RULE BOOK

AMERICAN LEGION JR BASEBALL 2022

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www.traversecitylegionbaseball.com

A NON-PROFIT ORGANIZATION 501(c)(3)

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Brought to you by:

THE AMERICAN LEGION FAMILY

General Rules

1. This rule book supplements the MHSAA rules, which will apply in all situations, unless covered in this book. All decisions by the officiating umpires and the American Legion Jr Baseball Board are final.
2. **All players and Coaches must wear shirts and hats furnished by American Legion Jr Baseball during official game time or they will not be allowed to participate. Uniforms are not to be altered in any way.**
3. No tobacco or alcohol of any kind will be used at any game or practice.
4. For purposes of selecting a league, the player's age as of June 1st of the present year will be used:
   - T-Ball 5 to 6 years old
   - Delta 7 to 8 years old
   - Charlie 9 to 10 years old
   - Bravo 11 to 12 years old
   - Alpha 13 to 15 years old
   - AA 15 to 18 years old
5. Players **MAY NOT** play in a league younger than their age. If a player wishes to play above their age group, they may do so only with parent's permission, and approval by the Field Director, or American Legion Jr Baseball Board.
6. All players will be assessed a sign-up fee, to be paid before a player can play. Late fees are assessed for anyone signing up after registration dates and any player signing up late will be put on a waiting list.
7. Alpha and Bravo teams will be put together with a blind draft.
8. The Field Director may suspend a game at any time because of bad weather or any other reason they deem necessary. The head umpire may suspend any game which they feel is unsafe due to weather or sportsmanship beyond their ability to control. The head umpire may also declare a forfeit by one or both teams.
9. There shall be no protests. All rule interpretations, which cannot be solved by the umpires, will be decided by the Field Director. If play continues without Field Director, call stands as called by the head umpire.
10. All American Legion Jr Baseball gear will be turned into the Field Director immediately after the last game of the season at the field.
11. International rules apply to tie games in AA, Alpha, Bravo and Charlie leagues.
12. Pledge of Allegiance is highly encouraged at the beginning of every game.

CONDUCT

1. The goal of American Legion Jr. Baseball is to teach young boys and girls to play the great game of baseball, as well as teach sportsmanship, teamwork, self-confidence, camaraderie, and responsibility. We fully expect all players, coaches, parents, umpires, and fans to conduct themselves in accordance with these principles.
2. All coaches and assistants shall be registered with American Legion Jr Baseball and subject to background checks. All coaches and assistants must sign a letter of responsibility, before participating in any games or practices.
3. In addition to conducting themselves appropriately, the head coach is responsible for the conduct of their players, fans, and assistant coaches. The umpire may request the head coach to address any behavioral problems. If inappropriate behavior continues, the umpire may forfeit the game or eject the head coach.
4. Only the head coach may approach the umpire. Anyone else attempting to approach any umpire, could result in an ejection or forfeiture of the game.
5. **The coaches are to be in the dugout or coaches box on 1st or 3rd during game time.**
6. Acts of unsportsmanlike conduct by anyone will not be tolerated and could be reason for removal from the game. Some examples may be, but are not limited to:
    a. Taunting or intimidating the opposing team
    b. Any physical altercations, which will result in immediate ejection, other penalties, and possible expulsion from the league
    c. Throwing of bats, helmets or other equipment
    d. Profanity or other inappropriate language

EQUIPMENT

1. Any bat may be used, **but must not exceed 36 inches, and 2 5/8 inches in diameter.**
2. Any bat that the umpire believes has been altered, shall be removed from the game.
3. All players are required to wear an athletic supporter (CUP).
4. All players on the field on defense must wear a baseball glove, sponsor shirt and legion hat.
5. Batters, base runners, on-deck hitters, and base coaches under 18 years old must wear a batting helmet during play.
6. Catchers must wear shin guards, chest protector, and MHSAA approved hockey style helmet, one-piece facemask.
7. Any players warming up a pitcher, must wear a catcher's mask.
8. Only baseballs supplied by American Legion Jr Baseball may be used for game play.
9. **NO STEEL CLEATS** for Tango, Delta, Charlie, Bravo or Alpha!!

GAME MANAGEMENT

1. The umpire becomes in charge of the field 10 minutes prior to game time. The umpire remains in charge of the field all day when there are multiple games. The exception to this rule is in Tango and Delta, which does not use umpires.
2. Teams must have 8 or more players by game time, otherwise, they forfeit the game. All forfeits will be recorded as 7-0. **All players arriving after game start shall be reported to the head umpire and will be added to the bottom of the batting order.**
3. All rainouts will be determined by the field director.
4. Each team will get the field for practice before a game. The visiting team gets the field 10 minutes before game time for a durations of 5 minutes. The home team gets the field 5 minutes before game time and remains on the field until the umpire calls the game to start.
5. **All players must play 2 innings defensively.**
6. Rocket style batting order will be used, which means that all players bat.
7. **Home team shall keep the official score book** and is responsible for adding the score to the website.
8. A maximum of 7 runs per team per inning is allowed. After 7 runs, the inning is over regardless of how many outs have been made.
9. The Mercy rule applies and the game is over if one team leads by 15 runs after 4 innings or 8 runs after 5 innings.

RULES SPECIFIC TO AA

1. The recommended age range for AA is 16-18 years old. Fifteen-year-old players must play in AA if they made a High Schools team or play on a regulation field in a travel league. Otherwise, a 15-year-old should play in Alpha.
2. Pitchers are allowed a one-time re-entry to the mound.
3. MHSAA High School pitch count rules will be followed, as listed below:
    - Pitchers will only be allowed to throw a maximum of 105 pitches in one day.
    - Pitchers must rest 3 days if they throw more than 75 pitches in one day.
    - Pitchers must rest 2 days after throwing 51-75 pitches in one day.
    - Pitchers must rest 1 day after throwing 26-50 pitches in one day.
    - If a player pitches 1-25 pitches in a day, no rest is required.
    - Coaches will be required to keep track of pitcher's eligibility.
    - Any coach attempting to pitch an ineligible pitcher could risk a forfeiture of that game.
4. Any non-registered players playing or attempting to play will result in an automatic forfeit of the game.
5. **Every player must play 2 complete innings on defense in each game.**
6. Eight players are needed to start a game and eight players are needed to finish.
7. Regular season double headers are 6 innings with the first game having a 1 hour and 45-minute time limit. No inning can start after the time limit. The second game will have no time limit. In the case of a tie after six innings or due to the time limit, International Rule will be applied. All post-season games are 7 inning games and with no time limit.
8. Substitute runners will always be the last player that was called out.

RULES SPECIFIC TO ALPHA

1. Six innings or 2 hours will constitute a complete game. In the case of a tie after six innings or due to the time limit, International Rule will be applied. In the event of adverse playing conditions, three and one half innings will make an official game if the home team is ahead and four innings if the home team is losing.
2. Base runners may take leads and steal at any time the ball is live.
3. All pitchers can pitch from the stretch or the windup at any time.
4. All balks will be called per MHSAA rules.
5. MHSAA Junior High/Middle School pitch count rules will be followed, as listed below:
    - Pitchers will only be allowed to throw a maximum of 75 pitches in one day.
    - Pitchers must rest 3 days if they throw more than 50 pitches in one day.
    - Pitchers must rest 2 days after throwing 26-50 pitches in one day.
    - Pitchers must rest 1 day after throwing 1-25 pitches in one day.
    - Coaches will be required to keep track of pitcher's eligibility.
    - Any coach attempting to pitch an ineligible pitcher could risk a forfeiture of that game.

RULES SPECIFIC TO BRAVO

1. Six innings or one hour and 45 minutes will constitute a complete game. In the case of a tie after six innings or due to the time limit, International Rule will be applied. In the event of adverse playing conditions, three and one half innings will make an official game if the home team is ahead and four innings if the home team is losing.
2. Batter may not advance to first base on a dropped ball, third strike.
3. 10 players can be played defensively.
4. Pitchers can pitch from the stretch or windup at any time.
5. There will be no balks called.
6. Base runners may advance at their own risk during a live ball.
7. Pitch count rules will be followed, as listed below:
    - Pitchers will only be allowed to throw a maximum of 65 pitches in one day.
    - Pitchers must rest 3 days if they throw more than 50 pitches in one day.
    - Pitchers must rest 2 days after throwing 26-50 pitches in one day.
    - Pitchers must rest 1 day after throwing 1-25 pitches in one day.
    - Coaches will be required to keep track of pitcher's eligibility.
    - Any coach attempting to pitch an ineligible pitcher could risk a forfeiture of that game.

RULES SPECIFIC TO CHARLIE

1. Six innings or one hour and 30 minutes will constitute a complete game. In the case of a tie after six innings or due to the time limit, International Rule will be applied. In the event of adverse playing conditions, three and one half innings will make an official game if the home team is ahead and four innings if the home team is losing.
2. 10 players can be played defensively.
3. From the start of the season to the All-Star game, the first two innings shall be kid pitch and **a player can only pitch one inning during a game**. The pitching machine will be used for the remainder of the game.
4. After the All-Star game, three innings of kid pitch will start each game and **a player will be allowed to pitch 2 innings during a game**. The pitching machine will be used for the remainder of the game.
5. The pitching machine will be set at 42 MPH. There will be no exceptions, unless approved by the Field Director.
6. The Home team will get the pitching machine out of the shed and the Visiting team will put it back and plug it in. The pitching machine is for game use only and is not to be used in the batting cages.
7. The team that is batting will send out a coach to run the pitching machine. After the ball is hit, that coach may not coach the base runners.
8. A circle shall be drawn around the pitching machine with a radius of three feet. Fielders are not allowed inside the circle to field a ball. If the ball stops in the circle, the ball is dead and runners go to base they were headed for at the time the ball entered the circle.
9. There is no bunting allowed while the pitching machine is being used.
10. **For the purposes of speeding up the game, a courtesy runner may be used for the catcher. The courtesy runner must be the last player called out.**
11. There will be no stealing or leading off base. The runner may not leave the base until the ball is hit. Runners leaving too soon will be called out.

RULES SPECIFIC TO DELTA

1. Games will be four innings or an hour and 15 minutes, whichever comes first.
2. The defensive team should field all players on the bench into the outfield.
3. Two defensive coaches are allowed on the field to help with defense.
4. The offense will supply their own coach to be the pitcher.
5. There will be no strikes. The batter will be allowed up to five pitches to hit the ball. If the batter fails to hit the ball, the ball will be placed on the tee. If the batter hits the tee, it is a dead ball, and the batter tries again.
6. The ball type used will be a hardball or safety ball and will be up to the coach's discretion.
7. Score will not be kept or recorded for regular season.
8. All players will bat in order each inning regardless of number of outs made. After everyone has batted, each side will change.
9. After All-Star break, games will change so that after three outs, the bases will be cleared, but everyone will still bat once per side in each inning.
10. A playoff will be conducted for Delta. Teams will be seeded with random draw. Score will be kept as it is in Charlie. Three outs per side with a maximum of seven runs per inning per team.

RULES SPECIFIC TO TANGO

1. **All games will begin with a skills competition consisting of hitting, fielding, base running and throwing drills designed to encourage proper baseball skills.**
2. Teams will play one inning of baseball, after the drills. If time allows and coaches agree, they may attempt to play a second inning until time elapses.
3. Total time will be one hour and ten minutes.
4. All players will bat once per inning.
5. Batters, on deck players, base runners, and catchers must wear batting helmets.
6. For safety purposes, defensive players may not position themselves more than three feet from the grass, inside the infield base line.
7. All batters will hit from a tee.
8. Score will not be kept or recorded.
9. No strikes will be called. The batter continues until they hit the ball into play.
10. American Legion Jr Baseball will furnish one new Safety ball, which is the only ball to be used at t-ball.