

## **JR GIANTS GENERAL RULES**

1. Age groups are 5-7 year olds, 8-10 year olds, and 11-13 year olds. Players should be within their age group as of July 1.
2. All team rosters are due to the commissioner's office by a date to be determined by the local commissioner, no exceptions. Without a roster, you will not play. Team names will be on a first-come, first served basis. Team uniforms and colors will be chosen by the league commissioner.
3. Before each game, the coach will give a team roster to the other coach/manager, which will include all players to participate in that day's game.
4. After every game, captains will thank the umpires.
5. After every game, teams will line up and shake hands.
6. Only the team's coach/manager and the team's captain may discuss an umpire's call.
7. Any fighting or unruly conduct will result in either the player's ejection or, if necessary, a team's disqualification. Any such decisions are made solely by the umpire.
8. All players will bat in one continuous batting order; this includes those not playing in the field.
9. Teams will not be allowed to bat through the batting order more than once in any given inning.
10. Substitutions can only be made at the end of an inning, unless a player has been injured.
11. All batters and runners will wear a batting helmet at all times. If a batter is caught without a helmet, a team warning will be given. Any infraction after that, the runner or batter will be out. The on-deck batter must also wear a helmet.

### **Specific Rules for Tee Ball (5-7 Year Olds):**

1. Games are three innings or 50 minutes, whichever comes first.
2. Bases will be 60 feet apart.
3. All players must be in the line-up and will hit before the side is retired. Batters must hit the ball fair. There will be no balls, strikes or bunting.
4. Only one base per hit is awarded. If a defensive play is made and the runner is "out" they must retire to the dugout.
5. The 5-7 year old age group will field 12 players at a time. Five outfielders and extra infielders if needed. The extra infielders are to be stationed between first and second base position or between shortstop and second base (at least 10' behind the base line).
6. All players must participate in the field in each game. Each player must play at least one inning and can not play two consecutive innings in any one position. It is suggested that players be rotated to another position each inning.

7. The fielding pitcher must wear a batting helmet and be within three feet of the pitching mound, in the 12' circle.
8. Once the fielding pitcher receives the ball from his/her teammates, in the 12' circle, the ball is dead and play will stop.

#### **Specific Rules for 8-13 Year Olds:**

1. All games are seven innings or 75 minutes, whichever comes first.
2. There are only five pitches per batter. Note: A pitch is defined as a ball that a child has a legitimate chance of hitting.
3. After the 5<sup>th</sup> pitch, if the batter has not put the ball in play, the batter is out (except in the 8-10 yr old division the batter is "retired" outs are only counted if made by fielding the ball).
4. Any bad pitch made by the pitching machine may be disallowed only by the umpire.
5. If a bad pitch is made, the umpire will call "no pitch" and play will stop.
6. Any batted ball that hits the pitching machine, generator, or umpire will be ruled a single.
7. Returning the ball to the fielding pitcher in the 12' circle will end the play.
8. A foul tip that goes six feet over the catcher's head and is caught by the catcher is to be called an out, unless it is the third strike, where no height limit is needed.
9. Infield fly rule is to be enforced at all times in the 11-13 yr old division only.
10. If a runner leaves too early, a team warning will be issued and the runner will be sent back. (Ball must cross home plate before you can leave the base).
11. If a runner leaves early and the batter gets a hit, the runner is out. The next time any runner who was previously warned leaves early, he/she will be automatically out.
12. Any slides performed in an effort to take out the fielder or any attempt to interfere with the fielder (putting hands up or running into the fielder) will result in an out.
13. If a runner is the first part of a double play and interferes with the fielder, the umpire shall call the second half of the double play attempt out as a consequence of the runner's interference.

#### **Specific Rules for 8-10 Year Olds:**

1. The 8-10 year old age group will field 10 players at a time, with extra fielders located somewhere on the grass.
2. Bases will be 60 feet apart.
3. The pitching machine will be placed 46 feet from home plate.
4. Note: The speed of the pitch will be adjusted so as to allow each child the best possible chance of putting the ball in play.
5. No stealing is allowed.
6. After 3 strikes or 5 hittable pitches the player is "retired", they do not strike out in this division. Pitching machine speed set between 4 and 5.

**Specific Rules for 11-13 Year Olds:**

1. The 11-13 year olds will field 10 players, with the extra player to be played in the outfield.
2. Bases will be 80 feet apart.
3. The pitching machine will be placed 50 feet from home plate.
4. Note: The speed of the pitch will be adjusted so as to allow each child the best possible chance of putting the ball in play. Pitching machine speed set between 5 and 6.
5. Three strikes is an out in the 11-13 year old division.
6. After the 3<sup>rd</sup> strike or 5<sup>th</sup> pitch, if the catcher drops the ball, the batter will still be out and the catcher does not have to throw to first base. However, any base runners may still attempt to steal.
7. Stealing is permitted only after the ball crosses the plate and the catcher makes contact with the ball.
8. There will be no stealing on a "no pitch" call. Any action that occurs on a "no pitch" will not count.