

ST. CHARLES JUNIOR BASEBALL/SOFTBALL ASSOCIATION, INC.
2026 OFFICIAL LEAGUE RULES

1.0 MEMBERSHIP2

2.0 MEMBERSHIP REGISTRATION2

3.0 PLAYERS REGISTRATION2

4.0 SCHEDULED SEASON3

5.0 THE GAME.....3

6.0 PROTESTS5

7.0 THE FIELD6

8.0 EQUIPMENT6

9.0 THE PLAYERS.....7

10.0 BASE RUNNERS.....8

11.0 PITCHING.....9

12.0 UMPIRES9

13.0 CONDUCT.....10

14.0 APPENDIX A – Safety Regulations and Special Comments10

15.0 APPENDIX B - Ground Rules11

The 2025 Official League Rules, as stated in Rule 5.01, are used to supplement and augment rules used in professional baseball and High School softball.

1.0 MEMBERSHIP

- 1.01 The annual membership shall consist of sponsored boys baseball and girls softball teams annually organized and having suitable diamonds to participate in league competition.
- 1.02 Coach Pitch- must be 7 years of age on or before January 1 and not have attained the age of 9 on or before January 1
- 1.03 10U - Players must be 8 years of age on or before January 1 and not have attained the age of 11 on or before January 1
- 1.04 12U- Players must not have attained the age of 13 on or before January 1
- 1.05 14U – Players must not have attained the age of 15 on or before January 1
- 1.06 18U– Players must not have attained the age of 19 on or before January 1
- 1.07 Divisions may be combined by the Board of Control.

2.0 MEMBERSHIP REGISTRATION

- 2.01 All teams shall be registered with the Association.
- 2.02 Sponsors may select their own managers.
- 2.03 No individual shall be allowed to manage more than one team, without the approval of the manager's committee.

3.0 PLAYERS REGISTRATION

- 3.01 Every player shall pay a registration fee (amount to be determined annually by the Board of Control) for the purchase of League "Accident Insurance Policy" and to help defray operating costs. There shall be a maximum registration fee of five player units per family.
- 3.02 Players, who register after team rosters are selected, will be held in a "Player Pool" until placed on teams by the Registration Committee. The Registration Committee shall have discretionary authority to appoint unassigned players to a team.
- 3.03 Players shall register each year with the Association.
- 3.04 All teams shall have the following personnel: a manager, coaches, and no more than fifteen players.
- 3.05 No player may be traded.
- 3.06 A player or team may play up one division and a player may only play on one team or in one division
- 3.07 Each team may register with the maximum of 15 protected players for 12U, 14U, and 18U. 10U teams may register with a maximum of 12 protected players. The registration committee will fill out teams with players held in the player pool.

- 3.08 Once a roster has been submitted to the association, managers may not make changes. If a parent requests that their child be removed from a roster, that player will be placed in the player pool. They may not become a protected player on another roster.
- 3.09 During the season there will be periodic roster checks; if a player is found not to be on the roster, 1st offense will be a warning and the player not on the roster will not be allowed to play in the scheduled game, 2nd offense will have the coach suspended for that game and has to present to the Board for reinstatement, 3rd offense will warrant the coach's suspension for the rest of the season and the team will forfeit the scheduled game.
- 3.10 At the start of each playoff game rosters will be checked by umpires against the official rosters.

4.0 SCHEDULED SEASON

- 4.01 The Board of Control shall determine opening date and length of scheduled season.
- 4.02 After completion of the season schedule, ties in standings between first place teams shall be decided by - 1. Head to head record. 2. Winning percentage in their division. If a winner cannot be determined from the two tie breaker rules, the teams that are still tied for first place will be awarded trophies. A coin flip will only be used to establish their playoff seeding.
- 4.03 For playoff and championship games, the team with the best record is the home team and will sit on the bench closest to first base. If a tie exists, home team shall be decided by - 1. Head to head record. 2. Winning percentage in their division. 3. Coin flip.
- 4.04 All games shall be played at date and time scheduled, weather permitting. Violation of this rule will result in both teams being credited with a loss. (Refer to Rule 7.02)
- 4.05 All postponed games during the last week of the regular season shall be played off promptly, if they might affect the championship.
- 4.06 It is the policy of the association to only reschedule games for mandatory school functions during the school year, which may cause a team to forfeit the game. **Managers must submit an e-mail request to the Scheduling Committee a minimum of three days in advance.**

5.0 THE GAME

- 5.01 Major League Baseball rules and National Federation of High School softball rules shall govern league play, except as amended. National Federation of High Schools pitching rules will be used for Girls Divisions. (see Rule 11.06)
- 5.02 All games shall be seven inning contests, except the 10U Division which shall be five innings, except as modified by 5.03 through 5.11.
- 5.03 Any game (with exception of 10U) curtailed by weather, darkness, etc. shall be an official game provided four or more innings have been played or the home team has scored more runs in three innings than the visiting team has scored in four innings, or the home team before the completion of its fourth inning has scored more runs than the visiting team has scored in four complete innings.

- 5.04 In the 10U, any game curtailed by weather, darkness, etc. shall be an official game provided three or more innings have been played or the home team has scored more runs in two innings than the visiting team has scored in three innings, or the home team before completion of its third inning has scored more runs than the visiting team has scored in three complete innings.
- 5.05 An eight (8)-run margin at the end of the fifth inning or any inning thereafter, ten (10) after the fourth, or fifteen (15) runs at the end of the third inning (except in the 10U Division - see 5.06) shall constitute an official (complete) game and play shall be terminated. If the home team leads by the required number of runs at any time during the bottom half of the inning play shall end at that time. The game can be called anytime after the 1 hour 30 minute time limit when the losing team would be unable to score enough runs to tie or take the lead because of the run per inning limitation rule. (see 5.13)
- 5.06 In the 10U, all games shall be played five (5) full innings unless the home team leads after 4 ½ innings. [This does not affect the time limits established in rule 5.07]
- 5.07 In 10U, 12U, and 14U games, no inning shall start after 1 hour 30 minutes. **During Playoffs** no inning shall start after 1 hour 30 minutes unless tied then the game will be played until tie is broken. In 18U games no inning shall start after 1 hour and 40 minutes. **During Playoffs** no inning shall start after 1 hour and 40 minutes unless tied then the game will be played until tie is broken.
- 5.07A Championship games shall have a 2 hour time limit.
- 5.08 Under normal conditions, park rules allow for no inning to begin after 11:15 P.M.
- 5.09 Primarily for protection of pitchers, no 10U game shall go beyond 6 innings; no 12U game shall go beyond 8 innings; and no 14U game shall go beyond 9 innings. In the 18U, games may proceed to completion unless limited in time by rules 5.07, 5.08 or 5.09.
- 5.10 For 10U, and 12U softball, a team shall be composed of 10 players and for 14U, 16U and 20U softball, a team shall be composed of 9 players and a game may begin with a minimum of 8 if more players do not arrive. For baseball, a team shall be composed of 9 players, and a game may begin and continue with a minimum of 8, if more do not arrive.
- 5.11 If either team is unable to field at least eight players within 10 minutes after the scheduled starting time, the game shall be forfeited to the opposing team. The 10 minutes counts as part of the 1 hour 30 minute time limit.
- 5.12 If both teams fail to field at least eight players within 10 minutes, the game shall be canceled and both teams credited with a loss.
- 5.13 10U shall be limited to either 4 runs or 3 outs per innings, whichever comes first. 12U shall be limited to either 6 runs or 3 outs per inning, and 14U and 18U shall be limited to 8 runs or 3 outs per inning.
- 5.14 10U shall waive the infield fly rule. 10U boys division shall waive the balk rule.
- 5.15 After the completion of the game the umpires shall get the official score from the home team then complete the win slip and place it into the win slip box.
- 5.16 Any rain delay time counts in the 1 hour 30 minute time limit. If a rain delay lasts more than 30 minutes that game shall be rained out if not an official game.
- 5.17 Ties during the regular season shall be counted as a half win (i.e., 2 ties are equivalent to 1 win). A team's winning percentage for the season shall be determined by adding total wins plus 1/2 times the number of ties divided by the total number of games.

- 5.18 When a game is forfeited (based on rules 5.11 or 5.12) at the request of the managers a courtesy game may be played between the two teams lights (if required). For balance, players may transfer to the team short of players, or other association members of like ages may participate. However, no team member's siblings who are not of the proper age or non-association members may participate. If one manager declines the courtesy, the other manager may use the field for practice without lights.

6.0 PROTESTS

- 6.01 Each protest must be submitted in writing to the protest board within 48 hours after the end of the protested game and accompanied by a protest fee of \$20.00. In the event the protest is disallowed, the fee shall not be refunded; if upheld, the fee will be refunded.
- 6.02 A protest can be made only on a rules violation. No protest can be accepted when it involves a question of an umpire's judgment.
- 6.03 Whenever an alleged violation of playing rule occurs during the progress of an official game, the manager of the protesting team must call time and immediately (prior to the next pitch) notify the umpire and the opposing manager that the game is being continued under protest. The umpire must sign both score books at this time. If the last play of the game is protested, it must be submitted within 24 hours. Failure of the complaining manager to comply exactly with this section will nullify and render void any future protest regarding the alleged violation of the rule.
- 6.04 In the event the protest is withdrawn at the end of the game involved, the umpire is so informed by the manager making the original complaint, there shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of the rule.
- 6.05 If the protest is not withdrawn as described, it shall become the obligation of all umpires working the game to file a written report of the incident causing the protest with the protest board within 48 hours. It shall also become the obligation of the opposing manager to file a written report of the incident causing the protest, with the protest board within 48 hours.
- 6.06 The protest board, upon receiving the written reports, shall render its decision within 14 days after receiving the protest. All decisions by the protest board are final.

Protest should be mailed to:

St. Charles Jr. Baseball Association
PO Box 971
St. Charles, Mo 63302
Attention: President/Protest

7.0 THE FIELD

7.01 Playing field dimensions shall be defined as follows:

Boys Division	Pitching Distance	B a s e Distance
10U	40'	60'
12U	46'	69'
14U	58'	85'
18U	60' 6"	90'

Girls Division	Pitching Distance	B a s e Distance
10U	30'	55'
12U	34'	55'
14U	38'	55'
18U	42'	60'

7.02 Unless a game has already been cancelled by the Rainout Committee and recorded on the Rainout hotline, the fitness of the ground for beginning games shall be decided by both managers no earlier than 30 minutes before the game time. In the event the managers cannot agree, the umpire or board of control member shall decide if the game shall be played. (Refer to Rule 4.05)

7.03 Ground rules shall be issued at the start of the season for all diamonds utilized by the Association.

8.0 EQUIPMENT

8.01 The Association shall furnish game balls. An 11inch softball shall be used in the 10U and 12U Softball Divisions.

8.02 The Association shall furnish equipment for umpires.

8.03 All players shall be in full uniform at the beginning of and during a game or they cannot participate in the game. All managers and coaches shall be in team jersey or they cannot participate in the game. Exceptions may be made at the discretion of the umpire.

8.04 Boy's uniforms shall consist of board issued T-shirt and board issued or pre-approved hats.

Socks, shoes and like color baseball pants must be worn but are at the player's expense. Issued uniforms may not be modified except for names added.

- 8.05 Girl's uniforms shall consist of issued T-shirts. Socks and shorts or like color baseball pants must be worn but are at the player's expense. Issued uniforms may not be modified except for names added.
- 8.06 It is the manager's responsibility to have all league issued equipment at every game. First failure to do so will result in a letter of reprimand from the league. Second offense will result in a mandatory meeting with the Managers Committee where further action will be taken.
- 8.07 All boys and girls are required to wear full helmets while at bat and while running bases. After one warning, players willfully removing their helmets while running the bases will be called out.
- 8.08 If a batter takes his place in the batter's box without the head gear unnoticed by any umpire, manager or coach, play that follows will constitute a portion of the game.
- 8.09 The maximum length of bats for 10U Boys Baseball shall not exceed 30 inches; for 12U Boys Baseball 32 inches. There is no limit for all other divisions.
- 8.10 Boys and girls may use aluminum/composite bats in regular season or playoff games. 18U Boy's bats shall not weigh more than 3 oz less than the length of the bat. (Ex – a 33 inch long bat can not be less than 30 oz.) 14U Boys bats should not weigh more than 10 oz less than the length of the bat (ex – a 31 inch long bat can not be less than 21 oz) Penalty – The batter is out if he enters the batters box with an illegal bat or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat the defense may take the penalty or the result of the play. **All bats that are not league issued bats must be labeled USSSA OR BBCOR.**
- 8.11 Players throwing bats will be given one warning. The next offense and subsequent offense the player will be called out and the ball is dead.
- 8.12 Umpire's judgment may override the warnings in rules 8.07 and 8.11 if the offense is deemed severe enough to warrant an ejection.
- 8.13 Steel spikes are prohibited except for 14U & 18U.
- 8.14 All softball pitchers shall wear a protective mask.

9.0 THE PLAYERS

- 9.01 In Coach Pitch through 14U no player shall sit two (2) consecutive innings. In the 18U divisions no player shall sit three (3) consecutive innings. If this rule is violated the manager will be brought before the managers committee.
- 9.02 All players who are on the bench at game time will be listed in a batting order provided by the team manager. It will be submitted to the opposing manager and any player arriving anytime during the game will be put at the bottom of the batting order. The opposing manager must be notified of the player's arrival. Any player leaving early shall be removed from the lineup and the opposing manager shall be notified, and no penalty shall be assessed.
- 9.02A All players will bat according to the batting lineup the manager has submitted. All defensive player substitutions will still bat in the order in which their names appear in the lineup.

- 9.02B Catchers may be replaced at any time. A pitcher who in being relieved may take the place of any other player in the field. A base runner may be replaced, if injured, by the player making the most recent out. The injured player will be allowed to sit out one (1) at bat but may continue in the game unless the player cannot, due to the severity of the injury, at which time the player's name will be removed from the lineup. The decision to continue must be made prior to the player's second turn at bat following the injury. A batter that cannot finish a turn at bat is out (no pinch hitters).
- 9.03 Free substitution (defense) - Any player may be taken out for an inning, and be put back in the same place or any other position; but, he will still bat according to the original batting order.

10.0 BASE RUNNERS

10.01 All runners must attempt to avoid flagrant or deliberate contact with defensive players at all bases, or the runner is out and ejected from the game and player shall be suspended from their next game. It is up to the umpire's judgment if the contact requires an ejection.

10.02 In 10U courtesy runners may be used for catcher after two outs. In the 12U, 14U, 18U courtesy runners may be used for catchers or pitchers at any time. Courtesy runner must be player who made the previous out of that inning – excluding pitcher or catcher at the managers' discretion.

10.03 In the 10U, a runner may steal second and third. 10U cannot steal home. 10U may not score on a passed ball. 10U runners are not allowed to lead off but may leave the base after the pitch is thrown. A runner leaving the base early shall be declared out. If the 10U runner is returning to a base, the runner must be tagged out.

10.04 In the 10U Boys and Girls divisions and 12U Girls, if the third strike is dropped by the catcher, the batter is out.

10.05 In the **12U Girls Division** a base runner occupying 3rd base at the time of a pitched ball, MAY NOT steal home. If the base runner touches home plate in an attempt to steal, the base runner is automatically declared out.

- A. a base runner who occupies first or second base at the time of a pitched ball MAY proceed around the bases to home plate on a steal attempt.
- B. a base runner who occupies third base at the time of a pitched ball MAY attempt to go home on a continuation of play once the catcher has control of the ball and has thrown the ball to any other player other than the pitcher the runner on third may advance.
- C. a base runner who occupies third base at the time of a pitched ball MAY NOT attempt to go home on a ball NOT CAUGHT by the catcher - except when forced by runners advancing on a dropped third strike with bases loaded, two out.
- D. **In 12U Girls a runner at third base may not advance to home on a throw back to the pitcher.**

10.06 Slide Rule:

A. Base runners 10U and above must slide feet first at home plate if the ball is in play at the plate. Umpires shall provide one warning to players at 10U and 12U.

B. Players 14U and above must slide at home plate if the ball is in play at the plate. 14U and above will not be offered any warnings and will be called out at the plate.

11.0 PITCHING

- 11.01 10U Boys pitchers may pitch no more than three innings per game. One pitch constitutes an inning. Each pitcher is limited to two mound appearances per game.
- 11.02 A 12U Boys pitcher may pitch no more than four (4) innings per game. One pitch constitutes an inning. Each pitcher is limited to one mound appearances. Each pitcher shall receive one balk warning per game which is to be recorded in both score books with home team book being the official one.
- 11.03 14U Boy pitchers shall not be permitted to pitch more than five (5) consecutive innings per game. One pitch constitutes an inning. 14U Boy pitchers may make only one (1) mound appearance.
- 11.04 18U Boy pitchers may pitch the entire game, but may not return to pitch in the same game after being replaced by another pitcher. 12U and 14U if pitcher is relieved at any point after on pitch, he or she may not pitch again for the remainder of the game.
- 11.05 In all girls' divisions, pitchers are limited to two (2) mound appearances per game.
- 11.06 If any pitcher violates rules 11.01 - 11.03 the game shall be forfeited.
- 11.07 In the 18U Boys and Girls Divisions, intentional walk will be allowed at the request of the defensive team. This rule is not applicable in the other divisions.

12.0 UMPIRES

- 12.01 The umpires assigned by the board shall be recognized as official umpires.
- 12.02 An umpire has complete authority to act on any matter of misconduct on the playing field.
- 12.03 A written report must be filed by the umpire involved in Rule 6.05 within **24** hours-
- It should be mailed to-
St. Charles Jr. Baseball Association
PO Box 971
St. Charles, Mo 63302
Attention: President/Protest
- 12.03A A written report must be filed by the umpire involved in Rule 6.05, **13.04** and 13.05 within **24** hours. It shall be emailed to the chief umpire-
- It should be mailed to-
St. Charles Jr. Baseball Association
PO Box 971
St. Charles, Mo 63302
Attention: Chief Umpire/Protest
- 12.04 By mutual consent, the two managers prior to game time may assign an umpire or umpires in the instance that no duly assigned umpire or umpires appear.

12.05 All plate umpires must wear a mask with a throat guard, chest protector and shin guards.

13.0 CONDUCT

13.01 Only a manager, two (2) coaches, a scorekeeper, and team members will be allowed on the bench or the playing area during the game. Any coach 18 years old or younger must wear an approved helmet if he or she coaches a base.

13.02 Members of the team will remain behind the safety fence or seated on the bench while the team is at bat or in the field. Only the next batter, defensive players and coaches at 1st and 3rd will be allowed beyond the bench or fence.

13.03 THERE SHALL BE NO USE OF ANY TOBACCO PRODUCTS (THIS INCLUDES ELECTRONIC CIGARETTES) BY MANAGERS, COACHES, OR PLAYERS DURING WARMUPS AND THE GAME. THERE SHALL BE NO DRINKING OF ALCOHOLIC BEVERAGES AT ANY TIME DURING WARMUPS OR THE GAME BY MANAGERS, COACHES, PLAYERS, SCOREKEEPERS ~~IN THE BENCH AREA~~, OR UMPIRES. ANYONE CAUGHT DRINKING WILL BE SUSPENDED FOR THE REST OF THE SEASON.

13.04 Team members shall not argue with the umpires. A violation of this rule will result in the player's ejection from the game. Players ejected for unsportsmanlike conduct under this rule shall be suspended for the next game.

13.05 Any manager or coach ejected from a league game shall be suspended until the Manager's Committee can determine a judgment. A suspended manager or coach may not manage or coach any league team until the Manager's Committee has met and discussed the incident. The Committee may then reinstate, reinstate on a probationary basis, suspend for a number of games, or suspend for the remainder of the season. Each case, including repeat offenders, shall be judged on an individual basis. A manager or coach may appeal the Committee's decision to the Board of Control at its next meeting.

14.0 APPENDIX A – Safety Regulations and Special Comments

TO:	Umpires, Managers, Coaches and Players
FM:	Rules Committee
RE:	Safety Regulation and Special Emphasis Comments

Baseball/Softball is a hard fought game, which needs administrative authority, not only in the game itself but, strict rules to keep the game moving in a safe, fast and orderly fashion. This administrative authority has established the following regulations, which will be enforced and shall be followed by all teams.

1. Players will remain seated on the bench. Only the next batter of the offensive team is allowed in the on deck circle.
2. No glass soda bottles, cans, cups or other drinking containers will be permitted on the bench. Keep these clearly behind the bench.
3. Eating on the bench is prohibited. Alertness at all times is something we cannot stress enough.
4. The bench area will always be kept orderly and players in the area will stay alert at all times.
5. Team equipment will be kept in an orderly manner at all times.
6. All teams in the Association will give up a practice diamond one-half hour (1/2) before scheduled Association game.

7. Managers will conduct pre-game warm ups with caution. **Absolutely no batting practice prior to the game.** Please do not conduct warm-up in an area which will interfere with a game in progress.
8. Warnings issued to teams will be made after the infraction has happened. Team warnings are given for Rules 8.06 and 8.07; individual player warnings are given for Rule 8.11.
9. Be sure to READ the rules thoroughly. If a problem arises, contact your League Coordinator and/or Umpire in Chief, and discuss the problem.
10. REMEMBER - the game is supposed to be fun for everyone!
11. If a team knows ahead of game time that it will be forfeiting a game, they must call the opposing manager and the umpire in chief of their division. **Any game forfeited prior to game time will remain a forfeit.**

Any individuals not conforming to these regulations shall be dismissed from the playing field at the umpire's discretion, AND will be reported to the Manager's Committee for further action.

15.0 APPENDIX B - Ground Rules

Umpires and managers may decide on additional ground rules.

Blanchette # 1

Boundary of playing field on first base line is from backstop to safety fence in front of players' bench to light standard, then parallel to the base line. Third base line boundary is from backstop screen to safety fence in front of players' bench to light standard and then parallel to the base line.

Blanchette # 2

On first base, boundary of playing field is an imaginary line from edge of backstop to fence in front of players' bench, then to large light standard and on to the small light standard with two small lights at park entrance. If ball goes through, under or bounces over fence, it is automatically two bases. If ball goes over the fence on fly or from players' glove, it is a home run. On third base, boundary of playing field is imaginary line from edge of backstop to fence in front of players' bench, then to large metal light standard and then to large tree by the swimming pool.

Blanchette # 3

On first base, boundary is imaginary line from edge of backstop to the safety fence in front of players' bench and then parallel to the base line. On third base, boundary line is from edge of backstop to the safety fence in front of players' bench and then parallel to base line. A ball that rolls over or onto the street in left field is automatically two bases. A batted fair ball hitting the street on the fly is a home run.

McNair # 1

First and third base boundary is an imaginary line from edge of backstop to safety fence and then from end of safety fence parallel to respective base line. Painted posts mark foul line on both base lines. Any fair ball hit over the fence in left of left center field on the fly or from fielder's glove is a home run. Any fair ball that goes under, through or bounces over the fence is automatically two bases. Any ball hit into or on either side of the cedar tree in center field is in play, and the batter runner and base runners may advance to any base at their own risk.

McNair # 2, # 3, # 4, # 5 and # 6

First and third base boundary is an imaginary line from edge of backstop to safety fence and then from end of safety fence parallel to respective base line. Painted posts mark foul line on both base lines.

On McNair #5, any ball hit on Droste Road or over the fence on the fly or from players' glove is a home run. If the ball goes onto Droste Road from the field of play or goes through, under or bounces over the fence, it is automatically two bases. Any ball hitting the light standard and staying in fair territory is in play, and the batter runner and base runners may advance to any base at their own risk.

On McNair #6, any ball hit over the fence on the fly or from players' glove is a home run. If the ball goes through, under or bounces over fence, it is automatically two bases. Any ball hitting the light standard and staying in fair territory is in play, and the batter runner and base runners may advance to any base at their own risk.