



# JUNIOR HIGH BASEBALL RULES - Section 21

Updated June 2019

## 21.1 GENERAL INFORMATION

- 21.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Baseball Rules Book. **These rules shall govern unless noted below.**
- 21.1.2 VIDEO TAPING ANOTHER SCHOOL'S GAME. It shall be an ethical violation to tape another school's game, meet or contest without their permission. Further it may be a violation of the laws governing copyrights. Each school owns the copyrights to their games, meets and contests. Taping another schools game without permission could constitute a violation of the copyright law.

## 21.2 COACHING

- 21.2.1 All CAA coaches must be certified to coach in any regular season or post-season games.

## 21.3 HOME TEAM RESPONSIBILITIES

- 21.3.1 Enter game scores within 24 hours upon completion of game.
- 21.3.2 Enter forfeit results as 2-0. Score of a forfeited game is 2-0 unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 2-0; otherwise, the score shall be the score at the time of the forfeit if the team ahead at the time of the forfeit is not the offending team.
- 21.3.3 Responsible for at least 2 NEW game balls AND at least 2 slightly used game balls prior to the game (given to umpire). In addition, will supply any additional balls needed.

## 21.4 EQUIPMENT, FIELD AND UNIFORM GUIDELINES

*(Please refer to NFHS Rules 1-3 and 1-5 for information on Player equipment)*

- 21.4.1 SPIKES. Metal spikes are permissible.
- 21.4.2 BAT. Bat must meet current NFHS requirements or not exceeding a length to-weight ratio of -11. This means that the weight of the bat, in ounces, may be no more than 11 less than the length of the bat in inches. Verify with umpire regarding bat questions.
- 21.4.3 BASEBALL
- 21.4.3.1 Teams are strongly encouraged to use the ProNine baseball, official baseball of the CAA, for all regular season contests.
- 21.4.4 FIELD.
- 21.4.4.1 Pitching mound will be 60'6".
- 21.4.4.2 Bases will be 90' apart.
- 21.4.5 UNIFORMS.
- 21.4.5.1 Uniforms must be of the same color and style.
- 21.4.5.2 A uniform shall not have any dangerous or reflective buttons or ornaments.
- Each player shall have a number on the back of his/her jersey. Number should be at least 8" high.
  - No players on the same team shall wear identical numbers (0 and 00 are the same #.)
- 21.4.5.4 Uniform sleeve lengths may vary but shall not be ragged, frayed or split.
- If pitcher's undershirt sleeves are exposed, they shall NOT be white or gray.
- 21.4.5.5 A pitcher shall not wear any item on his/her hand, wrists or arms which may be distracting to the batter.
- 21.4.5.6 Caps and shoes are required equipment.
- When a player is required to wear a head protector, it replaces the required cap.
- 21.4.6 CATCHER. This player is required to wear a protective cup.

## **21.5 GAME TIME AND LATE ARRIVAL**

- 21.5.1. A 10-minute grace period will be granted before a forfeit is declared.
- 21.5.2 Junior High games are scheduled for **6 innings**.
- 21.5.3 All games will adhere to a strict time limit of 1 hour and 30 minutes.
  - Time will officially start on the first pitch.
  - No new inning will be started after the 1 hour and 30-minute time limit.
  - An inning will be considered started after the final out of the previous inning is recorded.
- 21.5.4 The CAA has the following ***Mercy Rules*** in effect:
  - **A team can only score 10 runs in an inning.** After the 10<sup>th</sup> run is scored, that half of the inning is over.
  - A game will end any time after 3 innings, or after 2 ½ inning if the team is 20 or more runs behind and has completed its turn at bat.
  - A game will end any time after 4 innings, or after 3 ½ inning if the team is 15 or more runs behind and has completed its turn at bat.
  - A game will end any time after 5 innings, or after 4 ½ inning if the team is 10 or more runs behind and has completed its turn at bat.
- 21.5.5 **TIE GAME.** If the game is tied after a completed inning and the time limit has expired, the game shall be considered a tie.

## **21.6 GAME MANDATES**

- 21.6.1 Designated Hitter will be used according to NFHS Rules.
- 21.6.2 Teams may use courtesy runners for pitchers and catchers to help speed-up the game. Courtesy runners must be a player NOT currently in the game and has not previously entered the game.
  - 21.6.2.1 You may not use the same player for both the catcher and the pitcher.
- 21.6.3 After an out, ball shall be immediately given back to the pitcher (no throwing the ball around). Likewise, at the beginning of the inning, after the catcher throws the ball to 2<sup>nd</sup>, ball shall immediately be thrown to the pitcher.
- 21.6.4 Pregame for HOME team starts 30 minutes prior to game time. (10 minutes)
- 21.6.5 Pregame for VISITING team starts 20 minutes prior to game time. (10 minutes)
- 21.6.6 Pregame Coaches meeting starts 10 minutes prior to game time.

## **21.7 SPORTSMANSHIP AND EJECTION**

- 21.7.1 Players who are ejected must immediately leave the bench area if supervised by an adult. If no supervision is available, student-athlete must stay in the bench and have excellent sportsmanship.
  - 21.7.1.1 A player ejected from a contest for any reason shall be subject to the disciplinary action under the Sportsmanship Rule per the CAA Constitution.
- 21.7.2 Coach who is ejected must immediately go to the locker room or leave the confines of the competition venue. If there are no certified coach/school personnel to continue coaching the team, the game will be declared a forfeit with the score of 2-0.
  - 21.7.2.1 A coach ejected from a contest for any reason shall be subject to the disciplinary action under the Sportsmanship Rule (7.4) under the CAA Constitution.
- 21.7.3 The school's AD or administrator must submit a CAA Ejection Report form to the CAA Executive Director within 24 hours after completion of the game for any player or coach who was ejected.

## **21.8 POST-SEASON INFORMATION**

- 21.8.1 Tournament brackets will be created according to standings from power rankings.
- 21.8.2 Game time is forfeit time.
- 21.8.3 CAA Tournament games will adhere to a strict time limit of 1 hour 40 minutes or 6 innings, whichever occurs first (except Championship game).
  - If score is tied after the time limit, extra inning(s) will be played.
  - CAA Mercy rules are in effect.
- 21.8.4 **State Championship game will be a complete 6-inning game, no time limit.**
  - Mercy rules are in effect.
- 21.8.5 All State Tournament games will be played with the ProNine baseball, official baseball of the CAA.