



Avon Lake Baseball and Softball Recreation Leagues

Sport	Baseball
League Name	Jr. Thurman
Grades	7 th , 8 th and 9 th

1. Overall Governing Rules

Rules governing the Avon Lake Jr. Thurman Munson Baseball League are in accordance with the NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS (NFHS) rule book – The official rules of the high school baseball. Any exception, additions, deletions, or alteration of the NFHS rule are listed in this document and shall supersede the NFHS rule.

2. League Director and Responsibilities

League directors are appointed by, and serve at the discretion of the Avon Lake Recreation Department. League directors are responsible for:

- Running their respective league(s)
- Appointing managers
- Scheduling and determining how to conduct a draft or whether to have a draft
- Re-scheduling rainouts
- Managing protests

3. League Age

The Jr. Thurman league is intended for 7th, 8th and some 9th graders. Playing up or down is at the discretion of the league director. 9th graders may play in Jr. Thurman or Sr. Thurman.

4. Field Dimensions

- Base length: 80 feet
- Pitcher’s rubber to home: 54 feet 6 inches.

5. Pre Game

a. **Ball type** - Appropriate for 7th/8th graders

b. **Bat and Equipment Rules**

i. **Bats –**

- True Wood bats are not required to be certified and are allowed.
- All players shall use BBCOR Drop 3 weight bats to prepare for High School

ii. **Catchers Gear**

- Catchers are required to wear a facemask, padded chest protector, shin guards, throat protection, protective cup, and head gear that protects the entire head when catching behind the plate. No “skull caps” are permitted.
- A mask is required for players to warm up the pitcher

iii. **Cleats**

- The use of metal cleats is forbidden

- PENALTY
 - a. The offender shall be removed from the game.
 - b. If the removal of a player results in the team having less than the required amount to start a game, that team will forfeit the game.

iv. Head Gear

- Batters and base runners are required to wear protective headgear, which give protection to the head, temples, ears, and the base of the skull.
- PENALTY: Base runners may be called out for willfully removing a helmet while on the base paths at the discretion of the umpire(s).

c. Behavior

- i. Batting order must be exchanged prior to the game start.
- ii. If a player shows up late, that player goes to the bottom of the batting order.
- iii. Jewelry – No player shall wear jewelry.

d. Call ups

- i. Coaches may call-up players from the Major League at any time
- ii. Called-up players may pitch but total week pitching rules apply
- iii. Teams may not borrow players from other League teams.

e. Coaches

- i. Each team allowed 1 head coach, 2 assistants and 1 scorekeeper in the dugout.
- ii. Each team is batting is permitted a coach at 1st and 3rd.

f. Minimum number to play

- i. Teams must field at least eight (8) registered players to start a game and must maintain at least eight (8) players throughout the game.
- ii. If injury or illness removes a player during the course of a game, a team may continue to play as long as the manager of the team feels the team may continue.
- iii. No ninth "man out" rule shall apply.

g. Rain outs

- i. Rainouts are determined by the league
- ii. For games where rain outs may occur just prior to the start of the game, the umpire(s) have final say on whether a game can occur.

6. Pre-Game Rules

a. Dugout and warmup times

- i. The home team shall occupy the 1st base dugout
- ii. Each team is permitted 15 minutes of on-field warmup
- iii. The visiting team will warmup first and the home team second so that the game may start with the home team on the field first.
- iv. If there is a shortened warmup time, the time is to be divided equally.

b. Game Length

- v. No inning shall start after 2 hours of the official recorded starting time.
- vi. The start of a new inning is the completion of the final out of the previous inning.

- vii. Regulation games shall be seven (7) innings in duration.
- viii. A game tied at the end of regulation results in a tie, except in playoff games.
- ix. A game is official if five (5) innings have been completed and if the home team is winning after 4 ½ innings.

c. Keeping score

- i. The home team is responsible for keeping the official score.
- ii. The game schedule will indicate which team will act as home team.

d. Minimum playing time

- i. All players who show up in proper uniform on time shall play a minimum of 3 defensive outs per game but equal playing time is required as possible.
- ii. The only acceptable grounds for not playing an individual are disciplinary action, injury, or illness.
- iii. Failure to abide by this rule will result in a two game suspension of the offending manager and a forfeit of the game.

e. Start time

- i. All weekday games shall start promptly at 6:00 PM.
- ii. Forfeit time shall be 6:15 PM.

f. Suspended Games

- i. If a game is called for any reason before it is official, that game shall be considered a "suspended game" and shall be completed from the point of suspension.
- ii. If a game is called for any reason after becoming official, but in an uncompleted inning, the final game score will revert back to the previously completed inning.
- iii. If a game is called for any reason after becoming official with the teams tied the game shall remain a tie.

7. In-Game Rules

- a. **Continuous Batting Order** – All team members will bat in a continuous batting rotation
- b. **Courtesy Runner** - may be used to speed up the game for when the catcher is on base and there are 2 outs.
- c. **Defensive Positions**
 - i. 9 players with 3 outfielders
 - ii. Defensive substitutions are free except that a removed pitcher may not assume the catching position in the same inning removed.
- d. **Dropped Third Strike** – Applies in the Junior Thurman Munson League
- e. **Hit Batter** - a direct pitch or ball bouncing and hitting the batter awards the hitter first base.
- f. **Infield Fly Rule** – Applies in the Junior Thurman Munson League
- g. **Lead-offs** - Applies in the Junior Thurman Munson League
- h. **Maximum Batters** – There is no maximum amount of batters per inning in the Junior Thurman Munson League.
- i. **Mercy Rule**

- i. If a team is leading by at least fifteen (15) runs after 4 innings or ten (10) runs or more after five or more innings have been played, the game shall be terminated and the leading team declared the winner.
 - ii. The bottom half of the inning need not be played or completed if the home team achieves such a lead.
 - iii. Equal number of bats unless the lead is by the home team
- j. Ninth Batter Out**
- i. No ninth batter out rule shall apply.
 - ii. Any team who drops below eight (8) registered players at any point during a game will forfeit the game to the other team unless the coach of the team with the injured/ejected player chooses to continue.
- k. Pitching**
- i. There is no maximum number of innings a pitcher may pitch in a week but the OHSAA Baseball Pitch Count Regulation of 2017 is in effect.
 - ii. Scrimmages and playoff games count toward pitch count.
 - iii. There is a daily pitch limit of 125 pitches although a pitcher may complete a single at-bat and exceed the pitch count.
 - iv. The number of rest days between pitching appearances is:
 - i. 1-30 Pitches: 0 days
 - ii. 31-50 Pitches: 1 day
 - iii. 51-75 Pitches: 2 days
 - iv. 75 or More Pitches: 3 days
 - v. If a pitcher throws 31 or more pitches in a game, said pitcher may not pitch in another game that day (or the next day per the above). In the event of a double-header, a pitcher who pitches 30 or less pitches in game 1 may pitch again in game 2 but the total pitch count for both games is used to determine rest required.
 - vi. PENALTY: Failure to abide by this rule will result in the forfeiture of every game a pitcher pitches in violation of this rule.
 - vii. A player once removed as a pitcher may not pitch again in the same game under any circumstance and cannot go to the catching position in the same inning removed. Said pitcher may play another position in the game.
- l. Sliding**
- i. Runners are never required to slide, but to avoid interference or malicious contact the runner elects to slide, the slide must be legal.
 - ii. Diving or hurdling a player or jumping over the outstretched glove of a fielder at any base is prohibited.
 - iii. Any infraction of the above results in the runner being called out.
 - iv. Umpire determines whether a slide is legal or not.
- m. Stealing** – Stealing is permitted at any time the ball is live.

8. League Standings

- a. League standings will be determined on a point system.
- b. Two (2) points are awarded for a win.
- c. One (1) point is awarded for a tie.
- d. There are no points for a loss or a forfeit.
- e. One (1) point is awarded to each team for a completed game.

9. Post Game

All teams shall leave the dugout as clean as or cleaner than when they arrived.

10. All Star Game

All-star games may be scheduled. All rules governing the games and selection of players is at the discretion of the league director.

11. Playoffs

- a. Regular season rules apply to the playoffs.
- b. Post season playoffs shall involve all teams. Playoff games are limited to three (3) games per week per team. Top versus bottom pairings shall be employed to prevent strong teams from meeting prematurely.
- c. The home team for the playoffs will be decided as a result of the regular season finish. The team with more points will be the home team. In the event of a tie a coin toss will determine the home team.

12. Protests

- a. Protest shall involve rule interpretations only.
- b. Protests shall be made to the Avon Lake Recreation Department along with a \$100 fee. If the protest is upheld by the Recreation Department, the fee will be refunded.