

Minor Division Supplemental Rules

General Rules:

1. No new inning will start 1:35 min after a game has started and the game shall cease 1:50 min has elapsed since the start of the game. Note that play must stop at 9:30 on school nights. The 1:50 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 when the applicable no new inning time limit is reached, the JTAA Tie Breaker is used. 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.
2. A regulation game is 6 innings unless the game 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.
3. When a team scores 5 runs, the half-inning is over. Only 5 runs will count.
4. If a team cannot field 8 players, the short team will have players assigned from the other team. There are no forfeits.
5. Regulation Cal Ripken/Babe Ruth baseballs, provided by JTAA, will be used at all times.
6. The home team is identified on the schedule and will occupy the 3rd base dugout.
7. Upon completion of the game each manager is responsible for the cleanliness of the dugout, field and grandstand area.
8. Any pitcher withdrawn from the mound and/to lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
9. Free substitution in the field is allowed.

Offensive Rules:

10. The batting order will consist of all players available to play in a continuous batting order.
11. Runners cannot leave the base they are occupying until the ball reaches the plate, consistent with Cal Ripken Baseball Rules.
12. A runner is out if they slide in a manner the umpire determines to be malicious, or the runner does not attempt to avoid contact with a fielder who is in possession of the ball or in the act of receiving the ball. A player will be called out for sliding headfirst.
13. Batters cannot run on a third strike that is dropped or not caught by the Catcher.
14. Runners may advance no more than one base on an overthrow in foul territory or a passed ball. Once the fielder puts the ball back into play after an overthrow, the play becomes live again.
15. Runners may not steal home on the throw back to the pitcher, unless the ball is not fielded.
16. Sixty-foot base paths will be used.
17. Violent throwing of equipment is not allowed. A second offense will result in ejection.
18. A batter who throws their bat after swinging will be warned the first time and called out the second time.
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. All players will play at least one complete inning in the infield within the first 4 innings. No player will sit out 2 consecutive innings. If a player does not meet the minimum play requirement in any game, for any reason, he/she shall start the next game and fulfill the minimum play requirement from the previous

game and the current game prior to sitting out 1 inning.

21. A standard defensive alignment will be utilized.

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.