



Junior Giants Rules Breakdown



| Rules | 5/6 Division | 7/8 Division | 9/10 Division | 11/13 Division |
|---|---|---|--|--|
| Type of Ball | 9 inch "Soft Touch" | 9" soft touch | Baseball | Baseball |
| Volunteer Umpire(s) = will be the coaches or team parents <u>all</u> volunteers have to be cleared first | 1 umpire | 2 if possible | 2 if possible | 2 if possible |
| Helmets | Will be worn by all batters and bases runners at all times | Will be worn by all batters and bases runners at all times | Will be worn by all batters and bases runners at all times | Will be worn by all batters and bases runners at all times |
| Game Time Limits | 3 innings or 50 minutes maximum | 5 innings or 60 minutes maximum | 7 innings or 75 minutes maximum | 7 innings or 75 minutes maximum |
| Coaching | 2 or 3 coaches | 2 or 3 coaches | 2 or 3 coaches | 2 or 3 coaches |
| Tee/Pitching Machine | Tee will be used by all players. Ball must be hit 3" in front of the tee for it to be considered a hit. | 5 total swings or pitches. Players can hit from a coach tossed pitch, tee, or a combination of both. | Coach Tosses the ball: Players receive a total of 5 tossed balls only. | Coach Tosses the ball: Players receive a total of 5 tossed balls only. |
| Batting | All players must be in the line-up and will hit before the side retires. Batters must hit the ball fair. No balls, strikes or bunting. No outs. | All players must be in the line-up. Teams are only allowed to bat through the entire batting order once. | All players must be in the line-up. Teams are only allowed to bat through the entire batting order once. | All players must be in the line-up. Teams are only allowed to bat through the entire batting order once. |
| Outs | No outs are counted. Every Player must bat each inning. | 3 defensive outs per inning or once through the batting line-up. | 3 defensive outs per inning or once through the batting line-up. | 3 defensive outs per inning or once through the batting line-up. |
| Players/Positions | Maximum of 12 players on the field at one time. Five outfielders and extra infielders if needed in-between 1st and 2nd base or between shortstop and 2nd base. | Maximum of 12 players on the field at one time. Five outfielders and extra infielders if needed in-between 1st and 2nd base or between shortstop and 2nd base. | Maximum of 11 players on the field at one time. Seven infielders and four outfielders. | Maximum of 11 players on the field at one time. Seven infielders and four outfielders. |

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|--|--|--|--|--|
| Playing Rotation | All players participate in the field in each game. Each player must play at least one inning and cannot play two consecutive innings in any one position. Players rotate to a new position each inning. | All players participate in the field in each game. Each player must play at least one inning and cannot play two consecutive innings in any one position. Players rotate to a new position each inning. | All players participate in the field in each game. Each player must play at least one inning and cannot play two consecutive innings in any one position. Players rotate to a new position each inning. | All players participate in the field in each game. Each player must play at least one inning and cannot play two consecutive innings in any one position. Players rotate to a new position each inning. |
| Substitutions/ Changing Positions | Can only be made at the end of an inning, unless a player has been injured. | Can only be made at the end of an inning, unless a player has been injured. | Can only be made at the end of an inning, unless a player has been injured. | Can only be made at the end of an inning, unless a player has been injured. |
| Fielding Pitcher | Must wear a batting helmet and be a safe distance from the batter, no more than 2-3 feet in front of the pitching mound. | Must wear a batting helmet and be a safe distance from the batter, no more than 2-3 feet in front of the pitching mound. | Must wear a batting helmet and be a safe distance from the batter, no more than 2-3 feet in front of the pitching mound. | Must wear a batting helmet and be a safe distance from the batter, no more than 2-3 feet in front of the pitching mound. |
| Ball in Play | Any ball hit in play and at least 3 feet in front of the batter is in play. Only one base per hit is awarded. If a defensive play is made and the runner is "out" they must "retire" to the dugout. | Regulation rules | Regulation rules | Regulation rules |
| Dead Ball | Once the fielding pitcher receives the ball from his/her teammates, the ball is dead and play will stop. | Once the fielding pitcher receives the ball from his/her teammates, the ball is dead and play will stop. | Once the fielding pitcher receives the ball from his/her teammates, the ball is dead and play will stop. | Once the fielding pitcher receives the ball from his/her teammates, the ball is dead and play will stop. |
| Base Running | Players can leave the base when the ball is hit, no stealing. | No stealing | No stealing | Stealing is permitted <u>only</u> after the ball crosses the plate and the catcher makes contact with the ball. No stealing on a no pitch. |