

0 League Rules Summary

Age	8	9	10	11	12	13	14
Innings	6	6	6	7	7	7	7
Minimum Innings	6	6	6	7	7	7	7
Time Limit	02:00	02:00	02:00	02:00	02:00	02:00	02:00
Base Distance	60	65	65	70	70	80	80
Pitch Distance	40	44	46	50	50	54	54
Balk / Warnings	No	Y / 0	Y / 0	Y / 0	Y / 0	Y / 0	Y / 0
Steel Spikes	No	No	No	No	No	Yes	Yes
Mound Trips	2	2	2	2	2	2	2
Run Rule	12/4, 8/5	12/4, 8/5	12/4, 8/5	8/5	8/5	8/5	8/5
Pitch Limit / Game	3	6	6	7	7	10	10
Pitch Limit / Day	6/2	6/2	6/2	7/2	7/2	10/2	10/2
Pitch 3 Days	No	No	No	No	No	No	No
Stealing Allowed	*	Yes	Yes	Yes	Yes	Yes	Yes
Dropped 3rd Strike	Out	Safe	Safe	Safe	Safe	Safe	Safe
Designated Hitter	No	No	No	No	No	No	No
Courtesy Runner	No	No	No	No	No	No	No

* Refer to JCJBL "0" League Rules and Regulations

Number of innings per game: subject to time limit

Time Limit: No new innings may begin after time limit

Mound Trips: Pitcher must be removed on 2nd trip

Run Rule: game ends if one team is ahead by limit runs at the end of the specified inning (e.g. 8 / 5 -- means 8 runs after 5 innings)

Balk Warnings: Number of warnings before balk is imposed

Pitch Limit / Game: max innings a pitcher can throw in a single game

Pitch Limit / Days: max innings a pitcher can throw in a single day

Pitch 3 Days: No pitcher can throw 3 consecutive days

Each team is required to establish a batting order which includes every player on the official roster

- Batting order will remain unchanged for the entire game