

2019 D18 Inter-League North Rules & Regulations

Junior League: Brick, Manchester, Toms River & Toms River East

Junior League Coordinator: Dan Mackin 732-779-3948 or dm4069@aol.com

*****All these rules are a supplement to LL Book Rule*****

OUR LEAGUE WILL FOLLOW ALL BAT RULES: LL Rule 1.10

1. The age structure for the Junior League will be ages 13-14 (Absolutely no league age 15s), refer to 2019 Little League handbook.
2. Junior League games will start at 6:30pm during the week (M-F). Majority of these games will be on Mondays, Tuesdays, Thursdays and Saturdays.
3. For the most part, games will be scheduled as: 9am, 12pm & 3pm on Saturdays.
4. Junior League games have a 2.5 hour time limit. **No new inning may start once the time limit has been reached.** However, any local curfew rules will take precedence. Regular season games may end in a tie. Playoff games will continue inning by inning until a winner is decided.
5. BOTH teams at each game will supply two new baseballs. After those four are used, both teams can pitch in, but it is primarily the home team's responsibility to have enough balls. Players from each team shall track down foul balls.
6. **Balk Warnings: 1 per pitcher, per game. No balk warnings in playoffs.**
7. A 10-run Mercy rule is in effect. The game ends after 5 innings (4 1/2 innings if the home team is ahead) if a team leads by 10 or more runs. We will **NOT** be following the 15-run rule.
8. Continuous batting order will be used for all games (including regular season and playoffs). Free substitution, in & out as long as book rule has been observed. With this rule, there is no longer substitute runners permitted and "speed-up" rules do not exist in Little League. **If both managers agree before game while meeting with the head umpire, a runner for the catcher, with 2 outs can be used (must be last batted out).**
9. Pitch counts in effect for the 2019 season are as per the Little League 2019 rule book. Pitching Affidavits must be carried and completed at every game.
10. Schedules, Standings & Pitch Counts will be maintained on NJ District 18 Web Site (<http://leaguelineup.com/njdistrict18>). This website will be the one and only source of standings, schedules, pitch counts and rosters. Any roster changes must be submitted to the League Coordinator via e-mail prior to next game. Standings will be based off of a point system: 3 points for a win, 2 for ties & 1 for a loss and 0 for any games not played. Winning team is responsible for posting final score and pitch counts (please verify before leaving field with opposing manager) immediately after completion of game in the web site, not in an email or phone call.
11. The Host Site for every scheduled game will supply two umpires (unless other arrangements have been made). When 2 teams are playing at a neutral site, the Host Site will still coordinate scheduling umpires. Championship Game will have one umpire from each league that is playing.
12. Any player arriving from a school game, **MUST** wear their appropriate Little League jersey and cap. Pants, socks, belt, etc..., issued from the player's school will be acceptable as long as the Little League jersey and cap are worn.
13. All games that are PPD Rain/Weather shall be rescheduled within 5 days and played within 10 days from that date. (There should not be a problem with this rule as most Monday and Thursdays were left open for makeups). Player Agents/Division VP will mediate the rescheduling

process without any communication between the managers/coaches involved. Managers will not have the authority to waive or disagree to the Player Agents/Division VP rescheduled date.

- a. If **both teams refuse** to reschedule on the date given or do not show for the rescheduled game, a **double forfeit will be issued** and a 7 run penalty will be added to both teams' runs against total for the year. Runs against are a critical determining factor for playoff seeding (see playoff section)
 - b. If **one team refuses** to reschedule on the date given or does not show for the rescheduled game, a **forfeit will be issued** to that team and a 7 run penalty will be added to that teams' runs against total for the year. Runs against are a critical determining factor for playoff seeding (see playoff section)
 - c. Tie games that are suspended or light curfew suspended games must be played from the point of suspension within 10 days as stated above, or with coordinator's approval before the 2 teams next scheduled meeting. Failure to show will result in 7-0 loss (regardless of score at the time of tie), being issued to the offending team(s).
14. All umpire rulings for Regular Season and Post Season games will be final, **NO EXCEPTIONS!!!** If something is needing to be protested, the manager will report the issue to their league's Player Agent/Division VP immediately after the game and he/she will then pass it up the chain of command as needed. The District Administrator may be brought in to make a ruling (if needed).
15. Book rules will apply to games suspended due to light curfew, weather or light failure.
16. **Pool Players** will be allowed and administered by the Player Agent/Division VP of each league. Protests may be heard with regard to the use of ineligible pool players. Below are the Pool Player Rules;
- a. Player Agents administer the selection of the Pool Player. To the Player Agent's best ability, the selection of the pool players shall be on a rotating basis.
 - b. Pool Players are not eligible to pitch.
 - c. Pool players can only play in the outfield positions. No infield positions or catching allowed.
 - d. Pool players must be positioned at the bottom of the batting order.
 - e. The pool player must wear the uniform of his regular rostered team.
 - f. There is a maximum of two pool players per game for each team.
 - g. Only may use pool player(s) if team has less than 10 regularly rostered players. Maximum total of 12 players (including the two pool players).
 - h. No pool players allowed in playoffs.
 - i. A regular player on the team cannot play less defensive innings than a pool player.
17. Borrowing of players: If you have 8 players, you can borrow up to one player from opposing team to start a game. Player must be last batted out & play the outfield (exception: 1st inning should be the last batter in lineup on opposing team). If last batted out is the Pitcher or Catcher move up to lineup to next batted out so it is not the Pitcher or Catcher. The borrowed player does not bat in your lineup.
18. All Rosters are to be submitted to the IL-N and will be posted on the District Website. Any additions/subtractions shall also be submitted as they happen and must be received by the coordinator prior to playing in a game.
19. There will be a 15 minute waiting period for a team to produce enough players to start a game before the umpire shall call the game. If a team has word that a player/players are en route from a school game or other function, the waiting time will be extended to 30 minutes. Please **DO NOT ABUSE** this - if you do not know that a player is on their way, do not say so. Games not played are not automatic forfeits, but when you say there is a player on the way, and everyone waits and no player shows, that will be taken into consideration when deciding on the forfeit. Let's make every effort to play the games.

JUNIOR NOTES:

The regular season will finish with a minimum of 14 game un-balanced schedule played by each team (schedule includes 15 total games).

JUNIOR PLAYOFFS:

All 10 teams will qualify for the playoffs in the Junior Division. Seeding is determined by how the teams finish the regular season in standings. Teams placing 1st thru 6th will get a bye in the first playoff round. Teams finishing in 7th thru 10th will play in first round.

Teams will re-seed after each playoff round. (Highest seed will always get the lowest seed left).

There will be a single elimination bracket to determine the Junior League North Champion. The winner will play the South winner for overall District Champion. The Championship game will be played to its completion. All other playoff games will be Book Rule.

PLAYOFF SEEDINGS (IN THIS ORDER):

1. Overall Record (Points)
2. Head to Head Record
3. Runs Against

10 Team Single Elimination

