

MUSKEGO ATHLETIC ASSOCIATION

Junior Baseball League Rules

LEAGUE SPECIFIC

These rules are in addition to the MAA General Rules of Baseball and designed to allow an age/skill appropriate game for the Jr. Baseball league.

GENERAL:

1. Base paths will be 60 feet.
2. The pitcher's plate will be set at 46 feet from the back point of home plate.
3. A continuous batting order will be used.
4. Bats must be little league approved with a maximum barrel size of 2 5/8 inches.
5. The dropped third strike rule will be enforced. With less than two outs and first base occupied, the batter is called out and cannot advance to first base. The runners may advance at their own risk. With two outs, the batter and runners may advance at their own risk.
6. A post season tournament may be scheduled at the league chair's discretion. Any special rules of tournament play shall be provided by the league chair.
7. No designated or extra hitter rule will be used.
8. Managers must provide their line-up including **jersey number and player name** to the opposing manager prior to the beginning of the game.
9. All games will be 7 innings or two hours (1hr 45mins before Memorial Day). If after 7 innings the score is tied, extra innings will be played. No inning will begin after two hours.
10. Slaughter rule: 15 run lead after 5 innings. The remainder of the game will be played as a scrimmage with umpires; no additional score will be kept.

PITCHING:

1. A pitcher may pitch only 3 innings per game. One pitch is considered an inning. **(Penalty: Forfeiture of the game.)** Once a pitcher has been removed as a pitcher, he may not re-enter the game as a pitcher.
2. If a pitcher hits a batter, he may be removed as a pitcher at the discretion of the umpire. If a pitcher hits a second batter in any one inning, he **must** be removed as a pitcher.
3. No intentional walks will be allowed.
4. No balks will be called.

BASE RUNNING:

1. Base stealing is allowed after the pitch crosses home plate. Any runner leaving early will be called out, and the play is immediately dead.
2. All base runners must return to their base immediately when the pitcher catches the ball thrown from the catcher. If the pitcher misses a returned throw, the ball is live and all runners may advance at their own risk.
3. If a manager or coach touches a runner with the intent to start or stop him, the runner will be called out.
4. No stealing of home is allowed, however, a runner may advance to home on a wild pitch, passed ball or errant throw. Delayed steal of home is **not** allowed, e.g. during a throw from the catcher to the pitcher. First offense is a team warning, and play is dead. On the second offense, play is dead and runner will be called out.