

## Rocky Mountain Junior Baseball League (RMJBL) Rules Summary

| Age                                  | 8   | 9                    | 10                   | 11                   | 12                   | 13                   | 14                              | Definition  |
|--------------------------------------|---|----------------------|----------------------|----------------------|----------------------|----------------------|---------------------------------|---|
| Innings                              | 6   | 6                    | 6                    | 6                    | 6                    | 7                    | 7                               | Number of innings per game, subject to time limit   |
| Time Limit                           | 1:45  | 1:45                 | 1:45                 | 1:45                 | 1:45                 | 1:45                 | 1:45                            | No new inning may begin after time limit. Current inning may be completed if home team is behind  |
| Base Distance                        | 60  | 65                   | 65                   | 70                   | 70                   | 80                   | 90                              | Distances set between bases   |
| Pitch Distance                       | 40  | 43                   | 46                   | 50                   | 50                   | 54                   | 60                              | Distance between front of pitching rubber and back tip of home plate  |
| Balk/Warnings                        | No  | Y/2                  | Y/2                  | Y/1                  | Y/1                  | Y/0                  | Y/0                             | Number of warnings before balk is imposed   |
| Metal Spikes allowed                 | No  | No                   | No                   | No                   | No                   | Yes                  | Yes                             | Metal spikes are NOT permitted on turf or portable pitching mounds  |
| Mound Trips                          | 2   | 2                    | 2                    | 2                    | 2                    | 2                    | 2                               | Pitcher must be removed upon 2nd visit and cannot return to game as a pitcher   |
| Run Rule                             | 15/3<br>12/4<br>10/5  | 15/3<br>12/4<br>10/5 | 15/3<br>12/4<br>10/5 | 15/3<br>12/4<br>10/5 | 15/3<br>12/4<br>10/5 | 15/3<br>12/4<br>10/5 | 15/3<br>12/4<br>10/5            | Game ends if one team is ahead by specified runs at the end of the specified inning (10/5 means 10 runs after 5 innings)                    |
| Dropped 3rd strike                   | Out*  | Out*/Safe            | Safe                 | Safe                 | Safe                 | Safe                 | Safe                            | *On a dropped 3rd strike, the batter is out in 8U, 9A, 9AA.   |
| Designated Hitter                    | No  | No                   | No                   | No                   | No                   | No                   | No                              |   |
| Courtesy Runner                      | Catcher   | Catcher              | Catcher              | Catcher              | Catcher              | Catcher              | Catcher                         | Last batter out may run for the catcher of record at the end of the previous half inning. An injured player MAY request a courtesy runner.  |
| Bat Designation                      | BPF 1.15  | BPF 1.15             | BPF 1.15             | BPF 1.15             | BPF 1.15             | BPF 1.15<br>Drop -8  | BPF 1.15<br>Drop -5<br>BBCOR -3 | Bats must have USSSA or USA bat stamp on bat. 14U must have BBCOR stamp (if bat is -3). Wood bats are permitted.                            |
| Pitch Counts                         | See Pitch Smart guidelines. This includes mandatory rest days.  |                      |                      |                      |                      |                      |                                 | Maximum number of pitches permitted by a pitcher. A pitcher who has reached their max, MAY finish the current batter before being replaced. |
| Stealing                             | See stealing/leadoff rules by age division below  |                      |                      |                      |                      |                      |                                 |   |
| <b>Stealing Rules/Clarifications</b> |   |                      |                      |                      |                      |                      |                                 |   |
| 9AAA-14U                             | - Standard baseball rules   |                      |                      |                      |                      |                      |                                 |   |
| 9A/9AA                               | - Players cannot advance home on an overthrow, wild pitch or passed ball, <b>UNLESS</b> advancement is deemed (by the umpire) a continuation of prior play.<br>- Dropped 3rd strike is an Out   |                      |                      |                      |                      |                      |                                 |   |
| 8U                                   | - No leading off<br>- Pitched ball must cross home plate prior to advancing off any base<br>- Players cannot advance home on an overthrow, wild pitch or passed ball (can be hit or walked home only)<br>- Dropped 3rd strike is an Out |                      |                      |                      |                      |                      |                                 |   |

| Game Format & Player Participation Rules    |   |
|---|---|
| Official / Complete                         | <b>A game will be deemed complete in the event of an environmental discontinuation OR upon expiration of time limit IF:</b>   |
|   | 8U-12U For a 6-inning game: 3 innings have been completed OR if the home team has scored more runs in 2 innings than the visiting team has scored in 3 innings.   |
|   | 13U-14U For a 7-inning game: 4 innings have been completed OR if the home team has scored more runs in 3 innings than the visiting team has scored in 4 innings.  |
|   | Ties Game can end in a tie upon the completion of current inning  |
| Player Participation                        | Batting Teams are required to bat all eligible players  |
|   | Injured/Sick A player that is sick or injured may be removed from the lineup without penalty  |
|   | Defense AAA: All available players must play at least 1 full inning on defense<br>A/AA: Players may not sit two defensive innings in a row  |
|   | Substitution There are no limitations on substitutions  |
|   | Removed Player Any removed player from the batting lineup may not re-enter the game   |
|   | Ejected Player or Coach A player that is ejected from the game is an automatic Out each time the player's position in the batting comes up<br>Any ejected player or coach must leave the field and premises immediately <b>AND</b> is neither permitted to play nor be on the premises during the next game<br>All ejections must be communicated to their respective league directors at the end of the game   |
|   | Late arriving player Must be added to the end of the lineup. Once team has batted through the lineup no late players can be added.  |
| Number of Players at Game Time              | Less than 7 Team must forfeit   |
|   | 7 Automatic out for the 8th spot in the lineup but not the 9th spot   |
|   | 8 No penalty  |
|   | Late arriving player Must be added to the end of the lineup. Once team has batted through the lineup no late players can be added.  |
| Player Age                                  | For all age divisions, the age cutoff is May 1st of that calendar year. Therefore, age is determined by the player's age as of April 30th of that calendar year. For example, if a player turns 10 years old <b>before</b> May 1st, the player will need to play on a 10U team (or older). A Player can always play up in age but cannot play down in age. The same goes for the division (A/AA/AAA) in which the player plays. Player may play up a division but not down a division based on the original age bracket.        |
| Score/Pitch reporting/Pitch Smart adherence | With the Spring season, RMJBL has enacted the Pitch Smart Guidelines as a RULE. All Pitch Smart pitch counts <b>and</b> rest days are mandatory by rule. Coaches...it is your responsibility as a coach to care more about your players arms than winning a game. We all need to be of service to these players and ensure their safety and ability to have as long a baseball career as possible.  |
|   | Coaches will have 48 hours OR before the start of their next game (if games are played on back-to-back days) to input scores and pitch counts. Coaches are required to enter pitch counts, for their own team, when scores are submitted. Pitch counts MUST include pitcher's last name and first initial, jersey #, and number of pitches.   |
|   | Please be diligent in following rest days and pitch counts. The rules will be implemented for age of team, not age of player. For example, if you have a 10 year old playing on an 11U team, pitch counts will be for the 11U age detailed in the Pitch Smart guidelines.   |
|   | If there is an infraction in pitch counts, the coach (of either team) must call a timeout and inform the umpire. It is recommended that coaches have a plate meeting to discuss. If the pitcher is over the limit, the pitcher must be removed as a pitcher. The game will carry on that that pitcher may play any other position (not recommended to play catcher for arm care purposes). If the pitch count is nearing, the pitcher can finish the current batter and exceed the pitch count without incurring an infraction. |
| Scoring/Tracking                            | <b>Game Changer</b> is mandatory to be used by all teams. Team name must include area, coach last name and age/division.  |