

NORTHERN WELLS JUNIOR BASEBALL LEAGUE (NWJBL)
CODE OF CONDUCT FOR
PLAYERS/COACHES/PARENTS/SPECTATORS

COACHES PITCH

Participant Requirements

- This league is for boys and girls ages 6-8 years. 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 Treasurer.
- The following are the Board of Directors for the 2026 season:
 - President – Rory Meriwether
 - Vice President- Jarod Heckber
 - Treasurer – Morgan Meriwether
 - Member- Kirk Masterson
 - Member- Jared Kurtz
 - Member- Trey Williams
 - Member- Joe Huffman
 - Member- Amanda Huffman

● **General League Rules**

1. Age Group: Ages 6-8 years as of May 1, 2026.

2. Player roster: 10 – 15 player roster (12 is recommended) with all players being placed in the batting order. Players can be exchanged defensively without any effect on the batting order (in other words, free defensive substitution). If a player becomes ill or injured, that player is removed from the game and his/her spot in the batting order is skipped without penalty. a. A minimum of 8 players is required to start the game. b. 10 players are placed defensively. There will be four (4) outfielders. ALL outfielders must remain in the grass area of the outfield (cannot be positioned in the infield at any time, but can move once the ball is hit). c. Defensive infielders (other than the pitcher) cannot assume a position any closer than 40 ft. From the batter. d. Players playing at the pitcher position, must have both feet in the circle.

3. Game Length: Six(6) innings will be considered a full game. Game length will be 75 minutes. No inning can be started after 75 minutes, but current innings will be completed if started prior to the 75 minute mark. Each inning will consist of 3 outs or 6 runs (whichever occurs first). Games can end in a tie. If the score is tied at the end of regulation play, no extra innings will be played. If needed, a coin flip will be done to determine final seeding.

4. Defensive Coaches: One defensive-team coach may be positioned in center field and at least twelve (12) feet beyond second base and a second defensive-team coach should be placed behind the catcher to gather passed balls, and return them to the pitching coach.

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5. Score is to be kept by both teams, with the home team book being official in the instance of a discrepancy. Coaches, please report your scores at the end of each night to the league, via the group chat.

6. Umpiring is a team effort by the collection of coaches on the field, both offensively and defensively. In the instance of a discrepancy, the coach closest to the play will be the official call.

7. The home team coach is responsible for setting up the field (Catchers Gear, Bases, Balls, Etc) and providing someone to work the scoreboard, the last home team playing is responsible for tearing down the field, including putting equipment away.

Batting:

1. All players dressed for the game must be in the batting order.

a. Unless agreed upon by both coaches prior to start of game, due to sickness, injury or special circumstances. If a sick or injured player leaves the game and a substitute is not available, that position in the batting order will be skipped without penalty. There will not be an out counted against the team.

2. Each batter gets (7) pitches, with 3 strikes as an out. Last pitch must be swung at, or the batter is out, unless foul tip. Batter will continue to bat until he is out or on base.

**Players that are age 6 are able to use a tee after 3 strikes*(rev2026)*

3. No balls and strikes will be called, but a batter who swings and misses three times will be out. If there are two strikes and the batter foul tips a ball into the catcher's glove and he retains control of the ball, the batter is out.

4. Bunting is not allowed.

5. If a batter throws the bat, they will be warned on the first occasion; the 2nd offense will result in a dead ball; the batter will be out and runners will not advance.

6. The batted ball must pass the 10' line to be allowed. Fair balls hit inside the arc will not be counted as a strike but will count as a pitch.

Pitching:

1. Each team's coach will do the pitching.

2. The center of the 10' diameter pitchers circle will be 46' from home plate. The coach must have one foot in or on the circle when pitching. If the coach-pitcher does step outside of the circle with any part of the foot, the play is dead, but the pitch does count as one of the 7 pitches for that batter. The pitcher (defensive player) must have two feet inside the circle at the time of the pitch.

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3. When the ball is put into play, the coach-pitcher must stay in the pitching circle and to the best of their ability not interfere with the play. If the coach-pitcher causes interference, the batter/base runner may be called out at the discretion of the opposing coaches.

4. If the coach-pitcher is contacted with a batted ball, the play is dead (NO PLAY), and the batter is awarded first base.

Base running:

1. Players SHALL AVOID contact at any base where there is a play made. A player who does not avoid contact will be warned the first time, and will be called out if another incident occurs. Avoiding Contact is defined as sliding, going around defensive player or giving yourself up.

2. Stealing and Leading off are not allowed in ANY situation.

3. The first time a runner leaves a base early, the team for which the runner plays shall receive a warning and the runner shall return to the base from which the runner had left too early. If any runner from the same team so warned leaves the base too early, the violating runner shall be immediately called out.

4. Play is stopped when an infielder is in possession of the ball in the infield and is not making an attempt at a play.

a. When play is stopped by this rule, any runner who is more than halfway to the next base (beyond the hash mark) may advance to the base the runner was attempting to reach.

b. This rule does not apply if there is a force out at any base. All runners are free to advance at their own risk on a force out. Once the runners have advanced one (1) base following a force out, this rule stopping play is in effect.

5. Runners may advance a single base following a defensive player overthrowing another defensive player.

6. If a defensive player obstructs, or interferes with a runner, the runner will be awarded the next base. Managers will stress the teaching of baseball awareness, and point out exactly what interference is. This rule must be enforced at all times to avoid serious collisions.

7. If a base coach touches a base runner while the ball is still live, the runner will be called out.

8. Players may tag up and run on a caught fly ball.

9. For purposes of encouraging concentration on the bases, runners may leave the base after the ball crosses the plate. Players will be warned for leading off or leaving early the first time, players will be out on second offense.

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