

## **JUNIOR BASEBALL LEAGUE RULES**

FOR

### **National Nine Year Old**

Games will be scheduled at 5:30 p.m. and 7:00 p.m. No new inning may begin more than 1 hour and 15 minutes after the scheduled start time. A new inning is considered to have started immediately after the first pitch in the top half of the inning.

- We will be using a Pitching Machine for the first half of the season. Each batter will be allowed 4 strikes, for each at bat, and no batter will be walked.
- At mid-season (specific data TBD each season), all games will be a player pitch for the remainder of the season and end of the season tournament. Each batter will be allowed 3 strikes and 5 balls for each at bat. Pitcher can only pitch 1 inning per game during the regular season. During the end of the year tournament, a pitcher may pitch a maximum of two innings. Any part of an inning pitched shall constitute a full inning pitched.
- All make-up games scheduled after the mid-season switch will be player pitch.
- There will be a five-run limit per inning, per team.
- All games will be five innings in length or within the games time limit.
- A game halted because of the time limit will be considered a complete game.
- Games stopped due to inclement weather or darkness will be considered an official game, provided that four innings have been completed, or three and one half innings if the home team is leading.
- The strike zone shall be from the shoulders to the bottom of the knee, and to one ball width to either side of home plate, as called by the umpire.
- Coaches must ensure equal playing time for all players.
- No player that arrives on time will sit 2 innings until all players have sat 1 inning.
- All players should play a non-outfield position for 1 full inning within the first 4 innings of every game at which they arrive on time.
- Teams must list their full roster and bat all available players. Official team rosters are established by OMGAA and filed with the League Coordinator. Roster changes are not permitted without written approval from OMGAA.
- **Metal cleats** are not allowed; soccer-type shoes with molded cleats are permitted.
- Batting line-up will be in a continues order for regular season games. For example, if batter #4 was the last out of the game batter #5 starts the next game. All teams must have a set batting order by the 3rd game played. Players missing a game or arriving late will resume their normal slot in the continuous order.
- Balls and strikes are not subject to review; the umpire's call is final.
- \* The first incident of a coach or player arguing a ball/strike call will result in a warning to the player, coach or both. \* Subsequent incidents will result in the player being called out, the coach removed from the game, or both.

**JUNIOR BASEBALL LEAGUE RULES**  
**FOR**  
**National Nine Year Old**  
**(cont.)**

- A dropped ball by the catcher on the fourth or third strike will result in the batter being called out. The play is dead, and the runners may not advance.
- The bases will be 60 feet apart, and the pitching mound will be 40 feet from the leading edge of home plate, as arranged by the grounds keeper. Coaches may not relocate bases.
- The infield fly rule shall not apply.
- The barrel of any game used bat shall not exceed 2-1/4 inches in diameter.
- The pitching machine is to be operated by the umpire. If a league provided umpire is not present, both opposing coaches must agree on a single adult volunteer umpire.
- The machine speed (30mph) and height setting will be controlled only by the machine operator. In the event that the pitching machine is or becomes inoperable, or is unavailable (locked up), the game will be played by having each coach pitch to their team (overhand). No walks will be permitted.
- No intentional bunting is allowed.
- Base stealing is prohibited.
- \* Runners may not lead off any base until a pitch has reached home plate.
- Pick-off attempts can be made after pitched balls, but not from the pitcher.
- \* If a legal pick-off attempt is made, the runner may then attempt to advance.
- \* If no pick-off attempt is made, the runner must return to the base. The first incident of a runner failing to return to base prior to the ensuing pitch will result in a dead ball called strike, and a warning to the coach and player. All runners must return to their base, and the ball will be repitched, unless the batter is ruled out. Subsequent incidents will result in a dead ball called strike, the offending runner will be called out, all other runners must return to their base, and the ball will be re-pitched unless the batter is ruled out.
- \* All runners may advance one and only one base on an overthrow, at their own risk. Once any runner safely advances one base, or is thrown out in the attempt, the play is dead, and all runners must hold to their respective bases, while the ball is returned to the umpire for the next pitch. There shall be only one overthrow for each at bat.
- The defensive team will play 9 players, and may place the traditional pitcher any place within the diamond formed by the baselines.
- No stealing is allowed on a pitched ball missed by the catcher.
- Any batted ball which comes in contact with the pitching machine or umpire before being touched by a legal defensive or offensive player is considered a dead ball.
- **NO DEFENSIVE COACHES ARE PERMITTED ON THE FIELD WHILE THE BALL IS LIVE AND IN PLAY!**