We are following all NJBL rules

All games 8U - 12U will be 6 innings with a 1:50 hour time limit.

All games 13U - 16U will be 7 innings with a 1:50 hour time limit.

(No new inning can start after that)

No pitch limit restrictions or innings limits. All other NJBL pitching rules are in effect (e.g. no re-entry, hitting batter, etc)

Winning team must report the score to the onsite coordinator.

Mercy rules will apply as follows:

* 6 inning games will be 12 after 4 innings.
* 7 inning games will be 10 after 5 innings.

If any coach or player is ejected from a game they are automatically suspended for the next game. Please remember, the emphasis on Sportsmanship.

In pool play no extra innings under any circumstance - games can end in a tie.

Tie Breakers:

1. Head to Head Play
2. Runs Against
3. Run Differential

\* once the first tie is broken revert back to rule 1 and continue from there to break the next tie.

**WEATHER CONDITIONS / LIGHTNING**

1) Every effort should be made to allow games to be played. A suspension of game play for 30 minutes without improvement in weather conditions will warrant the game to be called and appropriate rules will apply, i.e., suspended game or official game.

2) Extreme temperatures during the summer months do not constitute a reason to cancel a game. If the scheduled games are not fulfilled, those teams not playing will be subject to forfeiture and fines and zero points will be awarded for games not played.

3) As soon as lightning is visible or thunder is heard the game must be stopped. Play may continue after a 30-minute wait. If there is a second lightning/thunder incident AFTER the 30-minute wait, the game is cancelled. If the first game of a doubleheader is cancelled due to lightning/thunder the second game of the doubleheader is also cancelled.

**SUBSTITUTIONS**

A starting player, who has been removed from the game, may be reinserted once under the following conditions:

1. The player must return to his original spot in the batting order.

2. Only a starting player is eligible to be reinserted and he may only be reinserted once per game.

3. The player does not have to return to his original defensive position.

4. Teams have the option of using one or two extra hitters according to the following rules and conditions:

(a) A team must have ten or more players prior to the start of the game;

(b) The Extra Hitter (EH) cannot be added after the start of the game;

(c) A team has the option of using or not using the EH;

(d) The EH can be substituted for and is entitled to reentry;

(e) There is unlimited defensive substitution. Note: all pitching rules must be followed.

(f) Under no conditions may a player reenter a game in other than his original position in the batting order.

(g) The EH is considered a starting player. If a team elects to use an EH, they must finish the game with a player in that position in the batting order. If an EH has to leave a game for any other reason than an injury that the EH has suffered in that game, and there is no replacement for that EH, every time that EH is due to bat it becomes an automatic out.

5. The use of a DH is prohibited

**FORFEITURES**

1. A forfeiture will be awarded under the following circumstances:

a. A team is not ready to play 15 minutes after the scheduled game time. In the case of a double-header, the umpire will wait an additional 15 minutes before calling for a forfeit of the second game.

b. A team is unable to field at least 8 players throughout the entire game.

**BASE RUNNERS**

There is no courtesy runner permitted. The speed up rule, for catchers only, may be applied if there are two outs. This rule to be applied at the manager’s discretion. (Note- the re-entry rule may be used in a base-running situation.) A player has to have been the catcher in the previous ½ inning in order to have a courtesy runner take his place.

**11 and Under Division: (60’ bases only)**

If a runner leaves the base too soon, the runner will be called out at the termination of play. All other results of the play will stand. A runner may leave the base after the pitch crosses the plate.

**PLAYING WITH EIGHT PLAYERS**

A team may start and play with eight players. When playing with eight players, the vacant slot in the batting order is a MANDATORY out UNLESS the player was removed from the game after suffering an injury in that game. There is no flexibility with this rule- the managers may not override this rule. If a ninth player arrives, he may be inserted into the game in the vacant slot and is considered a starting player.

**INTENTIONAL BASE ON BALLS**

In all age divisions the defensive team has the option to either pitch four balls to the batter or declare to the plate umpire that they want to issue an intentional base on balls. If a base on balls is awarded and NO pitches are thrown, those pitches NOT thrown will not count in the pitcher’s pitch count.

**MOUND VISITS**

High School Federation rules allow three mound visits per game. After the third visit any additional visit results in the removal of the pitcher.

**Note**- **for twelve and under only**: The manager is permitted to visit the mound twice in any inning and a maximum of three times **per pitcher** per game without removing the pitcher. Any visit in excess of the allowed visits must be for the purpose of making pitching change. In any case, a visit to the mound resulting from an injury is not to be considered as one of the allowable visits.

**PINCH RUNNERS**

Pinch runners are allowed only under the re-entry rule or in the event a batter is injured and must be temporarily removed from the game. In the case of an injured batter, the batter that made the last out may run for the injured batter. In the event that the injured player returns to the game, he must be able to run for himself or else he should be permanently removed from that game and should not be permitted to bat

**PITCHERS: Hit Batsman**

Any pitcher who hits three batters in an inning or five batters in a game must be removed from

the game as a pitcher. He may not return as a pitcher for the rest of that calendar day.