



BB Junior Rules



It is the Manager's responsibility to understand and follow the rules; failure to do so could result in forfeiture of the game.

1. Games consist of 7 innings; there is a time limit of 2 hours and 15 minutes. Extra innings can be played to break a tie but new innings cannot be started after 2 hours and 15 minutes; if a new inning is started that inning is finished.
2. There will be inter-league games played with the West Bend Junior League teams. Games played in West Bend will have a time limit of 2 hours.
3. A maximum of 5 warm-up pitches are allowed between innings, they do not count towards pitch count.
4. The visiting team can take infield practice 20 minutes prior to the start of the game and the home team can take infield practice 10 minutes prior to the start of the game.
5. A game can be played with 8 players.
6. Lead-offs are permitted; the runner may advance at their own risk.
7. Only the nine players playing the field bat, there is no continuous batting order.
8. Straight 9 player batting orders are required (*not continuous lineups*). Each substitute must fulfill a minimum of 6 defensive outs and 1 at bat in a regulation game before the starter may re-enter; except for illness or injury, the starter may return without penalty and must complete his requirement of 6 outs before any other sub may re-enter.
9. Bats must be wood, or have a USABaseball or BBCOR certification.
10. There is a 15-run rule in effect after 4 innings or 10 runs after 5 innings.
11. Any player warming up a pitcher must wear a mask.
12. Pitching Rules:
 - a) The Little League pitch count rule will be used:
 - 1-20 pitches - no days rest
 - 21-35 pitches – 1 calendar day rest
 - 36-50 pitches – 2 calendar days rest
 - 51-65 pitches – 3 calendar days rest
 - 66+ pitches – 4 calendar days rest
 - League Age 12 players can pitch a maximum of 85 pitches per day
 - League Age 13-14 players can pitch a maximum of 95 pitches per day
 - b) A pitcher who pitches 41 or more pitches in a game cannot play catcher that day.
 - c) A player that has played catcher for four or more innings is not eligible to pitch that day.
13. In the event of an uncaught 3rd strike (*often referred to as a dropped third strike*), the batter becomes a runner when the 3rd strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs. League officials and umpires should use the term "*Uncaught 3rd strike*" rather than dropped 3rd strike.
14. A minimum of one, and a maximum of three coaches are allowed in the dugout at any time.
15. All boys are required to wear a protective cup. Metal spikes are allowed. C-Flaps are allowed on helmets but must be of the same manufacturer as the helmet.



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16. The umpire will ask each manager if all players are playing before the game starts and note any names of players that are being held out.
17. Headfirst slides are allowed. If in the judgment of the umpire a play was made at home plate and the runner did not slide, the runner will be declared out. Players should slide to avoid unnecessary contact. If in the judgment of the umpire malicious contact is imposed upon any fielder by a base runner, the runner will be declared out and ejected from the game. If malicious contact is imposed upon the runner by the fielder, the fielder will be ejected from the game.