

JUNIOR LEAGUE (KID PITCH) RULES

Updated 7/26/2025

1. All Junior League games are scheduled to start at 7:00pm, unless otherwise noted. The home team will occupy the first base dugout. The home team will also keep the official scorebook.
2. Coaches should refer to the League webpage to be made aware of any cancellations or schedule changes. However, many times a game cannot be canceled until the last minute. If not certain, it is best to have your team show up.
3. Teams may take batting practice in the cages only. The away team practice is 5:45-6:15pm and home team 6:15-6:45pm.
4. All players must wear a team hat, shirt (tucked in), and long pants (no shorts). Metal cleats are not allowed.
5. A team will consist of ten (10) players on the field. A team must have eight (8) players or a forfeit will result. Each team shall bat their complete roster in the rotation. There is an automatic out for your 9th batter if you only have 8 players.
6. There must be 4 outfielders in the grass before each pitch (fewer if not playing with 10 fielders). All infield positions must be occupied before each pitch. Infielders cannot be positioned in the outfield in order to gain a defensive advantage.
7. A player may **NOT** sit out more than two (2) innings per game and those innings must not be consecutive. If a player is unable to play during the game, (illness, injury, or fear) that player shall not be forced to play and the team shall not be penalized. In the event of this happening, it shall be reported to the umpire and the opposing coach immediately.
8. **There is a 1 HOUR and 25 MIN. TIME LIMIT DURING THE REGULAR SEASON ONLY. No inning will start after the time limit is up. An inning in progress will be finished. An inning starts immediately after the final out of the preceding inning. Each coach will be expected to keep the game moving.**
9. A game shall consist of six (6) innings. **10 RUN RULE** goes into effect after three and one-half (3.5) innings.
10. In case of "ADVERSE WEATHER CONDITIONS", a complete game shall be four (4) innings (3.5 if the home team is ahead). If it is not complete, the game shall be suspended. Rainouts will be rescheduled through the league only.
11. Each team will bat until there are three (3) outs or reach the maximum runs for that inning. Teams can score a maximum of six (6) runs in the first five (5) innings and ten (10) runs in the sixth (6th) or any extra innings needed.
12. Infield fly rule is **NOT** in effect.

13. Maximum bat length is thirty (30) inches. Only bats with a USABat stamp are allowed. Wood bats are allowed at players own risk. Coaches, please help in watching the bats in your dugout.

1. This is an appeal situation
2. If an illegal bat is discovered before the game, before an at bat, or during an at bat, the bat must be removed and a warning will be issued to the offending team. Subsequent offenses will result in the batter being called out.
3. If suspected after an at bat, the coach must appeal before the next at bat. If an illegal bat is discovered, the batter will be called out, and all runners must return to their base. If a runner is put out during an illegal at bat, the out will stand.

14. Runners are allowed to steal **ALL** bases. The following rules apply for stealing a base.

1. No lead offs, no delayed steals.
2. The runner(s) may **NOT** leave the base until the pitch crosses the plate.
 - A. The umpires will issue a warning to **BOTH** coaches upon the first offense. Each coach will get 1 warning after that any runner caught leaving early will be called out.
3. Runner on 3rd may only attempt to steal on a passed ball at home, or if an attempt is made to get a runner out.
4. Once the catcher secures control of the ball and the runner(s) stops progress, runners must immediately return to base, **NOT** wait until the catcher throws back to the pitcher and then attempts to steal.
5. A batter that is walked may **NOT** attempt to steal second until the next pitch crosses the plate.
6. An overthrow back to the pitcher is not considered an attempt on the runner. Runners cannot advance.

15. A baserunner may continue to advance until the ball is dead. Runners should be aggressively seeking the next base. The ball will be considered dead when it is in the pitcher's hand standing on the **MOUND**.

16. A pitcher will be allowed six (6) outs per game. These outs must be consecutive. Coaches are responsible for recording the number of outs pitched for the pitchers. A pitcher will get 8 warm up pitches in relief to keep the innings moving and 5 to begin the inning.

17. Instruction on balks is encouraged but balks will not be called during the game.

18. Coaches should limit trips to the mound. A pitcher **MUST** be removed upon the second (2nd) visit of the inning.

19. **THREE (3) HIT BATSMEN RULE.** A pitcher **MUST** be removed from the game upon hitting three (3) batters in the same inning.
20. Intentional walks are **NOT** allowed.
21. There is a **NO MUST SLIDE RULE.** When the fielder has the ball, the runner has two (2) choices- 1) slide or 2) attempt to get around the fielder. A runner may not intentionally hinder or impede a throw. Runner may **NOT** deliberately or maliciously contact the fielder, but runner is **NOT** required to slide. If the fielder does not have possession but is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious and is deemed so by the umpire.
22. Double first base rule.
1. A runner should use the orange base on initial play at first base, unless the fielder is drawn to the orange base in which case a runner should use the white base.
 2. A runner is never out for touching the white base rather than the orange base.
 3. Once the runner reaches first base, the runner must then use the white base.
23. All players and coaches **MUST** remain in the dugout during the game unless coaching a base or the field, batting, on base, on deck, or in the field. Please keep all spectators out of the dugout. When playing defense, only one (1) coach will be allowed on the playing field with their team.
24. No player can be traded from one (1) team to another.
25. All late signups must apply through the MJBL application process. The MJBL board will decide if the player is allowed to play and which team that player will be on.

GOOD SPORTSMANSHIP WILL BE EXPECTED FROM ALL PLAYERS, COACHES, AND SPECTATORS AT ALL TIMES. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED AND SHALL BE CAUSE FOR EJECTION FROM THE COMPLEX. ANY EJECTION WILL RESULT IN A ONE GAME SUSPENSION. A 2nd EJECTION IS SUBJECT TO POSSIBLY BEING REMOVED PERMANENTLY FROM THE PARK. THIS WILL BE STRICTLY ENFORCED!

REMEMBER, OUR UMPIRES ARE MOSTLY KIDS AND DO THE BEST THEY CAN. THEY MAY NOT BE PERFECT, AND MAY MAKE OCCASIONAL BAD CALLS.