

OFFICIAL RULES

OF

Rocky Mountain Junior Baseball League

Forward

In an effort to reduce complexity and clarify differences, The Rocky Mountain Junior Baseball League (RMJBL) incorporates by reference the rules of the United States Specialty Sports Association (Section 7 - Rules of Play of the USSSA Official Baseball National By-Laws and Rules,) and by extension, The Official Rules of Baseball - National League, as published by Major League Baseball on the MLB.com web site for all rules that pertain to the play of the game.

In the event of any conflict in rule between these Official Rules of Rocky Mountain Junior Baseball League, the USSSA Official Baseball National By-laws & Rules, and The Official Rules of Baseball - National League. These Official Rules of the Rocky Mountain Junior Baseball League shall govern. The By-Laws of RMJBL shall supersede these rules and any included by reference in the event of a conflict.

Any reference to a particular gender contained within these Official Baseball National By-laws & Rules such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, **and girl and are to be interpreted as gender neutral.**

USSSA rules <http://www.ussa.com/ussa/ussa-general/2013BBRuleBook.pdf>

Section 1 - Rules of Play for Ages 8 to 14

1.1 For the 9U AAA division:

- a. On a swinging or called third strike, the ball is live.
- b. Stealing of all bases is allowed.

1.2 For the 9 AA/A divisions:

- a. On a swinging or called third strike, the batter is out whether or not the catcher holds the ball.
- b. Base runners may lead off and steal bases. However, no runner may advance from 3rd to home unless he is batted home or forced by a base on balls. The runner on 3rd cannot advance on a wild pitch or passed ball.

Section 2 - Rules of Play for Level III Baseball

1.1 Level III Baseball will be played under CHSAA rules.

1.2 The time limit for all Level III Baseball will be 2 Hours 15 Minutes.

1.3 When the total number of teams permits, there will be two divisions of Level III play, National League (higher level) and American League (lower level).

1.4 All Level III baseball will use 60'6" pitching distance and 90' base paths.

2.1.5 Level III Teams may choose to bat all - play all following the rules established in section 1.6 8U-14U Player Participation, or may choose to follow player participation rules established in CHSAA. Once the game has begun the team may not change their player participation approach.

Section 3 - League Structure

RMJBL will place its teams in the following divisional structure: Majors, AAA, AA, A. Member associations will be responsible for placing their teams in the appropriate division. RMJBL will combine

divisions within an age level if there are fewer than 6 teams at a level.

AMENDED RULES

1.6 8U-14U Player participation

1.6.1 At the beginning of each game the coach of each team will be required to establish a batting order which includes every player on the team's official roster who is available to participate in that particular game. Teams are required to bat all available players.

1.6.2 All players must play at least one full inning on defense

1.6.3 Pitchers may not exit the pitching position and then re-enter as pitcher. Otherwise, there are no limitations on substitutions

1.6.4 A player that is injured may be removed from the lineup without penalty (no automatic out). A player that is ejected from the game is an automatic out each time the player's position in the lineup. The player removed from the line up may not re-enter the game.

1.6.5 A team with only eight or more available uniformed players may play without penalty (no automatic out). If only 7 players available the team must take an automatic out for the eighth player but not the 9th player. Less than 7 available players is a forfeit.

1.6.6 In the resumption of a suspended game (any game in which the first out is completed), only those players on the original lineup are eligible for play. The originally submitted batting order must be maintained. Any player from the original lineup not available or not present at the start of the resumed game may be replaced with another originally available player on the team's official roster without penalty.

1.6.7 No pinch runners are allowed. Courtesy runners for the Pitcher and Catcher are allowed. A runner may be substituted only in the case of injury. The substituted player must be removed from the game.

Pitching Chart

Column A = The number in this column represents the maximum innings a pitcher can pitch in 1 calendar day and still pitch the next calendar day. Example: in the 10U division, a pitcher may pitch up to 3 innings in 1 calendar day and still pitch the next calendar day. If that pitcher pitched 3 1/3 innings in 1 calendar day, he would be ineligible to pitch the next calendar day.

Column B = This column represents the maximum innings a pitcher can pitch in 1 calendar day. Example: In the 10U division, a pitcher would be allowed to throw 6 innings in 1 calendar day. The pitcher would not be allowed to throw the next day.

Column C = The number in this column represents the maximum innings a pitcher could throw in 2 consecutive calendar days. Example: In the 10U division, a pitcher may throw a maximum of 7 innings in two consecutive calendar days. The pitcher would be allowed to throw any combination of innings over two calendar days that would equal 7 innings, as long as he did not exceed 3 innings the first calendar day.

Age	A	B	C
8U	3	3	6
9U	3	6	7
10U	3	6	7
11U	3	6	8
12U	4	7	9
13U	4	7	9
14U	4	7	11

Balk Warnings

Age	# of Warnings
8U	1
9U (A & AA)	1
9U (AAA & Majors)	0
10U ALL	0
11U ALL	0
12U ALL	0
13U ALL	0
14U ALL	0

Time Limits

Age	Time Limit	
8U - 10U A, AA, AAA	1:45	No new inning after 1:45
11U - 14U A, AA, AAA	2:00	No new inning after 2:00
8U - 14U Majors	2:00	No new inning after 2:00

Field Dimensions

Age	Bases	Pitching
8U	60'	40'
9U	65'	44'
10U	65'	46'
11U	70'	50'
12U	70'	50'
13U	80'	54'
14 A & AA	80'	54'
14 AAA & Majors	90'	60' 6"