

North Jefferson Junior Baseball Association – Fall Ball Consolidated Tournament Rules

| Age                | 8               | 9               | 10              | 11              | 12                        | 13                        | 14                          | Rules Definitions   |
|--------------------|-----------------|-----------------|-----------------|-----------------|---------------------------|---------------------------|-----------------------------|---|
| Innings            | 6               | 6               | 6               | 6               | 7                         | 7                         | 7                           | Number of innings per game, subject to Time Limit.  |
| Time Limit         | 1:30            | 1:45            | 1:45            | 1:45            | 1:45                      | 1:45                      | 1:45                        | <ul style="list-style-type: none"> <li>No new innings begin after time limit, If game is tied after 1 hr 45 mins, have California tie breaker with be put in place until a winner is decided.</li> <li>California tie breaker - Starting the new inning in overtime a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.</li> </ul> |
| Base Distance      | 60              | 65              | 65              | 70              | 70                        | 80                        | 90                          |   |
| Pitch Distance     | 40              | 44              | 46              | 50              | 50                        | 54                        | 60                          |   |
| Balk / Warnings    | No              | No              | Y / 2           | Y / 1           | Y / 1                     | Y / 0                     | Y / 0                       | Number of warnings before balk is imposed   |
| Steel Spikes       | No              | No              | No              | No              | No                        | Yes                       | Yes                         |   |
| Mound Trips        | 2               | 2               | 2               | 2               | 2                         | 2                         | 2                           | Pitcher must be removed upon 2 <sup>nd</sup> visit  |
| Run Rule           | 15 / 3<br>8 / 4 | 15 / 3<br>8 / 4 | 15 / 3<br>8 / 4 | 15 / 3<br>8 / 4 | 15 / 3<br>12 / 4<br>8 / 5 | 15 / 3<br>12 / 4<br>8 / 5 | 15 / 3<br>12 / 4<br>8 / 5   | Game ends if one team is ahead by limit runs at the end of the specified inning (e.g. 8/5 means 8 runs after 5 innings)   |
| Pitch Limit / Game | 3               | 3               | 3               | 3               | 3                         | 3                         | 3                           | Maximum innings a pitcher can pitch in a single game.   |
| Pitch Limit / Days | 5 / 1           | 5 / 1           | 5 / 1           | 5 / 1           | 5 / 1                     | 5 / 1                     | 5 / 1                       | Maximum innings a pitcher can pitch   |
| Stealing Allowed   | Yes/No**        | Yes/No**        | Yes             | Yes             | Yes                       | Yes                       | Yes                         | **See Notes / Clarifications below.   |
| Dropped 3rd Strike | Out             | Out             | Safe            | Safe            | Safe                      | Safe                      | Safe                        | On a swinging or called dropped 3 <sup>rd</sup> strike, the batter is out in 9U   |
| 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.   |
| Bat Designation    | BPF 1.15        | BPF 1.15        | BPF 1.15        | BPF 1.15        | BPF 1.15                  | BPF 1.15                  | BPF 1.15   -5<br>BBCOR   -3 |   |

North Jefferson Junior Baseball Association – Fall Ball Consolidated Tournament Rules

**\*\*Stealing Notes/Clarifications:**

| Ages 10-14   | 9U   |
|--|--|
| <ul style="list-style-type: none"> <li>Leading off allowed</li> <li>Stealing home is live</li> <li>On a swinging or called third strike, ball is live</li> </ul> | <ul style="list-style-type: none"> <li>leading off and stealing is allowed</li> <li>Players cannot steal home on a passed ball/wild pitch, all other ways to score are allowed</li> <li>On a swinging or called third strike, the batter is out</li> </ul> |

**RMJBL Game & Player Participation Rules**

|                                       |                      |   |
|---------------------------------------|----------------------|---|
| <b>Game Format</b>                    | Ties                 | <ul style="list-style-type: none"> <li>Game can not end in a tie. If game is tied after 1 hr 45 mins, have California tie breaker with be put in place until a winner is decided.</li> <li>California tie breaker - Starting the new inning in overtime a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.</li> </ul> |
| <b>Pitching</b>                       | 9U                   | Kid pitch ONLY for 9U, there will be no Coach pitch   |
|                                       | Innings              | Innings are counted in 1/3 <sup>rd</sup> innings, so each out counts as 1/3 of an inning. Max 5 innings for the day, 3 max per game. You are responsible for tracking innings as coach and turning into umpire.   |
| <b>Player Participation</b>           | Batting              | Teams are required to bat all available players.  |
|                                       | Injured Player       | A player that is injured may be removed from the lineup without penalty (no automatic out).   |
|                                       | Ejected Player       | A player that is ejected from the game is an automatic out each time the player's position in the batting lineup comes up.  |
|                                       | Defense              | All available players must play at least 1 full inning on defense, and must not sit more than two continuous innings.   |
|                                       | Substitution         | There are no limitations on substitutions.  |
|                                       | Removed Player       | A player removed from the batting lineup may not re-enter the game.   |
| <b>Number of Players at Game Time</b> | Less than 7          | Forfeit   |
|                                       | 7                    | Automatic out for the 8th spot in the lineup but not the 9th spot.  |
|                                       | 8                    | No penalty (no automatic out)   |
|                                       | Late arriving player | Can be added to the bottom of the batting lineup as soon as player becomes available.   |
| <b>Other Rules</b>                    | Home Team            | Home team will be decided by coin flip at home plate at game time. Home team will keep score.   |
|                                       | Protest              | All issues will be determined by Umpire(s). There will be no protests allowed.  |
|                                       | Run Limit            | There is no run limit per inning like typical fall rules.   |
|                                       | Tournament Director  | There is no tournament director, please inform Jeff (Ulysses fields) or Ryan (Pioneer or Youth Memorial Fields) or umpire issues  |