

2010 ENSOLL JUNIORS LOCAL RULES

1. ALL games will be played at 54'/80' for the "first half" of the regular season games. Thereafter, at a date to be determined by the Juniors commissioner and ELL executive board, the field shall be shifted to a 60'/90' diamond.

The first five games of the season (first schedule rotation) shall be considered exhibition games and will not be involved in the regular season standings. Managers should use this as an opportunity to experiment with their players at different positions.

2. For safety, Fifteen (15) year olds **must use BESR certified bats**. (C.I.F. High School rules)
3. **Everyone bats**: Continuous Batting.
 - a. No player sits more than one (1) **inning in a row** before re-entering the game. **Max. 3 per game**
 - b. **On deck batters** (with helmet) **are** allowed in juniors
4. Pitchers are **ALLOWED** to warm up down the foul lines, **but must have a spotter**. It's preferable to use the bullpen/batting cage.
5. The catcher is NOT allowed to block home plate without the ball. **There is no "mandatory slide" rule** – however, the Runner is obligated to EITHER slide or avoid standing contact with a player attempting to make a tag or a play (such as a catcher at home plate, a baseman or a double play pivot) and must either legally slide or "avoid" contact.
6. **Official Line up cards** must be turned into the Umpire at the beginning of the game and signed by the Umpire at the conclusion.
7. **JUNIOR games are seven (7) innings** or Time Limit (which ever comes 1st).
 - a. **Innings: 7 innings or Time Limit (whichever comes first)**. A game is considered complete and official if (i) the trailing team has batted four times or (ii) in a tied game, both teams have batted at least four times.
 - b. **Time Limit: No new inning can start after two hours and fifteen minutes (2:15) have elapsed from the start of the game. Any new inning that is started should be played to completeness. There is no "time limit" on the games other than the limit as to when a new inning can start. This applies to weekday and Saturday games. Umpire's discretion regarding "darkness" concerns still controls.**

8. ELL PITCH COUNT RULES FOR JUNIORS – 2010 –

- a. Playoffs:

ELL JUNIORS WILL USE THE "NATIONAL PITCH COUNT RULE" FOR THE PLAYOFFS ONLY THIS YEAR

The National Pitch Count rule states as follows:

- **95 Pitches per game** max.
- 61+ in a day, three (3) calendar days of rest,
 - 41 - 60, two (2) calendar days of rest,
 - 21 - 40, one (1) calendar day of rest, and
 - 1 - 20 pitches in a day, no calendar day of rest is required before pitching again.

Managers will confirm and sign off pitch counts. A pitching affidavit will be posted to record pitch data.

- b. Regular Season.

Intent -- DURING THE REGULAR SEASON, BECAUSE WE WILL HAVE TEAMS SCHEDULED TO PLAY ON TURNAROUNDS OF LESS THAN THREE CALENDAR DAYS REST (THURSDAY-SATURDAY OR SATURDAY-TUESDAY) – AND NO MORE THAN 2 GAMES PER CALENDAR WEEK AND NO BACK TO BACK GAMES – THE PITCH "COUNT" RULES WILL BE DIFFERENT FOR THE REGULAR SEASON. WE ARE ALSO TRYING TO NOT TO MAKE THE SHORTER TURNAROUND TEAMS DISADVANTAGED (THURSDAY-SATURDAY) IF THEY PLAY A LONGER TURNAROUND TEAM (TUESDAY-SATURDAY). SINCE THERE ARE NO "BACK TO BACK" GAMES AT ELL DURING THE REGULAR SEASON, WE HAVE SOME FLEXIBILITY.

AS A RESULT, THE REGULAR SEASON RULES WILL BE AMENDED TO STATE AS FOLLOWS:

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REGULAR SEASON JUNIORS PITCH COUNT RULES –

■ PITCHERS MAY NOT THROW MORE THAN THE LESSER OF (A) 100 PITCHES IN A WEEK OR (B) EIGHT (8) INNINGS IN A WEEK.

■ FURTHER, NO PITCHER MAY EXCEED THE LESSER OF 95 PITCHES OR SEVEN INNINGS IN ANY SINGLE GAME.

■ A WEEK IS DEFINED AS SUNDAY THROUGH SATURDAY.

■ ONE PITCH THROWN CONSTITUTES AN INNING.

■ COACHES ARE URGED NOT TO HAVE A PITCHER RETURN TO THE MOUND AFTER AN INNING IN WHICH THE PITCHER THROWS MORE THAN 35 PITCHES IN A SINGLE INNING – HOWEVER, THE ONLY “RULES” IN THE REGULAR SEASON ARE THE ONES SPECIFIED ABOVE – THIS IS A RECOMMENDATION ONLY.

■ Managers will confirm and sign off pitch counts at the end of a game. A pitching affidavit will be posted to record pitch count and inning data.

c. Pre-Season –

THE FIRST FIVE GAMES OF THE JUNIORS SEASON ARE “PRE-SEASON” GAMES.

FOR THESE FIRST FIVE “PRE-SEASON” GAMES OF THE JUNIORS SEASON, **IN ADDITION TO THE LIMITS LISTED ABOVE FOR THE REGULAR SEASON, THE FOLLOWING ADDITIONAL RULES SHALL APPLY:**

■ NO PLAYER MAY PITCH NO MORE THAN THE LESSER OF 3 INNINGS OR 50 PITCHES IN A SINGLE GAME.

■ NO PLAYER MAY PITCH MORE THAN 30 PITCHES IN A SINGLE INNING. THE PITCHER MAY FINISH THAT BATTER BUT THEN MUST BE REMOVED FROM THE GAME.

9. **BALKS** will be **one (1) time warnings** for the **1ST five (5) games**. After that, regular balk rules apply.

10. **Players:** A team must have **8 rostered players** to begin a game (Regular Season), but needs at least 9 players to begin the game. If they lose their 9th player during the game, they can continue with 8; the opposing team shall provide the last out (non-pitcher/catcher) to play the outfield position closest to their dugout.

a. **Eight (8) players must be rostered with that team to be an official game.**

b. If a team **doesn't** have **8 rostered players to start**, the game is a 7-0 forfeit [**nine (9) in the post season**]

11. **POOL PLAYERS:**

a. A team may use any POOL PLAYER from **Juniors only one (1) time** per season. A team may have more than one (1) pool player in any game, but those players shall not be available to that team again.

b. You may only utilize a pool player if you have **9 or less players**.

c. You may **NOT** use a pool player if you have **more than 9 players**.

d. If you have 7 players and utilize one (1) or two (2) pool players, the game is officially a **forfeit** because 8 players are **not rostered** to your team. **THE GAME SHALL STILL BE PLAYED.**

e. In the case of a game played that utilized pool players, but was a **FORFEIT**, those **pool players shall remain available one time to that same team**.

f. **NO pool players during playoffs.**

12. If a player leaves for any reason other than a legitimate injury during the game without the opposing manager having prior knowledge of his leaving, his next at bat (**one time only**) **SHALL BE AN OUT**. Each subsequent at bat; his turn in the batting order will be skipped over without penalty.

13. In any “**FORFEIT**” situation, the games **SHALL** be played, and the leagues strongly recommend managers use this opportunity to rotate players into positions they'd like to play (keeping safety in mind first).

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14. **Home Run:** A batted ball must clear the **front fence (Pony field)** to be a "**HOME RUN.**"

- a. If a batted ball it hits the **yellow cap** and falls back on to the field of play, it is a **live ball.**

Additional Local rules:

- Three coaches maximum permitted in the dugout/on the field. Signed scorecards (signed by umpires and both managers) are to be submitted to the Snack Bar box after the game.
- Scores are also to be reported by email to the Juniors Commissioner within 24 hours after the game ends.
- A Pitcher must be removed on the 2nd Visit in the inning or the 3rd combined visit in the game.
- Borrowed players must bat last in the line-up and may not pitch or catch.
- Official Line up cards must be turned into the Umpire at the beginning of the game and signed by the Umpire at the conclusion. Once signed they must be turned into the division rep. Managers from both teams are to submit, by email, the final score of their game to the Division representative within 24 hours of the conclusion of the game.
- Both teams are obligated to jointly handle post-game maintenance duties. See the ELL field maintenance video on the ELL website for instructions.
- If any weekend game ends "late" due to the extended times resulting from the "finish all innings that start rule," and there is not 20 minutes until the time the next game is scheduled, the next game will begin 20 minutes after the conclusion of the preceding game to allow the umpire crew a sufficient break time between games and to allow the two oncoming teams 5-10 minutes of on-field warm-up time.
- Warm-up pitches do not count as pitches for pitch count purposes.

- High School players ("HS players") – It is projected there will be 1 CIF high school player added per team.

- Those HS players will be added after their CIF season ends and will be assigned to teams in the SOLE DISCRETION of the Juniors commissioner. An effort will be made in the assignments (both in terms of time and ability level) to keep things as balanced as possible.

- Once placed on a team, a "new" HS player shall be limited as follows –

- (a) in addition to the league pitch count rules, the HS player may not pitch more than 3 innings in any game (playoffs or regular season); and
- (b) if the team is fielding more than 9 players at a game played by a HS player, that player must also be part of the "sitting out" rotation on defense.

(Example - If the team has 10 players for a game, including its HS player and the game goes 7 innings, the HS player MUST be one of the 7 players who sits out an inning defensively for his team).

(For the purposes of (a) above, one pitch thrown in an inning constitutes an inning.)

- The HS player MAY be placed anywhere the coach desires in the game batting lineup – no restriction.