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**KINGSLEY/BUCKLEY/MESICK/MANTON RECREATION LEAGUE, INC.**  
**10-11 (9 year old option) YEAR-OLD BOYS**  
**Jr. LEAGUE RULES**  
**Revised 4-2024**

- 1) Six (6) innings will constitute a complete game. Three (3) innings will constitute a complete game in the case of adverse conditions or rain. Coaches & Umpire makes the call. Anything less than three full innings will have to be rescheduled, from the point of cancellation.
- 2) Bases are 60 feet apart. The pitcher's mound is 46 feet from the back of home plate to the front of the pitching rubber. Home to 2<sup>nd</sup> base is 84 feet 10 inches.
- 3) Pitcher may throw a maximum of 9 outs per game. A pitcher may be removed from pitching and re-enter once at pitcher from any position or the bench. Removal includes ending one inning and not starting the next. In the event of a 7 run inning the pitcher will only be charged the outs achieved. A team must have at least two pitchers pitch 3 outs in a complete game. A MacGregor 74 will be the game ball.
- 4) **A pitcher who hits three (3) batters in the same inning must be removed from pitching in that inning. The pitcher may re-enter the game if it is the first time the pitcher has been removed. The second time a pitcher hits three (3) batters in an inning they will be removed from pitching for the rest of the game.** A batter must make a legitimate attempt to get out of the way of a pitch. The umpire may make an exception to the rule if he feels the batter tried to be hit or was at fault because the batter did not get out of the way of a pitch. A ball hitting the ground before the batter is a live ball and counts as a hit batter if an attempt to get out of the way was made.
- 5) A coach shall be allowed one trip to the playing field per inning. If a second trip is made to the playing field during any one inning, he/she must change pitchers. Attending to an injured player does not constitute a charged conference.
- 6) Teams can field up to 10 players (4 outfielders and 6 infielders, no short fielders allowed) Teams with less than seven (7) players will forfeit the game. Outfielders must play on the grass of the outfield. The shortstop & second basemen must start the play behind the baseline. Bunting is allowed.
- 7) Runners may lead off or steal once the ball has left the pitcher's hand.
- 8) Runners cannot steal home on a pitched ball. However, if the catcher makes an attempt to throw a runner out it's considered a live ball and home can be stolen at any time if there is a play in the field by the catcher to any base. **Play is dead once the attempt to throw to the pitcher who is within 10 feet of the mound.**
- 9) Infield Fly Rule - The rule applies with the runners on first and second or with the bases loaded less than two (2) outs. If the batter hits an infield fly which the umpire judges can be routinely caught, he immediately raises his arms and yells "The batter is automatically out if the ball stays fair". The runners may advance at their own risk, just like a normal pop fly. If the ball goes foul, it must be caught for the defense to record an out.
- 10) Each player must play defensively for a minimum of six (6) outs. All players will be put into the batting order and bat through the order. No batting substitutions.

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- 11) Runners are not allowed to knock over a baseman attempting to make a tag out. The runner will be called out and ejected from the game if the umpire judges that the contact was a deliberate attempt to injure. Any attempt to dislodge the ball from a defensive player shall be awarded a base.
- 12) There is no stealing of first base on a third strike. The batter is out. On a called fourth ball the play becomes dead. The batter can only advance to first base, all other runners advance to the next base.
  - a. The play is dead once the catcher makes an attempt to throw the ball back to the pitcher. There is no advancing on throws to the pitcher. Once the attempt is made by a fielder to throw the ball to the pitcher and the pitcher is within 10 feet of the mound the play is stopped. Runners already moving towards a base are allowed to continue. Runners not in motion must return to their previous base. Once the pitcher has the ball all players must return to their base.
- 13) Sliding Rule. If the fielder has the ball or is about to receive the ball, and is covering the base/plate, the player must avoid contact or slide to avoid being called out. The purpose of this rule is to avoid injuries. A player cannot be called out if they slide and there is contact, a player cannot be called out if they avoid contact going in without sliding, unless they are tagged out by the fielder. If the runner makes an attempt to hurt the fielder (umpire's judgment) they are out, the play becomes dead at this point, and the runner is ejected from the game. It is recognized that there may be accidental contact. The umpire may rule accordingly, and no penalty is assessed. All bases must be accessible to the runner if the fielder does not have the ball. A slide will be when one knee or hip touches the ground. There is one warning per team allowed.
- 14) If the home team is ahead by eight (8) or more runs after 4 ½ innings (the middle of the 5th), the Mercy Rule will come into effect and the game will be considered official. If the home team is losing, they will bat in the bottom of the inning, and if the deficit is reduced to less than eight (8) runs, the game will continue. If after 5 complete innings, the game will be complete if any team is 8 or more runs ahead.
- 15) 7 Run Rule: A maximum of seven runs per inning. The inning will end once the seventh run is scored. **EXCEPTION: During the last inning, the losing team is able to score more than 7 runs in order to win.**
- 16) Substitutions for a player can only be made in the case of injury. For the safety of the player, a player being substituted more than once in a game for an injury will have to sit out the remainder of the game.
- 17) The umpire and both coaches will discuss all the above rules before the game begins. Any rule not covered by the above will go by the official high school rule book.
- 18) All players must play six outs defensively. All players are put into the batting order and bat through the order. No batting substitutions.
- 19) Game start times may vary based on field availability. Please check the schedule for the appropriate start time.
- 20) **For the safety of all players, the diameter of the bat will be no greater than 2 5/8". The enforcement of this rule be up to the coaches, NOT the umpires.**