

MAJORS TOURNAMENT RULES 2022

A player arriving after the game has started will be inserted at the end of the lineup.

Each team is permitted 15 minutes infield prior to the start of the game, as long as the game can start on time.

Each team will bat its entire roster.

Uniform shirts will be numbered, with no two alike.

All eligible players must wear their assigned uniform number as it appears on the official team roster.

Junior Baseball Organization, Inc. has adopted the **ten-run rule** for all levels. The ten-run rule provides that a game will end after five innings for Seniors, **four innings for Juniors and Minors**, or any inning thereafter, when a team is 10 or more runs behind and has completed its turn at bat. Games called as a result of this rule DO NOT waive the six-defensive out rule.

There shall be free defensive substitutions at all positions, excluding pitchers. Once a pitcher has been removed from the mound during the course of the game, they may not re-enter for any reason as a pitcher for the duration of the game. Each player must play a minimum of six defensive outs. If a player arrives late and is unable to complete his/her defensive outs, they must be inserted immediately and play until the game is completed or they have played their required six defensive outs, should the game go into extra innings.

If a Defensive player is injured, removed from the game and misses a turn at bat, she/he cannot return to the lineup in that game. The injured player's name will be removed from the batting order and the field. All other players continue to bat in the same order.

If a player is injured while on offense, she/he must be replaced by the player furthest from batting that is not on base. This offensive substitute returns to their place in the batting order ceasing the substitute duties. The injured player's name is immediately removed from the batting order and the field.

The only time a player removed from the lineup becomes an out each time at bat, is if the removal leaves the team with eight players. If the lineup drops below eight, then the game will be a forfeit.

NOCSAE batting helmets are to be worn by all batters and runners in all leagues. All catchers must wear NOCSAE standard catcher's head and face protection with full ear and throat protection, body/chest protector that meets the NOCSAE standard (effective Jan 1, 2021), protector cup (male only), and baseball protective shin guards during warm-ups and during games in all leagues. Catchers will follow all high school rules for equipment.

All baseball bats in JBO, Inc. will be either "BBCOR", "BPF 1.15", "USABaseball" certified, or a wood bat. Umpires are required to perform a pre-game inspection of all equipment, including bats, to ensure proper certification. Use of an illegal/altered bat shall be considered unsportsmanlike conduct and the player and Head Coach shall be ejected 12 from the game. Both the ejected player & coach may be subject to further disciplinary action by the District and JBO, Inc. To identify JBO sanctioned youth bats, other than a wood bat, look for one of the following stamps on the taper of the bat.

For the purposes of time limit, a new inning starts once the third out is made at the end of the previous inning.

Three defensive charged conferences per regular game. An additional charged conference per extra inning will be allowed. There is a limit of one offensive charged conference per inning.

TOURNAMENT PITCH COUNTS

DAILY MAX	0 REST	1 DAY REST	2 DAY REST	TOURNAMENT MAX
85	1-45	46-70	71+	105

A pitcher may pitch in 2 games on the same day, provided they do not pitch more than 20 pitches in the **first game**. (Minors/Juniors). IX.J.

EXAMPLE: A player may pitch up to 20 pitches in game 1 and then is allowed to pitch up to 65 pitches in game 2 on the same day. Same pitcher is not allowed to pitch on day two as they will require 2 days of rest for reaching Daily Max of 85 pitches.

EXAMPLE: A player may pitch up to 45 pitches on Day 1 of Tournament, 20 pitches in a game 1 and 25 pitches in a game #2 and thus requiring no rest, may pitch up to 60 pitches on day two, 20 pitches in a game 1 and 40 pitches in a game 2, before reaching Tournament max of 105 pitches.

The pitch count is based on pitches thrown for strikes, balls, foul balls, and outs. Warm-up pitches, pick off attempts, 'no pitch' calls by the umpire do not count towards the pitch count.

A pitcher who throws a warm-up pitch must pitch to one batter.

There shall be free defensive substitutions at all positions, excluding pitchers. Once a pitcher has been removed from the mound during the course of the game, they may not re-enter for any reason as a pitcher, for the duration of the game.

A pitcher reaching a day(s) of rest threshold in the middle of an at bat must be removed from the mound if wanting to remain at that threshold. There is no "Finish the batter".

A pitcher reaching a maximum per day pitch count limit in the middle of an at bat must be removed from the mound. There is no "Finish the batter".

MONITORING PROCESS: each team's scorekeeper or designated official tracks the pitch counts. After each half-inning, the scorekeepers confer with each other. If there is a conflict, the home book's count becomes official. It is the head coach's responsibility to know when his/her pitcher needs to be removed.

Bases are to be 70 feet apart.

Pitching distance is 50 feet.

Two adult coaches may coach on the bases, providing an approved adult is on the bench for supervision. Game play may be stopped until an approved adult is in the dugout.

Games are complete after **SIX INNINGS**, 5 ½ innings if the home team is ahead. Due to weather or darkness, **FOUR INNINGS** constitute a legal game, 3 ½ innings if the home team is ahead. If a legal game is completed, both teams have not had an equal number of complete turns at bat, but if the home team has scored a go-ahead run in the bottom of the inning, the final score is recorded.

Type of shoe is optional as far as rubber cleats are concerned. Steel cleats are not allowed.

Batting helmets must be worn while on the playing field. If the ball is live players may not remove their helmets while on the playing field. Upon the first offense, both teams are warned; upon the second, an out is declared. Enforcement of this rule never results in an ejection.

Every eligible player must play a minimum of six defensive outs in all legal games; the bottom half of the unplayed final inning does not count towards this requirement.

There will be an **EIGHT**-run rule per inning with the final inning open. The umpire must declare, prior to the start of any inning, that this is the final inning, based on the following conditions: time restriction, field condition, darkness or the fifth inning.

TIE BREAKER; in the event that after **6** innings of play or in the event that at the end of **2.5 hrs** of play, the score of each team results in a "**Tie Game**"; game will enter into "Sudden Death".

Home team will choose to be Offense or Defense; the last recorded "offensive out" will be placed on Second Base and the first team to score wins.