

Mosinee Youth Baseball, Inc.

Junior League Rules

STANDARD CAL RIPKEN RULES APPLY WITH THE FOLLOWING EXCEPTIONS:

1. First 2 weeks of season (or pre game agreement between coaches), we will not issue walks or allow steals. If a pitcher throws 4 balls, then a coach will step in to finish the at bat.
2. Shoes with metal spikes are not allowed.
3. No jewelry (except Medical) may be worn during games. This included watches, bracelets, necklaces, and earrings. Corrective glasses are allowed for all positions. Sunglasses are not allowed for pitchers.
4. USA Stamped bats or wood bats are supported. USSSA bats are not allowed.
5. Each team must play with at least 8 players. If you play with 8 and a ball is hit to the open outfield position left vacated, your CF can put their hands up for time. This will allow a double for the hitter and all base runners to moved forward 2 bases.
6. Each team will be expected to field 10 players. (4 outfielders)
7. All players will be in the batting order whether playing the field or not.
8. 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. Injuries are the exception to this rule.
9. ZERO TOLERANCE POLICY - No players, coaches, or fans are to make unsportsmanlike comments or actions toward the other team, fans or the umpire. Mosinee Youth Baseball has its own Zero Tolerance Policy which is incorporated into these rules by reference.
10. Game length will be six innings or one hour and 15 minutes - whichever comes first. No new inning should be started after the time limit has been reached although an inning in progress will be completed. Official time will be kept by the Umpire.
11. Regular season games that are tied upon reaching six complete innings or the time limit will end in a tie.
12. No intentional walks are allowed.
13. An Injured/Ill player can be removed from the game without penalty but will be out for the remainder of the game. If they do not wish to be out the remainder of the game, they can choose to take an out in place of their next at bat as an alternative.
14. A 5 run per inning rule is to be used during league play, not in Tournament play. This is intended to speed up the games and provide equal batting times for both teams. No runs are to be scored after the 5th run of an inning is scored

15. For City Tournament, the game ends if one team is up 15 runs after three innings, 10 runs after four innings, or eight runs after five innings
16. Maximum innings a pitcher is allowed to pitch per game will be 2. One pitch thrown counts as an inning.
17. Once a pitcher is removed from pitching, the player may not pitch again in that game.
18. If a pitcher walks 4 batters in consecutive order or 7 batters in a single inning, they must be removed.
19. 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. "Play" is defined as the pitcher throwing toward a base or pitching to the next batter.
20. No Head First Sliding when advancing to a base or the runner will be called out even if not played on. If a runner is returning to a base after rounding, over-running, or leading off, that runner may go into the base being returned to hands-first without being called out.
21. When a runner is stealing home, the batter must leave the batter's box. Failure to do so obstructs play. The runner is ruled OUT and the batter continues turn at bat.
22. If a batter is hit by a pitch or a runner is hurt while on base and unable to remain in the game, the player making the previous out may be used as a replacement. The injured player may reenter the game at a later time.
23. There is no taking of first base on a dropped third strike
24. No lead offs
25. Fielders may not interfere with a base runner. Runners must be given their preferred path unless a play is being made on them.
26. Touching a base runner is allowed by coaches and fellow teammates as long as it does not help or impede the actual running of the bases.
27. While ball is live, all runners must leave their helmets on until entering the dugout. Failure to do so will result in a team warning and next offender will be charged with a team out.
28. When stealing the base runner may leave the base only after ball crosses plate. If a base is left early, the runner will be called out
29. If a team's catcher is on base with 2 outs, the player making the second out should be used as a courtesy runner.
30. Maximum of 3 adults per team allowed in the dugout during games.
31. Home team is responsible for supplying one scorekeeper.
32. Protective cup must be worn by catcher while playing defense.