

NJBL

Baseball for the 21st Century

4 White Spruce Lane, Hauppauge, NY 11788
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2017 RULES and REGULATIONS

*The official rules shall be the
National High School
Federation Rules
except as noted herein.*

*Frank Sullivan, Commissioner
January 1, 2017*

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A) MISSION

The National Junior Baseball League (“NJBL” or the “League”) is dedicated to developing and enhancing the skills of young ball players through competitive travel baseball while maintaining a high degree of good sportsmanship.

B) GENERAL RULES:

Good sportsmanship will be exhibited at all times by all persons. We insist on letting the players play, let the coaches coach and let the umpires umpire.

1. Team managers are responsible for their players, coaches and fans and shall maintain an atmosphere of good sportsmanship. Everyone that attends a game in the NJBL is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself.
2. Officials are not to be berated and judgment calls are not to be questioned. Only officials may call time out; all others must request time out. In the event parents, relatives and friends of a player interfere with officials or the game, the player will be benched for violation of this rule.
3. If a question arises pertaining to a rule interpretation, the team manager, and only the team manager, shall have a discussion with an official and the discussion shall be carried on calmly.
4. Alcoholic beverages, foul language, abusive language or gestures are strictly prohibited. This includes players, coaches or fans.
5. Throwing of equipment may result in ejection from the game.
6. Field areas should be kept clean and free of litter. Equipment should be kept in the dugout or away from the playing area.
7. Any team / organization failing to cooperate and adhere to the rules and regulations may, at the discretion of the Commissioner, be expelled from the League.
8. Only team personnel are allowed on the field or in the dugouts. All other persons should be in the appropriate spectator areas. Any base coach, including adults, MUST wear a batters helmet.
9. **Smoking or tobacco products are prohibited on the field, in the dugouts or in the immediate vicinity of the playing field.**
10. On fields where there are no dugouts or fences, spectators and players must be behind the side fences of the backstop.
11. During league double headers, each team will have an opportunity to be the home team. The scheduled home team will have first choice as to which game they want to have home team status.
12. The playoff format will be as follows:
 - Single elimination to get to Championship Series; best two of three wins Championship Series; home field for single elimination and championship games goes to team with the best league play record;
 - A coin toss will determine home team for first game in Championship Series and third game if necessary;
 - mercy rule applies to all games;
 - no time limit for any playoff game in the case of a tie game; (**note- regular season rules apply regarding complete games**)
 - all league pitching rules apply;

-Championship games- the first two games must be played as if it is a double header. Regardless of when the doubleheader is played, the NJBL doubleheader rules will apply. The league recommends beginning the championship series with a doubleheader.

13. All injuries must be reported in writing to the League at 4 White Spruce Lane, Hauppauge, and NY 11788 within 48 hours of receiving injury.

14. Concussions or other head injuries:

The National Junior Baseball League (NJBL) policy regarding reporting of a possible, or actual, head concussion or head injury is:

- If a player, or coach on the roster of an NJBL team, while that team is participating in the NJBL, suffers a head injury as described above during a practice or league game the manager of the team is to report it to the league within 48 hours. Included in that report should be the player's name, address, DOB, description of injury as well as date, time and place of occurrence.
- For a player, or coach that is classified as a minor, (under the age of eighteen), the player's parent(s) should be notified as soon as possible after the incident occurs. When describing the details of the incident the name of the parent(s), and when they were notified, should be recorded and reported to the league.
- If the manager is aware that the player, or coach sought medical attention, or the parents refused medical attention that too should be noted in the report.
- If any player, or coach suffers the above-mentioned injury he, or she, must present a doctor's, (or physician's assistant), note to the manager of their team indicating he, or she, is able to participate in league games or practices before he, or she, is permitted to participate in same. (This head injury policy has been added to the NJBL rules effective April 4, 2011).

C) WEATHER CONDITIONS / LIGHTNING

- 1) Every effort should be made to allow games to be played. A suspension of game play for 30 minutes without improvement in weather conditions will warrant the game to be called and appropriate rules will apply, i.e., suspended game or official game.
- 2) Extreme temperatures during the summer months do not constitute a reason to cancel a game. If the scheduled games are not fulfilled, those teams not playing will be subject to forfeiture and fines and zero points will be awarded for games not played.
- 3) As soon as lightning is visible or thunder is heard the game must be stopped. Play may continue after a 30-minute wait. If there is a second lightning/thunder incident **AFTER** the 30-minute wait, the game is cancelled. If the first game of a doubleheader is cancelled due to lightning/thunder the second game of the doubleheader is also cancelled.
- 4) If a started game is cancelled due to inclement weather and it is canceled before it becomes an official game, the game must be replayed from the **first inning** unless both managers agree to continue from the point of cancellation. (This must be done in presence of the umpire).

D) GROUND RULES

1. Ground rules and division rules will be discussed with the visiting manager and the officials prior to the start of the game.
2. **IT IS THE RESPONSIBILITY OF THE HOME FIELD TEAM TO NOTIFY THE VISITING TEAM AND UMPIRE-IN-CHIEF OF ANY CANCELLATIONS DUE TO WEATHER OR WEATHER RELATED CONDITIONS, OR, IF BOTH TEAMS ELECT TO CANCEL THE GAME THE HOME TEAM MANAGER MUST NOTIFY THE UMPIRES.**
3. Every effort should be made to play games as scheduled.
4. Home field teams are solely responsible for conditions of playing fields.

E) EQUIPMENT, FIELDS, UNIFORMS, RECORDS

1. The home field team will supply the field ready for play and a minimum of three (3) balls or more if necessary, (two new and one good backup).
2. Batting and running helmets are mandatory. The Noxsee sticker must be affixed to all helmets.
3. Hats must be worn while in the line - up. Shirts must be tucked in.
4. Each team members' uniform number should be different.
5. Each catcher must wear a protective cup, mask, throat protector, hard hat, chest protector and shin guards during games and warming up. The Noxsee sticker must be affixed. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps).
6. Bats must be in good condition and not altered in any unauthorized manner. Aluminum bats must have welded handle. Teams that play on 60' bases can only use a 2 1/4 bat. (See rule 7 for COMPOSITE bats.) For teams that play on 75' bases – allowed bats are: 2 3/4", minus 8 1/2 or less, any COMPOSITE 2 3/4 bat as long as it has the **USSA BPF 1.15** label on the barrel (effective 2014), 2 5/8 minus 10 or less, any 2 5/8 COMPOSITE bat that has the **USSA BPF 1.15** label on the barrel, (effective 2014), or any 2 1/4 metal barrel bats, or 2 1/4 COMPOSITE bats on the approved list, or, any 2 1/4 Composite bat with the **USSA BPF 1.15** label on the barrel. (see rule 7)
7. Bats having anything other than straight handles are illegal. All aluminum bats must have a handle grip. Hybrid composite bats are legal as long as the bat dimensions are permitted in that division. NOTE- 2 1/4 COMPOSITE barrel bats- see bats allowed by season. (Listed on our web site), The officials may remove from the game any equipment that they deem unsuitable or unsafe for competition.
8. Metal spikes are prohibited in the 12 and under division. High School Rules apply in the 13 and older divisions.
9. **Baseballs**- authorized baseballs are listed on page ten. All pitching records are to be reported on the NJBL web site when entering scores.
10. Fields must be in playing condition. If possible, fields should be lined at the start of the first game. The Commissioner may award forfeitures if the field is deemed unprepared.
11. Highly visible foul poles, cones or other visible apparatus should be in position.
12. Pitching rubber **MUST** be anchored unless prohibited by local code. Bases should be anchored unless prohibited by local code.
13. Organizations should have on-deck circles in a safe area. If the umpire ascertains that an on-deck circle is not in a safe area, he will have it moved to a safe area.
14. Managers are required to enter their roster on the NJBL web site prior to the first game. Players may be added w/o League approval up to 30 days from your first game. Commissioner must approve additions after that period.

15. Wood bats are permitted in any division. There is no “minus” requirement for a wood bat.
16. All managers are required to read and adhere to the NJBL RISK MANAGEMENT GUIDE listed on our web site under ANNOUNCEMENTS- GENERAL RESOURCES. Additionally, all managers are required to read and properly complete the WAIVER AND RELEASE OF LIABILITY CONSENT FORM also under GENERAL RESOURCES. ALL MANAGERS, PLAYERS AND PLAYER’S PARENT(S) MUST READ AND ADHERE TO OUR CODE OF CONDUCT POLICY. (See NJBL web site).
17. SLASH BUNTS- Slash bunts are prohibited for any teams that play on 60’ bases. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

F) LINE-UP

Prior to the start of each game team managers will be responsible for exchanging a line-up containing the name and uniform number of all players listed in the order in which they will bat and their defensive position. Any changes in the line-up after the initial exchange must be immediately brought to the attention of the opposing manager and must be in accordance with the rules.

G) SUBSTITUTIONS

A starting player, who has been removed from the game, may be reinserted once under the following conditions:

1. The player must return to his original spot in the batting order.
2. Only a starting player is eligible to be reinserted and he may only be reinserted once per game.
3. The player does not have to return to his original defensive position.
4. Teams have the option of using one or two extra hitters according to the following rules and conditions:
 - (a) A team must have ten or more players prior to the start of the game;
 - (b) The Extra Hitter (EH) cannot be added after the start of the game;
 - (c) A team has the option of using or not using the EH;
 - (d) The EH can be substituted for and is entitled to reentry;
 - (e) There is unlimited defensive substitution. Note: all pitching rules must be followed.
 - (f) Under no conditions may a player reenter a game in other than his original position in the batting order.
 - (g) The EH is considered a starting player. If a team elects to use an EH, they must finish the game with a player in that position in the batting order. If an EH has to leave a game for any other reason than an injury that the EH has suffered in that game, and there is no replacement for that EH, every time that EH is due to bat it becomes an automatic out.
5. The use of a DH is prohibited.

H) ROSTERS- (APPLIES TO ACTIVE PLAYERS)

1. For 13 and under teams, a minimum of 12 players and maximum of 18 players are permitted on a roster. For 14 and older teams, the minimum amount is 12 and the

- maximum amount is 24. Team age is determined by the age of the oldest player on April 30th of the current year. The roster size may be increased at Commissioner's discretion.
2. Rosters must be filled out completely for the seasons during which standings are kept.
 3. A player may be added to a roster without league approval if it is done within 30 days of the first game of the season. Additions to the roster after this time period may be restricted and will require League approval. Under no circumstances can an unregistered player participate in a game.
 4. If there is a question of a player's eligibility, the League must be notified in writing.
 5. If the League determines that an ineligible player was on the winning team, the team will forfeit the game and will be fined \$50.00. If the League determines that an ineligible player was on the losing team, the team will be fined \$50.00. Note: an ineligible player is defined as a player not on the roster or illegally on the roster.
 6. A player may play on two or more teams as long as they are in different divisions. All pitching rules must be followed.
 7. Any team that plays a game without their team roster on file cannot earn points for a win. The Commissioner has the final say regarding awarding of points.
 8. In order for a player to be eligible to participate in a playoff or championship game, that player must have played in a minimum of one half of the scheduled season games.

I) PITCHING RULES: 14 and under division only

(15 and older divisions – HS rules apply- the rules below do not apply to 15 and older)

1. Pitchers can only pitch in one game per day.
2. It is the responsibility of the individual team officials to ensure the well being of their pitchers regardless of what the rules allow.
3. See Pitching Restrictions chart: regarding pitches allowed per day, mandatory day's rest for a pitcher and maximum pitches per day. If a pitcher reaches the limit while pitching to a batter the pitcher may continue to pitch until the batter is put out or reaches first base- managers discretion. Intentional walk- no pitches thrown-no pitches added to count.
4. A pitch is defined as any ball thrown by the pitcher, while time is in, which is declared by the umpire to be a 'ball', 'strike' or 'hit'. This includes a 'foul ball' or a 'batter struck by a pitch'.
5. PITCH COUNT- every manager is responsible for delegating a person to count pitches thrown by his team as well as the opposing team. At the end of EVERY inning, or when a pitcher is removed from the game as the pitcher, both teams will record the pitch count for every pitcher in their team scorebook. Additionally, at the end of EVERY inning both teams will confer with each other to confirm the pitch count. If there is a discrepancy, the umpire will have the final say. Upon completion of the game the pitch count will be recorded on the web site when the scores are entered. This information will be available for all managers in that division to inspect.
6. Any violation of this rule must be communicated to the Commissioner in the form of a protest. If a manager observes a violation he must inform the umpire AND the opposing manager immediately. The Commissioner will examine all facts of the violation, decide if the protest is valid and if any further action will be taken. All managers are advised the purpose of this rule is to insure the well being of all pitchers is considered. This is not a rule enacted to give a manager the opportunity to capitalize on an administrative error by another manager. Frivolous protests will not be upheld.

PITCHING RESTRICTIONS:

14 and under ONLY (15 and older follow High School Rules)

Age Group	PITCHES ALLOWED	DAYS REST	MAXIMUM PITCHES PER DAY
8 Year Olds	1- 20 21-35 36-50 51-65	0 1 2 3	65
9 year olds	1 - 20 21-40 41-60 61-70	0 1 2 3	70
10 year olds	1- 20 21-40 41-60 61-75	0 1 2 3	75
11 year olds	1- 20 21-40 41-60 61-80	0 1 2 3	80
12 year olds	1- 20 21-40 41-60 61-80	0 1 2 3	80
13 and 14 year olds	1- 20 21-40 41-60 61-90	0 1 2 3	90

J) FORFEITURES

1. A forfeiture will be awarded under the following circumstances:
 - a. A team is not ready to play 15 minutes after the scheduled game time. In the case of a double-header, the umpire will wait an additional 15 minutes before calling for a forfeit of the second game.
 - b. A team is unable to field at least 8 players throughout the entire game.
 - c. If, in the Commissioner's judgment, a forfeit is warranted.
 - d. Fields must be in playing condition prior to the start of the game. Forfeitures may be awarded if the field is unprepared or deemed hazardous to players due to neglect of the home field team. In the case of a doubleheader, if the field cannot be made playable within 15 minutes, the second game will also be forfeited. The umpire-in-chief will be responsible for determining if the field is playable once any game begins.
 - e. After the schedule has been completed and certified by both managers, a manager will be allowed to cancel a maximum of 2 games to participate in a non-NJBL tournament. If a team cancels any game over that 2 game allotment those games will count as forfeits. Note- the 3-calendar day rule for cancellations still applies.
2. Organizations will be fined \$25.00 per forfeit.
3. Teams who forfeit more than two games risk expulsion from the League.

K) PROTESTING A GAME

1. The only person who may protest shall be the team manager or the person in charge of the team.
2. The only grounds for protest is a decision based on an interpretation of the rules, or the use of an ineligible player.
3. **THE PROTEST MUST BE MADE IMMEDIATELY PRIOR TO THE RESUMPTION OF PLAY AND INDICATED TO THE UMPIRE (S) IN A HIGHLY VISIBLE MANNER. IN THE CASE OF AN INELIGIBLE PLAYER, THE PROTEST MUST BE MADE BEFORE THE FINAL OUT OF THE GAME OR BY THE END OF THE CALENDAR DAY.**
4. The protest may be removed at any time during or immediately after the game.
5. After conferring with the official in charge and establishing the grounds for the protest, the protesting manager will make a note of all pertinent game information at the time of the protest.
6. The official in charge will notify the opposing manager that the game is being played under protest, and after checking for accuracy, the official in charge will make note of this in the scorebook.
7. The protesting manager must notify the League office in writing within 24 hours after the completion of the game that there is a protest. The protest should be mailed to the Commissioner at: **National Junior Baseball League, 4 White Spruce, Hauppauge, NY 11788.** A check for \$75.00 must accompany the protest.
8. After a review, the Commissioner will make a decision as promptly as possible. If the protest of the game is upheld, the game will be resumed from the point of the protest, except in the case of an ineligible player where a forfeit **MAY** result, and the \$75.00 will be returned.

L) MERCY RUN RULE

The mercy run rule will be enforced during all regular league games and playoffs where standings are kept. See page fourteen for rules.

M) MAKE-UP GAMES

1. An **agreement** to reschedule a make - up game should be reached within seven calendar days of cancellation. (This does not mean the game must be played within seven days).
2. The home team is responsible for notifying the Commissioner of a rescheduled game.
3. If an **agreement** to reschedule a make-up is not reached within the 7-day period, the Commissioner **MUST** be notified immediately after that 7-day period has expired before any forfeit is awarded.
4. If it is brought to the attention of the Commissioner that one team is not cooperating in reaching an agreement rescheduling the game(s) within seven calendar days, and/or, if the team(s) refuse to play the games, the Commissioner reserves the right to reschedule for the teams. A forfeit may be awarded.
5. If both teams are cooperating to play the game(s), but are having difficulty with fields, the Commissioner can decide to extend the seven- calendar day requirement.

N) BASE RUNNERS

There is no courtesy runner permitted. The speed up rule, for catchers only, may be applied if there are two outs. This rule to be applied at the manager's discretion. (Note- the re-entry rule may be used in a base-running situation.) A player has to have been the catcher in the previous ½ inning in order to have a courtesy runner take his place.

11 and Under Division: (60' bases only)

If a runner leaves the base too soon, the runner will be called out at the termination of play. All other results of the play will stand. A runner may leave the base after the pitch crosses the plate.

In the 8 and 9-year-old divisions a player may not steal home. A player may inherit home plate on a continuous play on a batted ball or by being forced in by a walk or a batter struck by a pitch.

O) VACANT SLOT IN BATTING ORDER

A team may start and play with eight players. Anytime there is a vacant slot in the batting order, an automatic out will be recorded. This is a MANDATORY out UNLESS the player was removed from the game after suffering an injury during the game. There is no flexibility with this rule- the managers may not override this rule. If a ninth player arrives, he may be inserted into the game in the vacant slot and is considered a starting player.

P) INJURY/ILLNESS

Any player who receives an injury (other than superficial) or becomes ill, etc., may not play any more that day. Note that swelling, lacerations, etc. will remove an injury from the superficial status. A player who has been rendered unconscious during a game shall not be permitted play in subsequent games without written authorization from a physician. When a player is removed from a game for an injury / illness, all substitution rules apply. In the event of an injury that happened during the game, the automatic out, as per Rule "O", above, will not apply. All injuries must be reported **within 48 hours in writing** to the League.

Q) TEAM CONDUCT – Manager / Coaches / Players

A manager, coach, player, substitute, attendant or other bench personnel shall not:

- A. Deliberately throw a bat or a helmet.
- B. Call "time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk.

- C. Use words or acts to incite spectators to demonstrations, or use profanity, gestures or remarks, which reflect upon an opposing player, umpire, or spectator.
- D. Enter the area behind the catcher while the opposing pitcher or catcher is in position.
- E. Use amplifiers or bullhorns on the bench or on the field during the course of the game.
- F. Maliciously run into a fielder.
- G. Have any object in his possession in the coach's box other than a scorebook.
- H. Be outside the vicinity of the designated dugout (bench) bullpen area if not a batter, runner, on-deck hitter, in the coach's box or one of the nine players on defense.
- I. Verbalize in any way with the opposing team for the purpose of intimidation.
- J. Exhibit behavior that is not in accordance with the spirit of fair play or, charge an umpire. In a, b and f, the umpire shall eject the offender from the game. Failure to comply will result in the game being forfeited. However, in c, d, e, g, h, i and j, if the offense is judged to be of a minor nature, the umpire may warn the offender and then eject him if he repeats the offense. Also, in f, an ejected player is declared out.

R) PENALTIES – TEAM CONDUCT

1. For a first offense, an organization/team may be fined \$25.00 or more and the manager, coach and / or player(s) may be suspended.
2. Upon subsequent offenses by the same manager, coach, and/or player(s) the organization may be fined \$50.00 or more and the manager, coach, and/or player(s) may be barred from NJBL for the remainder of the season.
3. Organizations with five NON PLAYER ejections may be barred.
4. Organizations are solely responsible for the conduct of their parents.
5. Umpires will report any manager, coach, player or organization that violates any rules. Records of these complaints will be kept on file by NJBL for further reference.
6. When a manager, coach, player or parent are ejected from a game they must leave the field immediately. Failure to do so will result in forfeiture. Note: an ejected person should not be able to be seen or heard by the umpire.
7. If a non-player, (parent, manager, coach), is ejected from the first game of a doubleheader, that non-player is also ejected for the second game of that doubleheader IF it is played on the same day. An umpire MAY eject a PLAYER for the second game of a doubleheader if the umpire feels the second game ejection is warranted.

S) INTENTIONAL BASE ON BALLS

In all age divisions the defensive team has the option to either pitch four balls to the batter or declare to the plate umpire that they want to issue an intentional base on balls. If a base on balls is awarded and NO pitches are thrown, those pitches NOT thrown will not count in the pitcher's pitch count.

T) TEAM ETHICS

1. All organizations shall respect the rights of other organizations with regard to players and NJBL rosters. Any organization or team who attempts to persuade or sign up any player from an opposing team, without just cause, shall be subject to inquiry by the Commissioner.
2. A proper investigation and decision will be made based on the consideration of all parties concerned.
3. In all cases, the decision of the Commissioner is final.

U) MOUND VISITS

High School Federation rules allow three mound visits per game. After the third visit any additional visit results in the removal of the pitcher.

Note- for twelve and under only: The manager is permitted to visit the mound twice in any inning and a maximum of three times **per pitcher** per game without removing the pitcher. Any visit in excess of the allowed visits must be for the purpose of making pitching change. In any case, a visit to the mound resulting from an injury is not to be considered as one of the allowable visits.

V) DEAD BALL/TIME OUT (60 ' BASES ONLY)

1. **Ball from a fielder to the pitcher** – The ball is considered in play and a runner may advance unless the pitcher is toeing the rubber and ready to pitch.
2. **Ball from the catch to the pitcher** – When the ball is in the pitcher's hand and the pitcher is toeing the rubber, time is out, unless in the judgment of the umpire, a runner is considered in motion before the pitcher toes the rubber.

W) BARRELING

No base runner is permitted to "barrel" into another player. A base runner should slide, give himself up or go around a defensive player. If in the judgment of the umpire unnecessary contact is made, which could be considered potentially dangerous, the umpire must eject that player and call the runner out. In any case, National High School Federation rules apply.

X) PINCH RUNNERS

Pinch runners are allowed only under the re-entry rule or in the event a batter is injured and must be temporarily removed from the game. In the case of an injured batter, the batter that made the last out may run for the injured batter. In the event that the injured player returns to the game, he must be able to run for himself or else he should be permanently removed from that game and should not be permitted to bat.

Y) THROWING BATS

If a batter throws his bat after hitting the ball in any manner that could cause harm to another player, the umpire will issue a warning to the player and the manager of the team. High school rules shall apply in any case. Note: In the 8, 9, 10, and 11-year-old divisions a second warning may be given prior to ejection if the umpire deems it appropriate.

Z) PITCHERS: Hit Batsman

Any pitcher who hits three batters in an inning or five batters in a game must be removed from the game as a pitcher. He may not return as a pitcher for the rest of that calendar day.

ADDITIONAL LEAGUE INFORMATION

APPROVED BASEBALLS

	Minor Division(12 and younger)	Major Division
Rawlings	SLL1 / LLB1	R100 / RO / NJCAA
Debeer	91C	96
Wilson	A1030	A1010 Series
Diamond	DOL-1	D1 Series/DOL-A

INSURANCE

Teams that register to play in the NJBL, with a deposit on file, are insured for liability and medical while playing in the NJBL for the current season. In order to be insured, teams must meet the following criteria:

- The team must be registered on-line at the official NJBL web-site: www.nationaljunior.com and have a league registration number which is received through the registration process.
- The team must have a minimum of a two hundred dollar deposit on file with the NJBL.
- The team must be actively playing, in the current NJBL season, to be covered by NJBL insurance.

IF ONE OF THESE REQUIREMENTS IS MISSING, THE TEAM IS NOT INSURED THROUGH THE NJBL.

All players that are on the team roster, as well as the manager and coaches, are insured when the team is properly registered and recorded as an active team in the league.

REPORTING INJURIES- see rules for reporting injuries under NJBL RULE B-13.

SCHEDULES

The schedule, as put forth by the NJBL, represents a contract between the two teams. A change can only be made with the agreement of the two managers subject to League approval. When conditions permit, a two-week notice is required. Before notifying the League regarding a change both managers must agree to the change.

TIE BREAKERS

- 1) Head to head competition.
 - 2) Run differential in head to head competition.
 - 3) Least runs allowed for season in **league** play.
- (AAU tiebreaker rules will apply if necessary)**

UMPIRES

Umpires are to be paid on the field prior to the start of each regular season and single elimination playoff game. The NJBL will cover umpire fees associated with championship games.

Canceled games or time changes: umpires must be given a minimum of TWO (2) CALENDAR DAYS NOTICE to cancel a game or move a game. If the proper notice is not given, the teams will be responsible for compensating the umpire(s) one full game fee. Forfeits may be applied. The Commissioner will have final say.

Canceled games due to inclement weather or poor field playing conditions: umpires must be given a minimum one-hour notice. If an umpire is not given proper notice and does proceed to the game, the umpire **MUST** be compensated a travel fee of **\$30** which the home field manager is responsible for and it must be paid on the field!

If an umpire shows for a game that has started, and it is already in the second inning, the Commissioner should be notified and the umpire's fee will be pro-rated by the Commissioner.

RULES SUMMARY			
Age Group	8*, 9, 10, 11	11 and 12	13 and up
Bases	60'	75'	90'
Mound	46'(42'- 8 year olds)	51'	60'6"
Number of Innings If a game is tied, you may go into extra innings, however, you may not start an extra inning after the time limit is met.	6 (7 innings - 8 year olds)	6	7
Official Game	3 innings (4 innings- 8 year olds)	3 innings	4 innings
If home team ahead	2 ½ innings (3 ½ - 8 year olds)	2 ½ innings	3 ½ innings
Mercy Rule Note: there is no sudden death. Home team must have the opportunity to bat. (Note- losing team may choose to end game if mercy runs are met.)	4 innings 12 runs	4 innings 12 runs)	5 innings 10 runs
If home team ahead	3 ½ innings	3 ½ innings	4 ½ innings
Leading and Stealing	Ball Crosses Plate	Yes	Yes
Dropped Third Strike	No	Yes	Yes
In-field fly rule	Yes	Yes	Yes
STANDINGS	3 points	3 points	3 points
Win Tie Game Played	2 points 1 point	2 points 1 point	2 points 1 point
Game Time Limits No inning may begin AFTER the time limit is exceeded. The time limit will always apply <u>except</u> in a playoff game that is <u>tied</u> .	2 hours (Note- 9 inning games- 3 hour time limit)	2 hours (Note- 9 inning games- 3 hour time limit)	2 hours 20 min (Note- 9 inning games- 3 hour time limit)

***Note:** 8-year-olds rules also have their own rules addendum posted on line.
8- year- olds play 7 inning games and use 42' pitching distance.
All seven-inning games have a 2 hour and 20 minute time limit.
9 Inning games- official game is 5 innings, mercy is 6 innings.