will be considered as "suspended" and will be completed from the point at which it was halted.

2. There are no ties! All games must be played to completion (i.e., outcome will be determined by 10-run-rule, if applicable, 2-hour :15-minute time limit, or 6 or more innings – whichever determination comes first).

3. For semi-final and championship games only, the time limit is suspended, and the games will be regulation length (i.e., 6 innings – five and ½ if the home team is ahead, or longer if needed to break a tie).

4. In addition, the OFFICERS may adopt other special rules for the tournament provided they are announced prior to the start of the tournament.

D. USSSA TOURNAMENT PARTICIPATION DURING BJLBA RECREATION SEASON

1. Managers and Coaches will identify players participating on a "Travel Team" or any team association that could potentially interfere with the BJLBA Recreational Season and City Tournament.

2. The total pitch count numbers of any players identified must be closely monitored by Managers/Coaches, as well as the Player/Parental Guardian to keep within the limitations set forth in **RULE 1.00., (PITCHER LIMITATIONS AND GUIDANCE).**

3. Managers and Coaches will obtain pitch count numbers for any players participating in games played outside of BJLBA to ensure not to exceed the pitch count limitations.

4. The total pitch count numbers will be relayed to the League Representatives of the applicable Division.

ARTICLE VI – MANAGERS

SECTION 1 – MANAGERIAL SELECTION & APPOINTMENT

- A.** Managers may be selected to fill vacancies from those that apply. Applicants shall apply on a divisional basis and may apply for more than one division at a time. Applicants will be given the opportunity to be evaluated by the OFFICERS.
- B.** All managers are appointed by the OFFICERS. Managers shall have the option to continue from year to year with their present team, provided they comply with all rules, regulations, and provisions of the Constitution and the By-Laws of the Bloomington Junior League Baseball Association. However, technical compliance to the Rules and Regulations alone does not guarantee managerial continuation. Managers must also possess leadership abilities and the know how to work with young children. Each manager will be evaluated each year based upon criteria determined by the OFFICERS. Any managerial candidate who has a child playing in another 12 and under baseball program cannot be considered as a manager in BJLBA.
- C.** In the event the OFFICERS decide to change or sever a managerial appointment, the manager is entitled to present himself to the OFFICERS at the next meeting. No manager may be changed or severed without being given an opportunity to address the OFFICERS prior to their final decision. The OFFICERS shall have exclusive jurisdiction over removal of a manager.
- D.** Evaluations may consist of a written application as well as a personal interview with the OFFICERS. Previous BJLBA coaching experience, work as a member of the OFFICERS, and experience with youth sports will be given consideration. All managers will be appointed by a majority vote of the OFFICERS.

ARTICLE VII – CONDUCT

SECTION 1 – GENERAL

- A.** Any member, officer, coach, player, or others associated with BJLBA may be dismissed or removed from the BJLBA if his/her conduct is judged to conflict with or detrimental to the purposes and ideals of BJLBA. Action under this Article will be determined by the OFFICERS after consideration of all facts presented relative to the questions of conduct.
- B.** Any manager, coach, or officer who recruits and/or encourages any player currently on a BJLBA team to leave the BJLBA program for the purposes of playing in another baseball program shall be considered to have acted in conflict with or detrimental to the purposes and ideals of BJLBA.
- C.** Any manager or coach removed from a game by an umpire shall automatically be suspended for the next game played. This could be the next regularly scheduled game or a make-up game, whichever immediately follows the game from which the manager or coach was removed.

SECTION 2 – PLAYER SPECIFIC

- A.** Any player throwing a helmet, glove, bat, or any other piece of equipment for any reason, shall receive a warning from the umpire. If there is a second occurrence, the player shall be removed from the game. Furthermore, if, in the opinion of the umpire, the second occurrence was flagrant enough so

as to provide the potential for injury, then the player shall be suspended for the next game as well.

B. If in the judgement of the umpire, a player deliberately goes out of his/her way to take-out another player, said player shall be expelled from the game and be suspended for the next game played.

ARTICLE VIII – AMENDMENTS OR CHANGES

Amendments to or changes in the By-Laws and/or playing rules may be made by the OFFICERS provided said amendment or changes are presented to the OFFICERS and all active managers in good standing at least two weeks prior to the date of the meeting in which the amendment or changes will be discussed and voted upon. Notices of amendment or change must be in writing. However, no By-Law amendments or changes are allowed after the date of the first scheduled regular season game through August 15th unless $\frac{3}{4}$ of the OFFICERS approve the proposed amendment or change, within one week of presentation of the proposed change to the OFFICERS.

As Amended and Approved at the BJLBA OFFICERS Board Meeting

May 1st, 2022

SPECIAL RULES FOR THE BJLBA (Revised May 1st, 2022)

All BJLBA games shall be played according to the USSSA BASEBALL RULES except as noted below which are NOT APPLICABLE to the BJLBA:

EXCEPTION: The **DESIGNATED HITTER** rule is not permitted.

EXCEPTION: **Dropped Third Strike DOES NOT** apply – The batter is out when a third strike is caught or not caught by the catcher.

SR1.00. ALL DIVISIONS

SR1.01. Forfeit with less than Seven: A game shall be ruled a forfeit if at the “official” scheduled start time of the game, a team cannot field seven players.

SR1.02. A 10-minute “grace period” will be observed to allow additional members to arrive on the playing field.

SR1.03. With seven or more players present, play shall occur and be ruled an “official game”.

SR1.04. If the number of available players drops below seven after the game has begun (e.g., illness, injury, parental removal, etc.) the game will be played to completion and will not be considered a forfeit.

SR1.05. When the game is ruled a forfeit because a team has less than seven players present at the start of the game or within the 10-minute grace period, the team manager can elect to play a scrimmage game. BJLBA strongly encourages each team to show up for play, regardless of their number of available players, and play a scrimmage game.

SR1.06. When neither team has 7 players at the start of the game or within the 10-minute grace period, the game on that date is declared a NO GAME (i.e., neither team wins nor loses). A scrimmage game between the available players is highly encouraged. The game is rescheduled ONLY if:

- (1) The game affects the outcome of the League’s championship OR
- (2) There is time and both managers want to play.

NOTE: Historically, BJLBA has had managers who, when they did not have the required 7 players present to qualify as an official game, packed up their equipment and went home without any attempt to play a scrimmage game and give those children who were present an opportunity to play. Furthermore, BJLBA has had manager who when they knew they could not produce 7 players told their children to stay home. The primary purpose of our program is to encourage children to PLAY baseball, regardless of whether they win or lose, and children present for their game should be given the opportunity to play.

SR1.07. Batting Lineup Length Equals Players in Attendance:

- (1) The batting lineup will be as lengthy as the number of team players in attendance. If players arrive late, they shall be inserted at the bottom of the submitted batting order, upon their arrival.
- (2) If a player leaves before the end of the game because of ejection, injury, parent removal, etc., then the batting order will skip over the departed players slot without any penalty to the offensive team (i.e., no automatic out).

(3) If during a “plate appearance” a player while at bat is injured such that the player cannot complete the turn at bat, then the last batter who did not reach first base safely, shall complete the players “plate appearance”.

(4) Submissions of Lineup: Before the game begins, each manager shall exchange lineups with a copy to the official scorer (except for the novice division where lineups are exchanged only between managers since there is no official scorer). Each team will bat according to the submitted lineup.

SR2.0. MAJOR AND MINOR DIVISIONS

SR2.01. In any inning except the 6th inning or an extra inning, a team that is tied or ahead may not increase its score by more than 7 runs during their time at bat.

SR2.02. A team that is behind in an inning may not go ahead of its opponent by more than 7 runs during their time at bat.

Exception: If the seventh run scores because the batter has hit a ball over the fence in fair territory on the fly (i.e., a home run), then all runners on base at the time of the home run may score.

SR2.03. Defensive players may be substituted freely, except for the pitcher (see pitching rules above), and subject to the Player Participation rules in the By-Laws.

SR3.00. MINOR DIVISION ONLY

SR3.01. Minor Division Plays Ten: Each minor division team will field ten players on defense provided ten or more players are present during the game, four of the ten players must be outfielders.

SR4.00. JUNIOR AND NOVICE DIVISIONS

SR4.01. Adults Pitch: A manager/coach will pitch or will designate an adult person to pitch to his/her own team.

SR4.02. Adult Pitcher Cannot Field: A manager/coach or his/her designee cannot field the ball. A manager/coach or his/her designee cannot help or hinder the fielding team. In fact, when a ball is batted into fair territory, the adult must leave the field toward home plate in the opposite direction that the ball was struck into play; however, if the batted ball goes only a short distance from the home plate, the adult pitcher cannot interfere with a fielding play being made by the catcher or pitcher’s helper. If the adult pitcher interferes, then the interference will be called. Furthermore, the adult pitcher should get the bat out of the way and remain in foul territory until the umpire signifies the play is dead. If a pitching person is struck by a batted ball, the (a) the ball is dead, (b) runners, if any, return to the base they started from, and (c) the pitch is thrown over again (i.e., will not count against the seven-pitch limit).

SR4.03. Pitcher’s Circle: A circle (16 feet radius from the center of the pitching rubber) shall be constructed around the pitching mound. All “pitcher’s helpers” must have one foot clearly within the circle and behind or to the side of the pitcher and remain so placed until a pitched ball is struck.

SR4.04. Pitcher’s Helper: Each Junior and Novice Division defensive team may choose to have ONE or TWO “pitcher’s helpers” dependent upon the total number of players available. For a Team to field TWO players at the Pitcher’s Helper position, THREE outfielders must first be present. The “pitcher’s helper(s)” field the pitcher’s position and must be behind or to the side of the pitcher (manager/coach/designee) until the ball is struck. If the helper violates this rule and the ball is not struck into fair territory, and the batter will be awarded first base and all runners will advance if forced. If the

ball is struck into fair territory, then the batter will be allowed the result of his/her hit and/or any advancement due to error(s). In essence, if the batter at least reaches first base safely, then the violation will be forgotten, and the ultimate outcome of the play will stand including the batter being out at a subsequent base or home. If the ball is struck into fair territory and the batter is out at first or reaches first base as a result of fielder's choice, then the batter is awarded first base and all runners are allowed to advance one base.

SR4.05. Runner's Base Position Determined When Ball Dead: The runner's base positions shall be determined by the umpire(s) at the time the ball is declared dead. To be awarded the next base, a runner must have progressed more than one-half of the way to that base when time is called. One-half hash marks will be constructed between bases to help the umpire.

SR4.06. No Base Stealing Allowed: No runners may advance because of a wild pitch or passed ball. Violators will return to their original base.

SR4.07. No Hit-By-Pitch: No batter can reach base because he/she was struck with a pitched ball. If a batter cannot continue, the next batter will bat. If a batter is struck with a pitched ball that pitch shall be counted as one of the seven pitches.

SR4.08. No Bunting: No bunting is allowed. Violators shall be called out.

SR4.10. No Infield Fly Rule: The infield fly rule shall not be used.

SR4.11. No Ten Run Rule: No ten-run rule shall exist.

SR4.12. All Players Field: The defensive team will field all players in attendance. All players other than the catcher, "pitcher's helper's", and 4 infielders will be stationed in the outfield.

SR4.13. No 1 player may play more than 2 innings during the first 6 innings of a game at "pitcher's helper", 1st baseman, 2nd baseman, and shortstop.

PENALTY: If a player for a team plays more than 2 innings at any of those positions in the first 6 innings of a game, that team will forfeit the game.

SR4.14. Adult Coaches on Field: The defensive team can position adult coaches on the field to give instructions and help the defensive team make good decisions. See Junior Division and Novice Division sections below for division specific rules.

SR5.00. JUNIOR DIVISION

SR5.01. Pitchers: The ball must be pitched overhand and from a distance of at least 20 feet.

SR5.02. Seven Pitches Per Batter: Each batter will be allowed a maximum of 7 pitches (including foul balls) to hit the ball fair or strikeout. If a batter fouls the 7th pitch, pitching will continue until the batter swings and misses, hits the ball into fair territory, or watched a pitch go by. Balls and strikes will not be called; however, swinging strikes will be counted. On the 3rd strike the batter is out. If after 7 pitches, except as noted above, a batter has not hit the ball fair or struck out, the batter will be out automatically.

SR5.03. Scoring Limitations: One half inning is defined as 3 outs or 5 runs, whichever comes first. However, in the 6th inning or an extra inning, there is no limit to the number of runs that a team can score before 3 outs are made.

SR5.04. Lead Runner: The Lead Runner is the active base runner closest to home plate.

SR5.05. Ball Dead When Lead Runner Stopped: When the ball has been hit into fair territory, play can only be stopped when the umpire deems the play as dead and calls time.

SR5.06. Base Advancement on Overthrow: On an overthrow, the batter/runner is awarded the maximum of one base but is not guaranteed that base. The defense can still throw the runner out advancing to that base.

SR5.07. If the ball is overthrown again, the runner can advance one additional base (at their own peril), and so on.

SR5.08. The same rules apply to runners ahead and behind the play. For example, a runner already on first can only advance home on the overthrow at first if they are past second base at the time of overthrow.

SR5.09. It is the umpire's decision when the play is over, just as in regular baseball. The team should be taught to throw the ball back to their pitcher helper, but this does not automatically stop the play the umpire should not allow a runner to leave a base they currently occupy once the ball is with the pitcher's helper. However, merely getting the ball to the pitcher does not stop the natural progression of a live play.

SR5.10. Adult Coaches Off Field: The defensive team can position up to two adult coaches in foul territory to give instructions and help the defensive team make good decisions. Each coach must be positioned and remain in the grass along the foul line and in the outfield portion of the playing field.

SR6.00. NOVICE DIVISION

SR6.01. No Score in Novice Division: In the novice division, the scoreboards will not be used, and no official score will be kept.

SR6.02. Five Pitches Per Batter: Each batter will be allowed a maximum of 5 pitches (including foul balls) to hit the ball fair. Balls and strikes will not be called, and strikes will not be counted. If a batter does not hit the 5th pitch fair, a ball will be placed on a batting tee and the batter will swing until the batter hits the ball in fair territory.

SR6.03. Novice Division Plays 55 Minutes: Novice division games will end at the completion of 55 minutes. The only exception to this rule occurs when not all players in attendance have batted as of the end of the game. If 55 minutes transpire and not all players have batted, the players who have not batter should immediately take their turn at bat, and the game will be over when all players have batted. No player should play the same position during the game and when possible, each player should be rotated between the infield and outfield. One half inning is defined as (a) 3 outs or (b) when the team at bat has batted the entire roster in attendance, whichever comes first.

SR6.04. Adult Coaches in Field: The defensive team can position up to three adult coaches in fair territory to give instructions and help the defensive team make good decisions. For example, a coach can be positioned along each foul line. In addition, one coach can be positioned between second base and centerfield. All coaches must be positioned and remain in the grass, in the outfield portion of the playing field.

OFFICIAL BASEBALL RULES (Revised May 1st, 2022)

(Rules needing emphasis or modification for BJLBA)

OBJECTIVES OF THE GAME

1.00. - PITCHER LIMITATIONS AND GUIDANCE

1.01. All players on the team roster may pitch. There is no limit to the number of pitchers a team may use in a game.

1.02. A pitcher once removed from the mound cannot return as a pitcher.

1.03. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Major – 85 pitches per day

Minors – 75 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed for his/her Division age while facing a batter, the pitcher may continue to pitch (without penalty or increasing the pitch count) until any one of the following conditions occurs:

(1) that batter reaches base or

(2) that batter is put out or

(3) the third out is made to complete the half-inning

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, if pitcher is removed, or the game is completed before delivering a pitch to another batter.

1.04. Pitchers must adhere to the following day(s) of rest requirements:

Age	Daily Max	No Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

1.05. Games declared “no game” [see Rule 4.05] shall still incur the day(s) of rest requirement.

1.06. Penalty: A game must be forfeited if a pitcher pitches before the completion of the day(s) of rest requirements, regardless of when the infraction occurred or is discovered.

1.07. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation. Managers and program officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

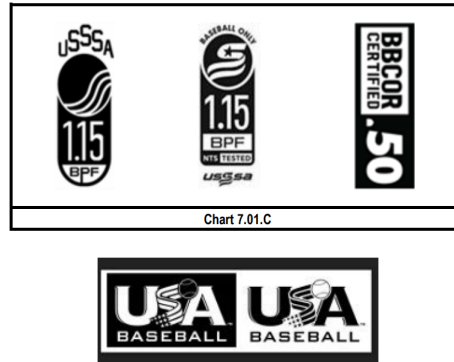
1.08. The pitcher’s glove shall be uniform in color, including all stitching, lacing, and webbing. The pitcher’s glove may not be white or gray.

1.09. No pitcher shall attach to his glove any foreign material of a color different from the glove or wear sweat bands on wrists.

1.10. No pitcher shall wear sweat bands on wrists.

2.00. - BATTERS GUIDANCE AND EQUIPMENT

2.01. BJLBA will follow bat regulations put forward by the United States Specialty Sports Association (USSSA). All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark (USSSA Chart 7.01.C), or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer. USA Baseball bats are also authorized, stamps shown below are authorized to use for all recreational BJLBA games.



2.02. Per USSSA standards, the bat barrel may not exceed 2.75 inches in diameter, and non-wood bats marked with a BPF (Bat Performance Factor) are only allowed if the BPF does not exceed 1.15; wood barrel bats are also allowed.

PENALTY: If the illegal bat is discovered prior to a batter completing his “at bat,” the bat is simply removed from play and the “at bat” continues. A player who uses an illegal bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs that occurred during the play shall stand. This is an appeal play. The “at bat” will be considered legal once a pitch is thrown to the next batter. Any bat discovered prior to the game that does not conform to the above rule shall be removed immediately and not be allowed for use during the game.

2.03. In keeping with the consistency of the USSSA bat standards, the base paths for the Majors shall be 70 feet and the pitchers’ mound will be 50 feet. For the Minors, Juniors, and Novice leagues, the base paths shall remain at 60 feet. For the Minors league, the pitching mound will stay at 46 feet.

2.04. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. SHOES with metal cleats or spikes are not permitted by any player, coach, or manager.

2.05. No part of the uniform shall include patches or designs relating to commercial advertisements.

2.06. No player may wear a uniform in a regular season or city tournament game that contains on the uniform any part of the player’s name unless the player’s last name coincides with the team’s sponsor.

2.07. Players must not wear watches, rings, pins, jewelry, or other metallic items.

2.08. Casts (e.g. plaster, fiberglass, etc.) or hard braces/splints may not be worn inside the foul lines during the game by players.

NOTE: Players wearing a cast or brace may act as base coach.

2.09. The catcher [Major and Minor Divisions] must wear a catcher’s mitt (not a first baseman’s mitt or fielder’s glove) or any shape, size, or weight consistent with protecting the hand.

3.00. - PROTECTIVE GEAR

3.01. Batting Helmets: To minimize the potential for injury, protective headgear shall be worn by all offensive players at all times (except as noted below) while on deck, at bat, on base, or while a base runner advancing from one base to the next, and by players in the coaches' box, during practice and all games. Such headgear must cover the top of the head and have extended ear flaps which cover both ears and properly fits the player wearing it. Protective batting helmets must meet NOCSAE specifications and standards and bear the NOCSAE stamp as well as an exterior warning label on the helmet that is visible and easy to read.

Penalty: A player who intentionally removes his/her helmet (except as noted below) shall be called out after all play has come to rest. Play will resume with one additional out charged against the offensive team. If a player refuses to wear headgear, he shall be removed from the game.

Exceptions: No out shall be charged if a helmet unintentionally comes off due to wind, motion, or improper fit while a player is running between bases. In addition, no out shall be called when (a) the ball is dead, (b) a player is advancing as a result of a home run, (c) a batter is adjusting his/her helmet between pitches, (d) a runner is adjusting his/her helmet while on base between pitches, or (e) a player is advancing because of a walk and no play is being made on the player, or the walk does not occur simultaneous with a passed ball or wild pitch.

3.02. Any player removing his/her helmet legally within the provisions set forth above who uses his/her helmet to gesture in a manner which shall be given a warning. A second offense within the same game constitutes grounds for the player's removal from the game.

3.03. Any player warming up a pitcher at home plate shall wear a mask with integrated metal throat protection and it is recommended any player warming up a pitcher at any location shall wear a mask. In addition, protective headgear, which covers the top of the head and properly fits the player wearing it, a protective supporter, and cup must be worn by the catcher during practice and all games.

Penalty: Refusal to wear this equipment will cause the player's removal from the game.

3.04. Bat and ball boys/girls are not permitted.

4.00. - GAME PRELIMINARIES

4.01. A player, or players, may be substituted during a game at any time the ball is dead.

4.02. No substitute/courtesy runners are permitted. A player whose name is on his team's batting order must run the bases for him/herself, except in the case of injury. This rule is intended to eliminate the practice of using so-called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate.

4.00. - STARTING AND ENDING A GAME

4.01. A REGULATION GAME consists of 6 innings, unless extended because of a tie score, or shortened because (1) the home team needs none of its half of the 6th inning or only a fraction of it, or (2) the umpire calls the game.

4.02. If the score is tied after 6 completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

4.03. If a game is called, it is a regulation game

- (1) If 4 innings have been completed.
- (2) If the home team has scored more runs in 4 or 3 ½ innings than the visiting team has scored in 4 completed half innings.
- (3) If the home team scores one or more runs in its half of the 4th inning to tie the score.

4.04. If each team has the same number of runs when the game ends, the umpire shall declare it a "tie game."

4.05. If a game is called before it has become a regulation game, the umpire shall declare it "no game." If it is declared a "no game" by the umpire, then all innings pitched shall be charged against each pitcher's eligibility for that week.

4.06. The **10-Run Rule** shall apply. Once becoming a regulation game, if one team is ahead by 10 or more runs and has equal times at bat or the home team is leading, the umpire shall **CALL** the game.

5.00. - PUTTING THE BALL IN PLAY, LIVE BALL

5.01. The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when:

- (1) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;
- (2) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base or retire a runner on a pick-off play; runners may not advance.

NOTE: The interference shall be disregarded if the catcher's throw retires the runner.

5.02. If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball.

5.03. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder in shall not be catch, but ball shall remain in play.

5.04. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decisions, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced.

6.00. - THE BATTER

6.01. A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

6.02. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at a bat.

6.03. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (a) declare the proper batter out, and (b) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch, or passed ball, such advance is legal.

6.04. When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat becomes legal.

6.05. When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

6.06. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalizes improper batter. The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches the base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

6.07. The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when four "balls" have been called by the umpire.

Exceptions: The batter-runner may advance at his/her own risk if (1) a defensive player throws the ball to home plate or any base after the walk and prior to the next pitch, or (2) no runners were on base prior to the walk.

7.00. - THE RUNNER

7.01. ANY RUNNER IS OUT WHEN:

(1) Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

Purpose: The intent of this rule is to prevent incidents in which a runner, going full speed, attempts to dislodge the ball from the catcher/fielder and/or break-up the play. The potential for injury is too great to permit this situation at these age groups.

7.02. A FIELDER CANNOT BLOCK THE PLATE/BASE WITHOUT THE BALL.

(1) If the defense player is blocking the base without the ball, then the defensive player is guilty of obstruction. The fielder (e.g., catcher) must be at the plate/base for the sliding requirement to apply. As a guideline, allow a one-step tolerance in any direction from the plate/base when interpreting the key word "AT". The timing of the catcher's/fielder's positioning is, or course, the judgement of the umpire.

The runner must avoid contact (within the allowed three-foot tolerance) when a defensive player is fielding a ball in the base path.

The runner is not permitted to deliberately hit/bump/unload/etc. on the defensive player.

Players should not deliberately stand in the base path when a throw is coming, either for an approaching runner or when a runner is off base between pitches.

NOTE: THIS RULE APPLIES AT ALL BASES – NOT JUST HOME

Exception: The general principal discussed above applies at all bases except for a batter-runner who is trying to reach first base, in which case, the batter-runner never has to slide.

7.03. NO LEADOFFS in the Novice, Junior, and Minor Divisions: (a) when a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (Leadoffs are permitted in the Major Division)

8.00. - THE PITCHER

8.01. BJLBA has adopted the following rule pertaining to the visit of the manager or coach of the pitcher:

(1) This rule limits the number of trips a manger or coach may make to any one pitcher in any one inning.

(2) A third trip to the same pitcher in the same inning shall automatically result in the removal of that pitcher from the game as a pitcher only.

(3) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat.

(4) A manager or coach may not enter fair territory or confer with any other defensive player except the catcher.

(5) If the manager or coach goes to the catcher or infielder and that player then goes to the mound of the pitcher comes to him at his position before there is an intervening play (a pitch or other play), that will be the same as the manager or coach visiting the pitcher.

(6) An attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute as a visit to the pitcher.

NOTE: If the coach goes to the mound and removes a pitcher and then the manager goes to the foul line to talk with the new pitcher, that will constitute one trip to that new pitcher that inning. In a case where a manager has made his first visit to the pitcher and then returns the second time to visit the pitcher in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to visit the pitcher, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired or becomes a base runner, this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up.

The substitute pitcher will be allowed 8 preparatory pitches or more if in the umpire's judgment circumstances justify.

9.00. - DEFINITIONS OF TERMS

INFIELD FLY - A fair fly ball (not including a line driver nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "infield fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "infield fly, if fair".

The ball is alive, and runners may advance at the risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an infield fly.

On the infield fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder-not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgement, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgement must govern, and the decision should be made immediately.

When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule call, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 5.09(a)(12). The infield fly rule takes precedence.

INTERFERENCE:

OFFENSIVE INTERFERENCE - is an act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgement of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

DEFENSIVE INTERFERENCE - is an act by a fielder which hinders or prevents a batter from hitting a pitch.

UMPIRE'S INTERFERENCE OCCURS:

- (1) When an umpire hinders, or prevents a catcher's throw, attempting to prevent a stolen base
- (2) When a fair ball touches an umpire in fair territory before passing a fielder

SPECTATOR INTERFERENCE - occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. On any interference, the ball is dead.

OBSTRUCTION - The act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball, he may be considered "in the act of fielding a ball." It is entirely up to the judgement of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has tried to field a ball and miss it, he can no longer be in the "act of fielding" the ball. For example: If an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

STRIKE ZONE - The area over home plate, where the upper limit is the horizontal line at the batter's armpits and the lower level is a line at the top of the knees. The Strike Zone shall be determined from the batter's stance, as the batter is prepared to swing at a pitched ball.