

JUNIOR CONNIE MACK (JCM)

1) ELIGIBILITY

- 13-14-YEAR-OLD LEAGUE
- 4/30 calendar age cutoff date

2) FEES

- First year fee of \$250
 - One-time forfeit fee \$120
 - League Fee \$70
 - Umpire Assignor Fee \$60
- Second & subsequent year fee \$130

3) TEAMS

- Each organization can have as many teams as they can field
- Organizations with multiple team can be formed anyway the organization sees fit whether it be A&B teams or a separate 14 year old & a separate 13 year old team.

4) SEASON

- The target season will run from the third weekend in May
- The league will have playoffs.
- Playoff format to be determined yearly based on number of teams in league
- Target end date for season & playoffs is 3rd weekend in July

5) ROSTER

- JCM players are automatically rostered on SCM
- JCM Roster 20 players

6) SCHEDULE

- Games will be played on days that SCM does not play (except for maybe weekends)
- Currently games on Tuesday & Thursday evenings. One weekend date
- For fields without lights, Weeknight start times 5:45 PM until June 1. After June 1, 6:00 PM
- For fields with lights, weeknight start times up to 7:00 PM.

7) GENERAL RULES

- Field dimensions of 60' 6" mound & 90 foot bases
- BBCOR bats (-3)
- Connie Mack baseballs
- Full uniform with Connie Mack patches
- Metal cleats permitted

8) PLAYING RULES

- SCM rules will be followed
- American League Baseball Rules

- GAME LENGTH
 - Regulation game is 7 Innings
 - Official game is 5 innings (4 ½ innings if home team leading)
 - Mercy Rule is 10 runs after 5 innings (4 ½ innings if home team leading)
 - The home team must always bat in an inning before the mercy rule is invoked (if visitor goes up by 10+ runs in top of 6, home team must bat for chance to bring score under 10 for game to continue).

- LINEUP
 - Lineup can consist of 9 or 10 players
 - Teams have option of an Extra Player (EP) for a 10th spot in the lineup
 - Teams may also utilize a Designated Hitter (DH), though not encouraged at this level
 - The Extra Player starts as just a batter but may be inserted into the field at any position at any time. The replaced player is now the EP.
 - If the EP gets injured and a team only has 10 players, that spot will be eliminated and passed over in subsequent at bats.

- REENTRY RULE
 - A starting player taken out of the ballgame for a substitute may reenter the game one time in the same position in the batting order for the player who replaced him.
 - A substitute player may not reenter the game if removed from the game
 - If a team utilizes all its substitutes, has no remaining eligible players on the bench and a player in the field gets injured, the opposing coach will pick a player from the bench to finish the game for the injured player.
 - If a game starts with 9 players in the field, a game can finish with 8 players. The spot vacated in the order is an automatic out when it comes up.

- COURTESY RUNNERS
 - Courtesy Runners are permitted at the option of the Coach for both the Pitcher & the Catcher at any time they reach base.
 - The coach may select any player not in the game to run for the Pitcher/Catcher
 - Coaches can use different courtesy runners at different times in the game. There is no requirement that a designated player must run for the pitcher the entire game. Same for the catcher.
 - If a team has their entire roster in the game, the courtesy runner becomes the last recorded out.

- PITCHING RULES
 - A Pitcher is allowed only 1 continuous stint on the mound per game
 - A Pitcher may not be removed from the mound as a Pitcher and then reentered as a Pitcher later in the game.
 - The league follows a Pitch Count
 - An Intentional Walk is no (0) pitches. Tell the Umpire to put the batter on first base.
 - The Pitch Count is an actual pitch count. The league does not follow the revert rule. In addition, once the limit is reached, the Pitcher comes out. The Pitcher does not get to finish the batter.
 - 1-20 pitches 0-days rest
 - 21-40 pitches 1-day rest
 - 41-60 pitches 2-days rest
 - 61-80 pitches 3-days rest
 - 81-100 pitches 4-days rest

- UNIFORMS
 - Players & Coaches must be in matching uniforms
 - Coaches may wear a pullover top
 - Coaches on baseline must have a skull cap helmet

- PREGAME
 - All warmup activity must end 10 minutes before game for lineup exchange & CM pledge.
 - Each team has 25 minutes of field time for I/O prior to game.
 - No order to who gets field when. Work it out and be fair. Split times for field and batting cages. Go with order that expedites the process.
 - Share the batting cages
 - Home team provides the baseballs
 - Home team pays the Umpires

- SPORTSMANSHIP
 - The purpose of this league is to provide community baseball for Middle School aged players. We want to keep our school/community players together instead of going to Travel Teams.
 - It will be user friendly, Coach friendly & Player friendly.
 - We want the kids playing baseball. Forfeits will be frowned upon. Rainouts will be rescheduled at dates good for both teams. You will not be playing 5 games in a week.
 - We want a POSITIVE playing environment without a cutthroat attitude!
 - Negative comments/cheers to the other team are not permitted

- SCORE & PITCH COUNT REPORTING
 - The winning team will report the result and score on the form provided on the website
 - The winning team will report the Pitch Count for every Pitcher on both teams with the score. List players first initial, last name, number and pitch total. Example, Phillies: J Moyer # 50 – 75 pitches; T McGraw #45 – 20 pitches.
Cardinals: B Gibson #45 – 98 pitches