

# YOUTH BASEBALL GENERAL RULES

**1.0 Governing Rules** – North Carolina High School Athletic Association and Tar Heel Leagues Inc. rules will govern play with the exceptions covered herein.

**2.0 Player Eligibility** – All ages will be determined as of May 1, 2020.

**A. Age Categories:**

13-15 Year Old Junior League

**3.0** No steal cleats are allowed!!! (Exception: 13-15 Boys)

**4.0 Approved Bats:**

USA Baseball & BBCOR

Baseball Bat Stamps



**5.0** The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**

**6.0** A team must have at least 7 players for a game to be official. Teams not fielding at least 7 players will forfeit the game.

**7.0** All age groups will use continuous batting. All players present will be placed in the batting lineup. Late players will be added to the bottom of the lineup at any time. It is also highly recommended that each child play at least 2 defensive innings in the field (ages 9 and up).

**8.0** Any coach ejected must leave the facility immediately or the game will be ruled a forfeit. Any coach (or player) ejected will also serve at least a one game suspension

at their team's next game(s). Longer suspension is possible and will be based on the actions that caused initial ejection.

**9.0** All areas reserve the right to adjust these rules for an in house league. All travel leagues **MUST** abide by these rules.

## **13-15 Junior League Rules**

1. Coach must submit a batting order to the umpire and scorer before the game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
2. If a player is ejected, an out will be recorded in the lineup each time their name appears.
3. Seven innings will constitute a complete game unless one team is ahead by ten or more runs after 5 complete innings (4.5 innings if the home team is ahead).
4. No new inning can begin after 100 (one hour and forty minutes) minutes has elapsed. Inning must be completed if home team is behind. There is not a Drop Dead time limit.
5. Players may steal at any time and leading off of bases is allowed.
6. No pitcher may pitch more than 3 innings per game. One pitch constitutes an inning.
7. A pitcher removed from the mound may not return to the mound as a pitcher in the same game.
8. A player failing to touch a base during a live ball situation will be an appeal play.
9. Balks will **not** be enforced.

10. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.

11. Field playing dimensions:

Bases: 90 feet      Rubber: 60 feet

12. Catcher must wear a mask, throat protector (highly recommended, but not required), helmet with earflaps, shin guards and a chest protector.

13. Steal cleats MAY be worn in this league. When pitching at Rolesville, tennis shoes or ceramic / molded cleats must be worn on their temporary mound.

14. The infield fly rule will be in effect for this league.

**\*\*\* Each area can deal with team shortages on a case-by-case basis. The area directors must do this. Coaches are not allowed to add to their rosters at any time, for any reason. Failure to abide by this policy can/will result in coaching privileges being revoked.**

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