



**MJCCA
BASEBALL RULES**

ENCOURAGE "SPORTSMANSHIP" RATHER THAN WINNING!!!!

ALL Baseball should be a learning and growing experience for the players.

1. OFFICIAL RULES:

- a. The official rules, except where superseded by these local rules, will be the official baseball playing rules, as currently in use in High School Rules

NOTE: All rules shall apply to all leagues unless specifically noted as applying to a particular age group or groups.

- b. NOTICE TO ALL LEAGUES AND MANAGERS:

No League may make any additional rules or be exempt from these rules. Upon a majority vote of managers conducted by the League Commissioner, recommendations for additional rules, exemptions, or changes may be forwarded to the MJCCA for approval.

2. STANDINGS:

The overall record will determine Division Champions; this will be calculated on a win/loss %. Tie breakers will begin with Head to Head, fewest losses and so on.

3. PLAYING FIELD DIMENSIONS:

Distance of Pitcher's Mound/Base Distance by League

- Kindergarten (Coach Pitch) 40 Feet/45 Feet
- 1st and 2nd Grade (Machine Pitch) 40 Feet/60 Feet
- 3rd -6th Grade Player Pitch (Player Pitch) 46 Feet/65 Feet

4. PLAYERS:

- a. Age Divisions:

- i. Age Divisions:

- a. Pre-K
- b. Kindergarten
- c. 1st /2nd Machine Pitch
- d. 3rd/6th Grade Player Pitch

- b. General Responsibilities

- i. Marcus Jewish Community Center

- Provide game balls and fields.
- Line off fields, place bases, and turn lights on and off.
- Provide scheduling and umpires

- c. Home Team
 - i. The home team is responsible for chasing foul balls.
 - ii. The home team is responsible for keeping the official game book, and a visiting team family member will be responsible for operating the scoreboard.
 - iii. The home team will occupy the first base dugout and visitors will occupy the third base dugout.
- c. Player Participation / Individual Playing Time:
 - a. Every player who abides by the rules and regulations set by the JCC governing practices, games, conduct, etc. will earn the right to play the minimum amount as described by the rules for that age group and be placed in the batting order during each game regardless of playing ability.
 - b. There is a Mandatory Playing Rule for each player both in the field and batting for every game in the recreation league, pre-season, non-standing, regular, or post-season games.
- d. Starting and During the Game
 - a. In the Pre-K and Kindergarten, teams may play without the required number of uniformed players without forfeiting. Since in this league there are no standings, teams will be allowed to play as long as both coaches agree to play under the existing conditions.
 - b. In the 1st/2nd Machine Pitch & 3rd-6th Grade Player Pitch Leagues, either team failing to field at least seven (7) uniformed eligible players at the scheduled game time shall forfeit the game. Exception: Only the first game of the day will be able to use the 10-minute grace period (See #3 below). In the case where a team plays or continues to play with less than nine (9) players, NO penalty will be accessed
 - i. In the case where a team starts a game and then drops below seven (7) players, it will forfeit the game.
 - ii. In a resumed game, a team must field at least seven (7) players to resume play or it will be a forfeit. If neither can field a minimum of seven (7) players, it will be a double forfeit.
 - c. In all leagues a 10-minute grace period, from the scheduled start time, is for the first game of the day only and shall not count as part of the time limit.

NOTE: If you have 7 players at game time, you must start the game. You may not use the grace period to wait for your 8th, or 9th, or more player(s).

- d. A minimum of two (2) umpires will be assigned to each game for Player Pitch and one (1) umpire for Machine Pitch.
 - A game will be played if only one (1) official is present. A pickup forfeited game is not an official game and will not be officiated or scored.
- e. Starting game time will be set by the home plate official. Umpires will keep official game clock. The clock will run continuously until time expires, and the game is over. Game time will begin at the conclusion of the umpire / coach plate meeting.
- f. Batting Helmets (if not furnished by the JCC) must bear the NOCSAE seal of approval and must have double earflaps. All

Batters and base runners, in all age groups must wear a helmet and players coaching bases (only allowed in ages 11-18). Helmets must also meet age group specifications for face cages. Non-Player Base Coaches under the age of 16 must wear a protective helmet.

- i. A player shall not remove his helmet while at bat or while running the bases. PENALTY: For a first offense the umpire shall warn the player; for the second and subsequent offenses in the same game, he shall be called out.

e. Batting and Substitution

- a. All players listed on the line-up must bat in turn for the entire game. A player may not replace another player in the original batting order. If a player is ill, injured, ejected, or leaves because of another obligation, upon approval of the umpire, may be skipped in the batting order.
- b. A player that arrives after the game has begun may be placed at the bottom of the order, or if he arrives before his place in the batting order, there will be no penalty to the team.
- c. If a players position in the batting order comes up to bat before he arrives then an out will be given to the batting team.
- d. ALL LEAGUES - RULES FOR PINCH RUNNERS: (Not Mandatory, but Optional)
 - i. A pinch runner may be used if a team's catcher is on base with 2 outs in the inning. The pinch runner is determined by the batter who was the last batted out of the inning. Time must be called and the pinch runner inserted into the game. This time out is not charged to the offensive team.
 - ii. A pinch runner may be used in the case of an injured player. If a player cannot continue, the player who made the previous out of the same inning, or last out of the previous inning if there are no outs, may pinch run for the injured player.
- e. ALL LEAGUES - RULE FOR SLINGING THE BAT:
 - i. If a child slings the bat and in the judgment of the umpire is a detriment to the catcher or himself, the umpire may give the batter a warning or call him out.
 - ii. If the same batter that has already been warned, and slings the bat again, the umpire will call for a dead ball, the batter shall be called out and all runners shall return to the original position before the infraction. Taking the result of the play is not an option.

5. EQUIPMENT, UNIFORMS, CLOTHING, SPONSORS:

- a. Cleats
 - i. All baseball players must wear rubber molded cleats/tennis shoes
 - ii. NO STEEL OR METAL CLEATS.
- b. Casts
 - i. A player shall not be allowed to play with any type of plaster or metal cast on any part of the body.
- c. Equipment

- i. Coaches are responsible for providing all the equipment, to the team, that is issued to him/her by the MJCCA.
- ii. Coaches are responsible for returning any and all loaned equipment to the MJCCA at the end of the season.

6. GAMES:

a. Scheduling - Cancellations

- i. Games will ONLY be scheduled by the MJCCA Staff.
- ii. In case of bad weather, and if sufficient time warrants, the league coordinator will update the MJCCA Rain-out line & try to contact the manager or coach if games are to be canceled. It will be the manager's responsibility to contact the players.
- iii. The decision to cancel a weeknight game will not be made until 3:30 PM of that particular day. Saturday and Sunday games will be decided that morning, as early as possible.
All games and practices will be postponed in the event the outside temperature drops below 38 degrees.
- iv. If the weather is questionable, please contact any of the following: Weather Rain-out line, 678-812-4001. Coaches and players should report to the field if there is no official confirmation on game status. Once teams are at the field, cancellation will be the decision of the officials and/or MJCCA staff person on duty.
- v. Teams are directed to be prepared to make-up games at the first available make-up time, including Sundays.

NOTE: Due to field availability and time, some suspended or canceled games may not be made up if the final standings are not affected.

7. PRACTICES

- a. The Youth Sports Department shall schedule all practices.
- b. NO TEAMS MAY HOLD A MANDATORY JCC SANCTIONED PRACTICE OUTSIDE OF THE ASSIGNED AND APPROVED MJCCA FACILITIES.

8. EJECTIONS AND SUSPENSIONS

- a. A manager or coach ejected from a game must leave the playing field and dugout, and be out of sight and sound, for the remainder of that game.
A player ejected must leave the playing field and remain in the dugout for the remainder of that game. Being allowed to remain in the dugout is at the discretion of the umpire.
- b. Any player or coach ejected from a game will be suspended for the next game that his or her team plays.
- c. On a player's or coaches second offense, it will result in a review of the individual case by the Commissioner and MJCCA Staff and could lead to sanctions up to and including expulsion from the program, for the rest of the season or beyond. The MJCCA reserves the right to review all cases.
- d. The MJCCA Staff reserves the right to suspend all players, coaches, managers, and fans for inappropriate behavior or conduct either before, during, or after a game or on the MJCCA premises.

9. THE UMPIRE

a. All Leagues

- i. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- ii. Each umpire is the representative of the league and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything that affects the administration of these rules and to enforce the prescribed penalties
- iii. Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- iv. All umpires have authority at their discretion to eject from the playing field any person whose duties permit that person's presence on the field, such as any spectator or any other person not authorized to be on the playing field.
- v. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions made.
 1. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who has made the protested decision.
 2. If a decision is appealed, the umpire making the decision may ask another umpire for information, or consult the rulebook, before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- vi. If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules.
- vii. Before the game begins the umpires shall:
 1. Require strict observance of all rules governing team personnel, implements of play and equipment of players.
 2. Receive from the league a supply of baseballs that meet league specifications. The umpire shall be the sole judge of the fitness of the balls to be used in the game; be assured by the league that additional balls are available for use if required.
- viii. Upon completion of any game, whether completed by play or forfeited, the umpires are not allowed to stay on the field to umpire any type of scrimmage/practice. Umpire liability keeps them from umpiring non-official games.

10. DEFINITIONS OF TERMS

1. An **APPEAL** is an act of a fielder in claiming violation of the rules by the offensive team. An appeal must be made verbally.
2. A **BALK** is an illegal act by the pitcher with a runner or runners on base, which shall be declared a no pitch, entitling all runners to advance one base.
3. A **BASE COACH** is a team member or an adult manager or coach, who is stationed in the coach's box at first or third base to direct the batter and the runners.
4. A **BASE ON BALLS** is an award of first base granted to a batter, who during his or her time at bat receives four pitches outside the strike zone.
5. A **BATTER** is an offensive player who takes a position in the batter's box.
6. **BATTER-RUNNER** is a term that identifies the offensive player who has just finished a time at bat until that player is put out or until the play on which that player becomes a runner ends.
7. The **BATTER'S BOX** is the area within which the batter must stand during a time at bat.
8. A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.
9. A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball that then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be judged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional.
10. The **CATCHER'S BOX** is the area within which the catcher shall stand until the pitcher delivers the ball.
11. A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.
 - a. A force double play is one in which both putouts are force plays.
 - b. A reverse force double plays is one in which the first out is made at any base and the second out is made on a runner for whom the force is removed by reason of the first out.
12. A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bouncing to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the

person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

NOTE: *A fair fly ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.*

13. **FAIR TERRITORY** is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.
14. **A FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.
15. A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

NOTE: *A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.*

16. **FOUL TERRITORY** is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.
17. A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.
18. The **HOME TEAM** is the team that takes the field first at the start of the game.
19. An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch; (3) when the pitcher delivers the pitch with a foreign substance applied to the ball. Rosin can be applied to the hand. Penalty for (1) is a no pitch. For (2) and (3) refer to X D 2 on Pitching Rules.
20. An **INFIELD FLY** is a fair fly ball (not including a line drive 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 stationed 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.
 - a. If the ball is near the baseline, 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.

NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the base line, 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 have ordinarily 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 infielder.

NOTE: The infield fly is in no sense to be considered an appeal play. The umpire's judgment 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, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of the batter being out where the infield fly rule takes precedence.

21. An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. A new inning starts upon completion of the third out of the previous inning.

22. INTERFERENCE

- a. 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 judgment 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.
- b. Defensive interference is an act by a fielder, which hinders or prevents a batter from hitting a pitch.
- c. Umpire's interference occurs (1) when an umpire hinders or prevents or prevents a catcher's throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.
- d. Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.
- e. On any interference the ball is dead.

23. The **MANAGER** is the one who supervises a team and whose name appears on the Team Roster and has been approved by the MJCCA.

- a. The manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.
- b. If a manager leaves the field, that manager shall designate the coach as a substitute and such substitute

manager shall have the duties, rights, and responsibilities of the manager.

24. **OBSTRUCTION** is the act of a fielder, who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner.
25. A **STRIKE** is a legal pitch which meets any of these conditions (a) Is struck at by the batter and is missed; (b) Is not struck at, if any part of the ball passes through any part of the strike zone; (c) Is fouled by the batter when there is less than two strikes; (d) Is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike); (e) Touches the batter's person as the batter strikes at it (dead ball); (f) Touches the batter in flight in the strike zone; or (g) Becomes a foul tip.
26. The **STRIKE ZONE** is that area over home plate, which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance as the batter is prepared to swing at a pitched ball.
27. A **SUSPENDED GAME** is a called game, which is to be completed at a later date.
28. A **TIE GAME** is a regulation game, which is called when each team has the same number of runs.
29. **"TIME"** is the announcement by the umpire of a legal interruption of play, during which the ball is dead.