



Junior League Rules

Introduction

This document contains the rules for Mosinee Youth Baseball (MYB) City League's Junior league. Standard Cal Ripken rules will apply with the following clarifications and exceptions. Any rules/situations not presented in this document or MYB's Code of Conduct are to be reviewed by a MYB Board Member at the fields to determine appropriate action. MYB reserves the right to make changes to this document and rules at any time.

Behavior

1. MYB has a separate Code of Conduct document that each player and parent/guardian must agree to and sign before becoming a part of MYB for the season. The MYB Code of Conduct precedes any behavior rules below and has more details regarding acceptable behavior.
2. ZERO TOLERANCE POLICY - No players, coaches, or spectators are to make unsportsmanlike comments or actions toward another team, umpire, or spectator.
3. Malicious contact – any purposeful, malicious contact will result in ejection from the game.
4. Field – Players are not to pick grass, kick dirt, dig holes, or any other action that will cause damage to the field.

Attire & Equipment

1. All players shall wear their MYB provided uniform to match their team.
2. A baseball cap is recommended be worn when playing defense. The MYB provided hat is preferred so all players match.
3. A batters' helmet is required when a player is batting or on base. MYB will provide helmets at this league level if a player does not have one of their own.
4. It is recommended cleated shoes be worn during play. Shoes with metal spikes are not allowed.
 - a. Exception, non-cleated athletic shoes are recommended when pitching on the pitching mound.
5. No jewelry, except medical, may be worn during games. This included watches, bracelets, necklaces, and earrings. Corrective glasses and sunglasses are allowed.
6. A protective cup is highly recommended to be worn by the catcher.
7. **Bats Allowed:**
 - a. Bats must be marked USA or USSSA approved. Any drop is allowed.
 - b. Bat barrels may not exceed 2-3/4" in diameter.
 - c. Wood bats are allowed.
 - d. No BBCOR.



Game Rules

1. Game length will be six (6) innings or one (1) hour and (15) minutes, whichever comes first.
 - a. An inning in progress can be finished after the time limit, however, no new inning can be started after the time limit has been reached.
 - b. Official time will be kept by the umpire.
2. Games that are tied upon reaching the inning or time limit will end in a tie.
 - a. **Tournament only:** games will not end in a tie and use the tournament game tie breaker rules.
3. There will be a maximum number of runs scored per inning. No runs are to be scored after the run limit is reached, even if additional runners cross home plate.
 - a. **Regular Season limit:** 5 runs
 - b. **Tournament limit:** 15 runs
4. The distance between the bases is 60 [ft] (shorter set of base posts).
5. The pitching mound is placed so that the distance from the back point of home plate to the pitcher's plate is 46 [ft] and is in line with home plate.
6. Each team must play with at least eight (8) players.
 - a. During the regular season, if the opposing team has more than ten (10) players, both coaches can agree to allow the team with (8) to borrow up to two (2) players for that game.
 - b. If playing with an open outfield position, typically right field or left field, if the ball is hit to the vacated outfield position, the center fielder or head coach may call time. If this happens, play is stopped, and the batter will advance to second base and any runners advance two (2) bases.
7. Each team must field ten (10) players if able. Any remaining players will sit on the bench for the inning.
 - a. Catcher, pitcher, 1st/2nd/3rd base, short-stop, left/center-left/center-right/right field
8. A player who leaves the game and disrupts the batting order or bench time balance may not return to the game.
 - a. An injured player may return to the game, but an out must be recorded before their next at-bat if they disrupted the batting order. If this is the third out, then they would bat first the next inning. The coach must try to adjust the defensive lineup to correct the bench time balance as best as possible.
 - b. Special circumstances may happen and would require MYB Board member approval to override this rule.
9. A maximum of four (4) adults per team are allowed in the dugout during games.



10. **EXCEPTIONS TO BELOW RULES** – During the first four (4) weeks of GAMES for the season there are modifications to some of the rules found elsewhere in this document. These modifications are to help ease players into the next level of baseball past machine pitch.
- a. **Game Weeks 1 & 2:** Walks will not be issued except if the batter is hit-by-pitch. On the fourth ball, the offensive coach will finish the at-bat via coach pitch. Coaches cannot walk their player regardless of pitches thrown, and even if accidentally hitting them with the pitch. The batter will either hit a fair ball or strike out. No stealing is allowed during these weeks.
 - i. For coach pitch, pitches must be thrown over-hand and from the edge of the pitcher's circle.
 - b. **Game Weeks 3 & 4:** Walks are still not issued except if the batter is hit-by-pitch by the opposing pitcher. The offensive coach will still finish at-bats after the fourth ball. Stealing is now allowed except for stealing home or when a coach is pitching.
 - c. **Remaining season:** Walks are now issued after the fourth ball and stealing home is now allowed.

Offense

- 1. All players will be in the batting order and must be locked at the beginning of the game.
- 2. An at-bat will be over when any of the following occur:
 - a. The batter hits a fair ball.
 - b. Three (3) strikes.
 - c. Batter is hit-by-pitch and issued a walk.
 - d. Exception: a player may not be called out on a foul ball. If a player hits a foul ball on their third strike they are not out and will receive at least one (1) more pitch.
- 3. There is no taking of first base on a dropped third strike.
- 4. When a runner is stealing home, the batter must leave the batter's box. Failure to do so obstructs play and the runner will be ruled out. The batter will continue their turn at-bat.
- 5. If the batter is injured, not due to hit-by-pitch, and cannot continue the at-bat, it will be considered an out and the next batter will be up. If the player returns to the game before their next at-bat, there will be no additional penalty. Follow the above returning player rule if an at-bat was missed and the player returns to the game.
- 6. If a runner is injured while on base and unable to remain in the game, the player who was last out may be used as a replacement. Follow the above returning player rule if the player decides to return to the game.
- 7. Runners cannot lead off the base. They may leave the base only after the pitch crosses home plate or is hit.
 - a. When runners are allowed to steal and choose to steal, if they leave the base early, they will be called out.
 - b. If a runner leaves the base, but decides to return to the base, they must do so before the next pitch or they will be called out.
- 8. While the ball is live, all runners must leave their helmets on until entering the dugout.
 - a. Failure to do so will result in a team warning and the next offender will be charged with a team out.



9. If a team's catcher is on base with two (2) outs, the player who made the second out should be used as a courtesy runner. This allows the catcher to change into the catcher's gear and reduce the time between innings.
10. Feet first sliding is ok and should be encouraged when being played on.
11. Head first sliding:
 - a. Is NOT allowed when advancing to a base and the runner will be called out.
 - b. IS allowed if a runner is returning to a base after rounding or over-running a base.
12. Touching a base runner is allowed by coaches and teammates if it doesn't help or impede the actual running of the bases.
13. Three (3) offensive coaches are allowed on the field during regular season and tournament play.
 - a. First base, third base coaches and one coach next to the dugout to help control the dugout and batting order.
14. Bunting is allowed in this league. If the player shows bunt, they must bunt or pull back and not swing.
 - a. If the player swings the bat they will be called out.
15. Leading off the base is not allowed in this league.

Defense

1. Pitchers can pitch a maximum of two (2) innings per game. One (1) pitch thrown counts as an inning.
2. A coach may make one (1) visit to the pitcher's mound without pulling the pitcher. The second visit to the mound must result in a pitcher change.
 - a. If the second visit is after an at-bat has started, the pitcher will finish the at-bat and then be removed.
3. Once a pitcher has started an at-bat, they cannot be removed until after the at-bat has concluded.
 - a. The pitcher sustaining an injury is the only exception to this rule.
4. Once a pitcher is removed from pitching, that player may not pitch again in that game.
5. If a pitcher walks four (4) batters in consecutive order or seven (7) batters in a single inning, they must be removed.
6. No intentional walks are allowed.
7. Once the pitcher has control of the ball, and base runners have stopped forward movement, all runners must go back to the last base touched unless a play is attempted. A play is defined as the pitcher throwing toward a base or pitching to the next batter.
8. Fielders may not interfere with a base runner. Runners must be given their preferred path unless a play is being made on them.
9. A player who has sat out an inning must not sit out another inning unless every other player has sat out an equal number of innings. Bench time must be evenly distributed among all players as best as possible.
 - a. Injuries are an exception to this rule.
 - b. Disciplinary action via the coach or MYB board member is an exception to this rule.



City Tournament

1. Placement tiebreakers are as follows: Head-to-Head, Runs Allowed, Runs Scored, then Coin Toss. IF there are more than two (2) teams in the tiebreaker, and the above sequence narrows it down to two (2) remaining teams, the sequence will repeat, starting with Head-to-Head.
2. Tournament games that are tied after reaching the standard game length will enter this extra inning format:
 - a. Each half-inning will begin with bases loaded and (1) out.
 - b. Bases will be occupied by the (3) players that batted last.
 - i. Last batter starts on 1st base.
 - ii. 2nd to last batter starts on 2nd base.
 - iii. 3rd to last batter starts on 3rd base.
3. The Home team is responsible for supplying one scorekeeper and reporting the score to the MYB board.
4. Tournament only run rule: the game ends if one team is up 15 runs after three (3) innings, ten (10) runs after four (4) innings, and eight (8) runs after 5 innings.