

## 2026 LJAL House Baseball Rules

1. All coaches and umpires will adhere to rules for each division.
2. Rules of MLB apply after league rules
3. Game Information:

	<b>8U Pinto</b>	<b>10U Mustang</b>	<b>12U Bronco</b>	<b>14U/HS</b>
<b>Bases</b>	60 Ft, 84-10.25 Ft to 2 <sup>nd</sup>	65 Ft, 92 Ft to 2 <sup>nd</sup>	70 Ft, 99 Ft to 2 <sup>nd</sup>	90 Ft, 127 Ft to 2 <sup>nd</sup>
<b>Mound</b>	40' (Machine at 42')	46'	50'	14U- 54' HS-60'6"
<b>Innings</b>	6	6	7	7
<b>In-Field Fly</b>	No	No	Yes	Yes
<b>Stealing</b>	No	Yes – When pitch passes home (No stealing Home)	Yes (*Livonia) (** GC)	Yes, (unlimited)
<b>Lead Off</b>	No	No	Yes	Yes
<b>Metal Spikes</b>	No	No	No	Yes (No Metal on portable Mounds / Turf or Plastic Cleats Only)
<b>Field Time</b>	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total	2 Innings by the 4 <sup>th</sup> , Minimum 3 Total
<b>Strike/Ball Count</b>	Machine Pitch and Start at 0-0	Start at 0-0	Start at 0-0	Start at 0-0
<b>Dropped 3<sup>rd</sup> Strike</b>	Out	Out	Batter must be thrown or tagged out, unless 1 <sup>st</sup> is occupied with less than 2 outs	Batter must be thrown or tagged out, unless 1 <sup>st</sup> is occupied with less than 2 outs
<b>Pitching Limit</b>	2 Innings per Game 4 Innings per Week	3 Innings per Game 6 Innings per Week	4 Innings per Game 10 Innings per Week	5 Innings per Game 10 Innings per Week
<b>Bunting</b>	Not Allowed	Allowed(+)	Allowed(+)	Allowed

\*Until May 24th - A runner on 3<sup>rd</sup> cannot advance to home unless there is a ball put in play or bases are loaded and the runner is walked home. After May 25th – Stealing home is allowed.

\*\* When playing Garden City stealing home is allowed all season.

+No Fake or Swinging Bunts. A batter will be called out for fake bunting. One bunt per inning.

- a. Game time is first pitch
- b. Scoring Limit – 7 runs per inning, unlimited in the last scheduled inning
- c. Mercy Rule – 12 runs after losing team has batted 5 times
- d. 4 Innings (3.5 if Home team is winning) constitutes a complete game.  
Game Time Limit – No inning starts after 2 hours but inning is finished. Umpire is official time keeper.
- e. Lightning-if spotted by the umpire, the game will be delayed 15 minutes, and the clock will restart at each successive strike of lightning.

#### 4. Uniforms:

- a. Must use uniform provided by league.
- b. No Jewelry to be worn at any level.
- c. All Jerseys must be tucked in and hats must be worn – No exceptions

#### 5. Batting:

- a. Bat Rule – Barrel Size 2 5/8(2.625)" is preferred but 2 3/4(2.750)" allowed – USSSA or USA Bats (1.5 stamp)
- b. No weight drop limit (8U-10U-12U-14U). High school weight drop rules at HS (-3) BBCOR.
- c. For 14U/HS Games, 8<sup>th</sup> graders or younger NO Drop Limit / High School Freshman and older -3 BBCOR must be used.
- d. When bunting a foul ball on 3<sup>rd</sup> strike results in batter being called out

#### 6. Pitching:

- a. Pitchers cannot re-enter as pitcher once removed
- b. A pitcher is to be removed from the game if 3 batters are hit by a pitch.
- c. A pitcher must have 35 hours rest before pitching next inning. One pitch constitutes an inning.

#### 7. Runners must slide or give themselves up to avoid collision with fielder.

**All base runners can be called out for failing to avoid contact.**

#### 8. Coaches must keep their players and parents under control per the code of conduct that everyone has agreed to when signing up for baseball.

#### 9. Coaches are responsible to let the league know about make-ups due to weather or schedule conflicts.

#### 10. If advanced notice is not given it will be a forfeit.

#### 11. Players having to leave early may do so without penalty to team. Must notify other coach before game or as soon as possible.

### 8U Baseball (Pinto)

#### Pitching Machine Rules:

May 2nd thru May 24th – Use pitching machine for first 4 innings / Live pitching last 2 innings

May 25th thru June 12<sup>th</sup> - Use pitching machine for first 3 innings / Live pitching last 3 innings