



Fall Junior High League Rules

- 1) Games are seven (7) innings or no new innings after 1 hour 30 minutes.
- 2) Regular season games can end in a tie. No extra innings, unless there is time left before no new innings.
- 3) There is a mercy rule after 10 runs.
- 4) The most runs a team can score in an inning is ten (10).
- 5) Pitchers cannot pitch more than three (3) innings per game. Please be aware of pitch count as well, and limit pitchers to less than 90 pitches per week if possible.
- 6) 8th and 9th graders should use BBCOR bats. 7th graders are allowed to use bats that are lighter than – 3 (drop three).
- 7) Limit pitchers to 4-6 warm-up pitches, to keep the game moving.
- 8) You may elect to play with a 4th outfielder and have a total of 10 in the field.
- 9) You can play with seven players, without the game being a forfeit. Only play with players on your official roster. No unregistered players are allowed to play. When playing with less than nine, there aren't auto-outs.
- 10) Everyone hits in the line-up and **field** substitutions are open. Pitchers cannot return to pitch if removed from the position.
- 11) Please slide on any plays at the plate. Teams will receive one warning. After that, the runner will be called out if they do not slide on a close play.
- 12) Please slide or peel out of the way of second base on a potential double-play attempt. Teams will receive one warning. After that, the hitter will be called out at first if the runner at second does not slide or peel away.
- 13) Pitchers will receive one balk warning prior to a balk being called.