

## Rocky Mountain Junior Baseball League Rules Summary (Page 1)

Age	8	9	10	11	12	13	14	Rules Definitions
<b>Innings</b>	6	6	6	6	7	7	7	Number of innings per game, subject to Time Limit.
<b>Time Limit</b>	1:45	1:45	1:45	1:45	1:45	1:45	1:45	No new innings begin after time limit
<b>Base Distance</b>	60	65	65	70	70	80	90	
<b>Pitch Distance</b>	40	46	46	50	50	54	60	
<b>Balk / Warnings</b>	No	Y / 2	Y / 2	Y / 1	Y / 1	Y / 0	Y / 0	Number of warnings before balk is imposed
<b>Steel Spikes</b>	No	No	No	No	No	Yes	Yes	
<b>Mound Trips</b>	2	2	2	2	2	2	2	Pitcher must be removed upon 2 <sup>nd</sup> visit and cannot return to game as a pitcher.
<b>Run Rule</b>	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	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)
<b>Pitch Limit / Game</b>	3	6	6	6	7	7	7	Maximum innings a pitcher can pitch in a single game or day.
<b>Pitch Limit / Days</b>	6 / 2	6 / 2	6 / 2	6 / 2	7 / 2	7 / 2	7 / 2	Maximum innings a pitcher can pitch / days
<b>Pitch 3 Days</b>	No	No	No	No	No	8 / 3	8 / 3	Maximum innings a pitcher can pitch over 3 consecutive days
<b>Stealing Allowed</b>	Yes/No**	Yes/No**	Yes	Yes	Yes	Yes	Yes	**See Notes / Clarifications below.
<b>Dropped 3rd Strike</b>	Out	Safe/Out	Safe	Safe	Safe	Safe	Safe	On a swinging or called dropped 3 <sup>rd</sup> strike, the batter is out in 8 Majors/Farm and 9AA
<b>Designated Hitter</b>	No	No	No	No	No	No	No	
<b>Courtesy Runner</b>	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.
<b>Bat Designation</b>	BPF 1.15	BPF 1.15	BPF 1.15	BPF 1.15	BPF 1.15	BPF 1.15	BPF 1.15   BBCOR   -3/-5	

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

9 AAA and AA ages 10-14	9 AA and 8 Majors/AAA
<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>No leading off</li> <li>Pitched ball must cross home plate prior to advancing off any base</li> <li>Players cannot advance home on an overthrow, wild pitch or passed ball (can be hit or walked home only)</li> <li>On a swinging or called third strike, the batter is out</li> </ul>

## Rocky Mountain Junior Baseball League Rules Summary (Page 2)

### RMJBL Game & Player Participation Rules

<b>Game Format</b>	Ties	Game can end in a tie
<b>Official / Complete</b>	8U-11U – complete / official game	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.
	12U-14U complete / official game	For a 7-inning Game, 4 innings have been completed; or If the home team has scored more runs in 3 innings or 3 ½ innings than the visiting team has scored in 4 innings; or If the home team scores 1 or more runs in its ½ of the 4rd inning to tie the score.
<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.
	Substitution	There are no limitations on substitutions.
	Removed Player	A player removed from the batting lineup may not re-enter the game. After removal, a pitcher may not return to pitch in the same 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.