

Northern Wells Junior Baseball League - NWJBL
Code of Conduct for
Players / Coaches / Parents / Spectators

10U & 12U

Participant Requirements

- This league is for boys and girls and consists of two divisions, 10U & 12U. League age is established as the child's actual age on May 1st of that year.

Board of Director's Responsibilities

- The Board of Directors is made up of a President, Vice President and Treasure.
- The following are the Board of Directors for the 2026 season:
 - President – Rory Meriwether
 - Vice President- Jarod Heckber
 - Treasurer – Amanda Huffman
 - Member – Joe Huffman
 - Member-Morgan Meriwether
 - Member- Trey Williams
 - Member- Kirk Masterson
 - Member- Jared Kurtz

Equipment Policy

- The league shall provide the following equipment:
 - Complete Set of Catcher's Gear
 - Baseballs for game play only.
- Metal cleats shall not be allowed.
- Catchers are required to wear protective cups.
- All offensive players shall be required to wear a helmet any time they are on the playing field.
- All bats, either wooden or aluminum, shall meet the following criteria:
 - Little League Approved and/or USA Bat Logo
 - Maximum length 32 inches.
 - Barrel Diameter up to 2 3/4 USSSA
- The head Umpire shall inspect all equipment prior to play to verify eligibility. If ineligible equipment is used during play, the player will be called out; any runners that advanced or scored will be returned to the base previously occupied and the equipment taken out of play.
- All equipment that is issued by Northern Wells Junior Baseball League is the property of NWJBL and shall be turned into a Board Member after the games.

Game Suspension / Cancellation Policy

- The head umpire or board member shall be responsible for determining weather-related delays and cancellation of a game.
- A game shall be immediately suspended anytime lightning is seen in the area or a severe weather alert is issued. This determination shall be made by any of the following: head umpire or board member. A minimum of 30 minutes from the last observed lightning strike shall transpire before play resumes. The head umpire or board member has the authority to call the game prior to the 30-minute rule if conditions warrant.
- Teams shall field a minimum of 8 players at game time. A delay of 10 minutes shall be awarded to allow a team to field 8 players. At the end of the 10-minute delay a team with less than 8 players shall forfeit the game. In the case where both teams cannot field 8 players, then both teams shall forfeit the game and shall be charged a ½ game loss. Rescheduling of games forfeited due to lack of players shall not be allowed.
 - A game shall be considered complete at the end of 4 innings or after 3 ½ innings with the home team leading if stopped due to weather related causes. Games meeting these criteria will not be rescheduled. See Tournament Section for exceptions to this rule. Incomplete games with less than 1 complete inning will be restarted. If more than one inning was completed, the game shall resume from the point at which it was suspended.

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General Baseball Rules

In general this league operates by Little League Baseball rules. It is to be understood that this league is intended to have rule differences that allow for a more enjoyable baseball experience for all players on the team. While this list does not comprise of every possible scenario, it provides clear guidance into the intent of the league. For those rules not specifically noted here, the 10U & 12U Divisions will adhere to the Little League rule book and the 12U Division.

General Game Play

- Baseball games shall consist of 6 innings or 1 hour and 40 minutes whichever occurs first. A new inning shall not start after 1 hour and 40 minutes has expired on night when there are two games. All innings started shall be finished unless the mercy rule applies and the home team is ahead. The head umpire shall be responsible for keeping the time limit enforced.
- Tied games after 6 innings or 1 hr and 40 minutes shall end in a tie.
- All players shall be required to play a minimum 2 innings of the first 5 innings. Any team failing to maintain this rule shall forfeit the game.
- All players will bat using a continuous batting order.
- A maximum of 9 defensive players for 12U and 10 defensive players for 10U shall be allowed on the field at any one time. A maximum of 6 of these players shall be allowed in the infield.
- When the ball leaves the field of play on a throw, an extra base shall be awarded to all runners. Two bases shall be awarded if the ball is thrown out intentionally.
- No delayed steals are allowed for 10U and 12U.
 - Runners may not leave the base on a pitch until the ball is hit or passes over the home plate. If a runner does leave early, they shall return to the base in which they left early. All runners following that runner shall also return. If the runner that left early is required to return to an occupied base, they shall be called out. This typically occurs when the runner left early on a batted ball and the batter is safe at 1st base.

Mercy Rule

- After four complete innings of play, if a team leads by 12 or more runs, the game shall be ruled officially complete. After five innings of play, if a team leads by 10 or more runs, the game shall be ruled officially complete.

Dimensions

10U Division

- The front of the pitcher's rubber shall be 46' from the back point of home plate. The bases shall be 60' from the back point of home plate and each other.

12U Division

- The front of the pitcher's rubber shall be 50' from the back point of home plate. The bases shall be 70' from the back point of home plate and each other.

Pitching Rules

- A pitcher once removed from the mound cannot return as a pitcher.
- Each Pitcher is allowed to Pitch 9 outs (3 Innings) per game. With a Total of 12 outs (4 Innings Max per week). (No exceptions)
- No curve balls are allowed in either division. Fastball or Change Up only. The first offense will be a warning from the umpire and the second offense will be removal from the mound. The pitcher may be allowed to stay in the game at another position. The pitches in question shall be ruled "balls" in the batters count.
- The head umpire shall limit new pitchers to 8 warm-up pitches or 1 minute, whichever occurs first.
- A batter must receive 4 pitches from the pitcher in order to receive a walk.
- After a pitcher has hit three batters the head umpire, at his discretion, may remove the pitcher.

Courtesy Runner

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- A courtesy runner is allowed for the catcher to speed up play. The courtesy runner shall be the last player that was batted out.

Player Injury

- In the event of a player injury during a game, either the injured player or head coach shall report the injury to the head umpire.
- A pinch runner shall be allowed for an injured player. The pinch runner shall be the last player that was batted out.
- In the event of an injury that forces the player from the game. The player shall be removed from the lineup and the team shall not be charged with an out when this batter comes up to bat in the lineup. Once a player has been removed from the game due to injury, they will be allowed to come back into the game if it poses no further risk of injury to the player.

Bat Throwing

- There shall be no bat throwing allowed.
- It is up to the discretion of the head umpire to determine the definition of a thrown bat.
- Upon a thrown bat, the head umpire shall issue a warning to the entire offending team. Each subsequent bat throwing call against the offending team shall be called an out on the batter.
- If the bat, upon leaving the batters grasp, hits another player, the batter shall be called out.

Sliding

- Headfirst slides shall not be allowed. Any player sliding headfirst shall be called out.
- The league has instituted a must slide or avoid contact rule consistent with Little League rules.
 1. Example 1: Base runner going to second base where the defensive player does not have the ball, the runner has a clear path to the base, and a play is expected at the base. The base runner is required to slide.
 2. Example 2: The base runner is going toward home and the catcher has the ball (or soon will) and is standing in the base line. The base runner is not required to slide and can avoid contact. If the runner goes outside the baseline in the act of avoidance, the runner shall be called out.

Offensive Interference

- All interference calls shall result in an immediate dead ball.
- The fielder's protection begins the moment the ball is put into play by the batter. That protection continues as he completes the initial play. His protection ends if and when the batted ball is misplayed.
- Offensive interference shall be called on the runner if the runner makes contact with the fielder while making the initial play on the batted ball. Interference in this instance shall be called an out on the runner.
- If the umpire declares the batter or base runner out for interference, all other runners shall return to the last base that was, in the umpire's judgment, legally touched at the time of the offensive interference.

Defensive Interference (Obstruction)

- The runner has the right to an unobstructed path while running the bases. The runner has the right to the base path except when a fielder is attempting to field a batted ball or has possession of the ball.
- Obstruction is the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, interferes or impedes the progress of any runner. The following guidelines shall be considered obstruction:
 1. A fake tag by a player not in possession of the ball shall be called obstruction.
 2. Anytime a fielder impedes the runner's path without possession of the ball obstruction shall be called. Until the fielder has the ball in their possession, they shall give the runner a path to the base.
 3. If a runner must slow down or alter their path to avoid a fielder who is not in possession of the ball or in the act of fielding, obstruction shall be called.
- If there is **no** play being made on the runner at the time the runner was obstructed, the play shall continue. The umpire shall award the runner the base that the umpire determines they would have reached had they not been obstructed.

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- If there is a play being made on the runner at the time the runner was obstructed. The umpire shall immediately call a dead ball and award the runner one extra base. Other runners shall only advance a base as a result of the obstructed player's advancement.

Safety Rule

- In the event of an on field injury during a play, an immediate dead ball shall be called and the runners shall advance only to the base they are in process to.

Scorekeeping

- The home team shall be the official book for regular season games. Results should be reported to the coaches group chat by the home team within 24 hours of game completion.

League Tournament

Seeding

Teams will be seeded for the season ending Single elimination tournament as follows:

1. Won – Loss record
2. Head to Head Record
3. Runs allowed
4. Coin Flip

The higher seed will be the home team for the duration of the tournament.

Time Limit

There shall be no time limit for tournament games

- No Tournament game will be cut short for any reason other than the mercy rule.

Mercy Rule

Same as regular season

Scorekeeping

The home team shall be the official book for each game. Any disputes should be raised immediately.