

Rocky Mountain Junior Baseball League Rules Summary

Age	8	9	10	11	12	13	14
Innings	6	6	6	6	6	7	7
Time Limit	1:45	1:45	1:45	1:45	1:45	1:45	1:45
Base Distance	60	65	65	70	70	80	80*/90
Pitch Distance	40	46	46	50	50	54	54*/60
Balk / Warnings	N/A	Y / 1	Y / 1	Y / 0	Y / 0	Y / 0	Y / 0
Steel Spikes	No	No	No	No	No	Yes	Yes
Mound Trips	2	2	2	2	2	2	2
Run Rule	15/3-8/4	15/3-8/4	15/3-8/4	15/3-8/4	15/3-12/4-8/5	15/3-12/4-8/5	15/3-12/4-8/5
Pitch limit to pitch next day	3	3	3	3	3	3	3
Pitch 1 Day Max / Game	6	6	6	6	6	7	7
Pitch 3 Days Max	8	8	8	8	8	8	8
Stealing Allowed	Yes/No**	Yes/No**	Yes	Yes	Yes	Yes	Yes
Dropped 3rd Strike	Out	Safe/Out** *	Safe	Safe	Safe	Safe	Safe
Designated Hitter	No	No	No	No	No	No	No
Courtesy Runner	Catcher & Pitcher	Catcher & Pitcher	Catcher & Pitcher	Catcher & Pitcher	Catcher & Pitcher	Catcher & Pitcher	Catcher & Pitcher

* 14AA teams are allowed to play 54/80, however, coaches can mutually agree to play 60/90

**Lead off and stealing allowed in AAA, and AA ages 9 -14

Stealing allowed in Leagues 9AA and 8 Majors/Farm (pitched ball must cross home prior to advancing off any base).

-- Except player cannot advance to home on an overthrow, wild pitch, or passed ball (hit or walked home only). Player starting at 2nd base cannot advance home on an overthrow or passed ball.

***On a swinging or called third strike, the batter is out in Leagues 9AA and 8 Majors/Farm

***On a swinging or called third strike, the ball is live in 9AAA, and 10AA League and above

Number of innings per game: subject to time limit Time Limit: No new innings may begin after time limit

Mound Trips: Coaches may make one mound trip-per pitcher per game. Upon the 2nd mound trip the pitcher must be removed.

Run Rule: 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)

Balk Warnings: Number of warnings before balk is imposed

Pitch Limit to pitch next day: the maximum number of innings a player can legally pitch in 1 day and still pitch the next day.

Pitch Limit / Game: max innings a pitcher can throw in a single game/day

Pitch 3 Days: max innings a pitcher can throw 3 consecutive days. A player that pitches 8 innings in 2 days must rest the next day. A player that pitches 3 consecutive days must rest the next day.

Courtesy Runner: Pitcher and Catcher from the previous inning on defense. Last out may run.

Game Format

Game can end in tie

If a game is considered not official or complete, the game will be started over and played in its entirety

8U-12U for a 6 inning game 3 innings have been completed, or if the home team has scored more runs in 2 innings or 2 ½ innings than the visiting team has scored in 3 innings or if the home team scores 1 or more runs in its ½ of the 3rd inning to tie the score.

13U-14U for a 7 inning game 4 innings have been completed, or if the home team has scored more runs in 2 innings or 2 ½ innings than the visiting team has scored in 3 innings or if the home team scores 1 or more runs in its ½ of the 3rd inning to tie the score.