

Major League Supplemental Rules

General Rules:

1. No new inning will start 1:45 min after a game has started and the game shall cease 1:55 min has elapsed since the start of the game. Note that play must stop at 9:30 on school nights. The elapsed time rule shall not apply to tournament or playoff games. A game stopped because of the stop time will revert to the last completed innings. If the game is tied after 6 innings or when the applicable no new inning time limit is reached, the JTAA Tie Breaker is used.
2. JTAA Tiebreaker Rule. One additional inning will be played. The player who made the last out is placed on second base and the batting order will resume with one out. This will allow each team two outs with a runner on second to try to win the game, if after this one inning tie breaker, the game remains a tie, it shall be recorded as a tie game unless it is a tournament or playoff game which will require subsequent innings until the tie is broken.
3. A regulation game is 6 innings, unless it is called by the umpire or is subject to the 10 run rule. If the umpire calls the game, the No Game Rule note to Babe Ruth Rule 4.10(e) applies.
4. The official scorekeeper will record the start time in the scorebook. The visiting team is responsible for keeping score. The start time for the first game of a succession is the scheduled start time.
5. The maximum amount of time for field pregame warm-up is 7 minutes per team. The home team will warm-up last.
6. All rescheduled games must be coordinated through the Division Director. Division Directors are responsible for notifying the umpires when a game is rescheduled.
7. Regulation Cal Ripken/Babe Ruth balls will be used at all times.
8. The home team is identified on the schedule and will occupy the 3rd base dugout.
9. Upon completion of games and practices each manager is responsible for the cleanliness of the dugout, field and grandstand area.
10. Any pitcher withdrawn from the mound and/to lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

Offensive Rules:

11. Games will be played on fields with 70-foot base paths.
12. The provisions of the Cal Ripken Special Base Running Rules, do not apply. Stealing home on the pitch is not allowed, and will result in the runner being called out. Stealing home is defined as the runner advancing more than halfway down the baseline, in the opinion of the umpire, during the pitch. The runner may advance to home on passed balls and wild pitches. Squeeze plays are permitted, but the batter must make an effort to bunt the ball.
13. An Extra Hitter (EH) must be utilized and additional Extra Hitters may be utilized (the number of Extra Hitters beyond the required one EH is to be determined prior to the start of each game by the team managers).
Each EH position must be used in the batting order the entire game.
Each EH must remain in the same position in the batting order for the entire game.
An EH may be substituted for at any time, either by a pinch runner or a pinch batter who then becomes an EH. The substitute must be a player who has not yet been included in the game lineup as either an EH or one of the nine starting defensive position players.

All players not in the starting batting order must be substituted into the batting order in or before the 3rd inning. Each player must bat at least once before being removed from the batting order. If this is not followed, an out will be recorded for the player's at bat that was improperly inserted into the batting order. If for any reason a player does not bat at least once during a game, the player must be included in the starting batting order in the next game and must bat at least twice before being removed from the batting order.

14. Balks will be called. Each pitcher will receive one balk warning per game. The Official Rules of Baseball

applies to determine when the ball is dead. There will be no balk warnings in the post-season tournament.

15. The "third strike not caught" provisions of 6.09(b) of the Official Rules of Baseball as adopted by Babe Ruth

League, Inc. shall apply.

16. Violent throwing of equipment is not allowed. The first offense will warrant a warning from the Umpire. A

second offense will result in ejection.

17. A batter who throws their bat after swinging will be warned the first time and out the second.

18. A runner who slides headfirst while advancing to a base will be called out.

19. On-deck batters are allowed, but they must be located behind the batter at the plate and in the chalked "on-

deck" circle. On-deck batters must not be allowed near the dugout opening, or within 10 feet of another player. On-deck batters must wear a batting helmet. Having an "on-deck" batter is a privilege this is a safety rule. A team that violates these safety rules will be suspended from using "on-deck" batters in their present and next game.

Defensive Rules:

20. A standard defensive alignment will be utilized.

21. Any player without regard to their inclusion or exclusion from the current batting order can play in the field at any time "free defensive substitution rule" as long as each player plays in the field for a minimum of 6 defensive outs by the completion of the 5th inning. To illustrate, a player could play in the field every inning but only bat once during the game or a player could bat throughout the game and play only 2 innings in the field. If for any reason a player does not meet the minimum defensive play requirement of 6 outs, they will start in the field the very next game and fulfill the remaining minimum play requirement from the previous game as well as the minimum play requirement for the current game before sitting out.

22. The infield fly rule is in effect.

JTAA PITCH COUNT RULE

These rules are intended to modify and, if inconsistent with Babe Ruth Baseball Rules or JTAA's Supplemental Rules, are intended to supersede those rules. *These rules and pitch counts are intended to follow the player, meaning that the player accumulates pitches for all JTAA sanctioned games and these rules require coordination and cooperation between recreational and travel managers and coaches.*

The manager shall 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.

League Age Daily Pitch Limits:

17-18 **105** pitches per day

15-16 **91** pitches per day

13-14 **76** pitches per day
11-12 **68** pitches per day
10 and under **52** pitches per day

If a pitcher reaches the pitch count limit for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

If the pitcher reaches the pitch count limit imposed on his/her last pitch to a particular batter, the pitcher shall be removed before delivering a pitch to the next batter.

DAYS OF REST

Pitchers league ages 16 and under shall adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) complete calendar days of rest.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest.

Pitchers league age 17-18 shall adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, three (3) calendar days of rest.
- If a player pitches 41 - 75 pitches in a day, two (2) calendar days of rest.
- If a player pitches 26 - 40 pitches in a day, one (1) calendar days of rest.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest are required.

Each manager shall be responsible for keeping the opposing pitcher's pitch count using a JTAA sanctioned pitch count

recorder. The manager may designate another coach or adult to serve as Pitch Count Recorder ("PCR").

The PCR must provide the current pitch count for any pitcher when requested by an opposing coach or manager or any

umpire. However, each manager is responsible for knowing when his/her pitcher must be removed.

The PCR shall inform the official scorekeeper of the opposing pitcher's pitch count at the conclusion of each half inning and

the scorekeeper shall record that number in the official scorebook

When a pitcher has delivered his/her maximum limit of pitches for the game the PCR shall inform the umpire-in-chief and the manager that the pitcher must be removed.. However, the failure by the PCR recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

A pitcher that violates this section shall be deemed ineligible.

Pitches which result in foul balls or foul tips are counted, the 5-8 warm up pitches per inning are not counted, but have been considered in the days of rest.

In event that the pitch count limit is reached during an at bat and the inning is ended by a defensive play that results in same batter becoming lead off in next inning, the pitcher who has reached the maximum pitch count shall be removed as pitcher before the start of the next inning and a new pitcher shall enter the game to pitch to that batter.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. When a protest situation is

imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. If suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 68 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

Example 2: A league age 12 pitcher delivers 68 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 68 more pitches in the resumption of the game because he/she has observed the required three days of rest.

Example 3: A league age 12 pitcher delivers 68 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 68 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.