



## Junior Giants League Rules

### GENERAL RULES

1. After every game, teams will line up and shake hands.
2. Any fighting, cursing, or unruly conduct by players, coaches or parents will result in either that person's ejection or, if necessary, a team's disqualification.
3. All players will bat in one continuous batting order; this includes those not playing in the field.
4. Teams will not be allowed to bat through the batting order more than once in any given inning.
5. Substitutions can only be made in between innings, unless a player has been injured.
6. 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.
7. Because Junior Giants is noncompetitive, official umpires are not necessary for games and we encourage coaches to serve in that role.
8. There will be no contact at any base besides a basic tag. Any player running into the catcher/fielder or any catcher blocking the plate will be warned once and removed from the game if it happens twice.



### RULES FOR T-BALL (5-6 years old):

1. Bases will be 50 feet apart.
2. All games are five innings or 60 minutes, whichever comes first.
3. Batters must hit the ball fair. There will be no balls, strikes, or bunting.
4. An inning consists of both teams batting through their lineup once. You must keep a batting order handy and change it for every game.
5. Players will be allowed to run the bases, even if they should be called out. Coaches may congratulate their team for making an out but we will not send children back to the dugout, unless they choose to go there after an out.
6. Once the ball is thrown back to the pitcher, or any of the bases, the ball will be dead, and play will stop. There will be no advancing of a base runner if the ball is overthrown.
7. Runner may not leave the base until batter hits the ball.
8. The T-ball division will field 12 players at a time. Four outfielders will be used. Two extra infielders are to be used: one stationed between first and second base position, and one between shortstop and second base.
9. All players must participate in the field in each game. Each player must play two consecutive innings with no more than three innings in any one position.
10. The fielding pitcher must wear a batting helmet and be within 3 feet of the pitching mound.
11. Stealing is not permitted.



## RULES FOR ROOKIES BASEBALL (6-7 years old):

1. This age group will field 12 players. Four outfielders will be used. Two extra infielders are to be used: one stationed between first and second base position, and one between shortstop and second base.
2. Bases will be 60 feet apart.
3. All games are seven innings or 60 minutes, whichever comes first.
4. An inning consists of both teams batting through their lineup once or until the defense records three outs. You must keep a batting order handy and change it for every game.
5. There are only five pitches per batter. Note: A pitch is defined as a ball that a child has a legitimate chance of hitting.
6. After the 5th pitch, if the batter has not put the ball in play, the batter will use a Tee and will have no more than three swings to put the ball in play. If the player is not able to put ball in play, player is out and will return to the dugout.
7. Any batted ball that hits the pitching coach or machine will be ruled a single.
8. Returning the ball to the fielding pitcher will end the play.
9. Infield fly rule is to be enforced at all times.
10. Runner may not leave the base until batter hits the ball.
11. If a runner leaves too early, a team warning will be issued, and the runner will be sent back.
12. 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.
13. Stealing is not permitted.



### RULES FOR Minors BASEBALL (8-10 years old):

1. This age group will field 10 players. Four outfielders will be used.
2. Bases will be 60 feet apart.
3. All games are seven innings or 60 minutes, whichever comes first.
4. An inning consists of both teams batting through their lineup once or until the defense records three outs. You must keep a batting order handy and change it for every game.
5. There are only five pitches per batter. Note: A pitch is defined as a ball that a child has a legitimate chance of hitting.
6. After the 5th pitch, if the batter has not put the ball in play, the batter will use a Tee and will have no more than three swings to put the ball in play. If the player is not able to put ball in play, player is out and will return to the dugout.
7. Any batted ball that hits the pitching coach or machine will be ruled a single.
8. Returning the ball to the fielding pitcher will end the play.
9. Infield fly rule is to be enforced at all times.
10. Runner may not leave the base until batter hits the ball.
11. If a runner leaves too early, a team warning will be issued, and the runner will be sent back.
12. 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.
13. Stealing is not permitted.



### RULES FOR MAJORS BASEBALL (10-13 years old):

1. This age group will field 9 players.
2. Bases will be 60 feet apart.
3. All games are seven innings or 60 minutes, whichever comes first.
4. The pitching machine (if used) will be placed 50 feet from home plate. 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. After the 5th pitch, or 3 swinging strikes, if the batter has not put the ball in play, the batter is out. Note: A pitch is defined as a ball that a child has a legitimate chance of hitting.
6. Any wild pitch made by the pitching coach or machine may be disallowed.
7. After the 3rd strike or 5th pitch, if the catcher drops the ball, the batter will be out and the catcher does not have to throw to first base. However, any base runners may still attempt to steal.
8. Stealing is only permitted after the catcher makes contact with the ball.
9. If a runner leaves too early, a team warning will be issued, and the runner will be sent back.
10. 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.
11. There will be no stealing on a “no pitch” call or a wild pitch from the pitching coach or machine. Any action that occurs on a “no pitch” will not count.



### RULES FOR Majors SOFTBALL (8-12 years old):

1. This age group will field 10 players. Four outfielders will be used.
2. Bases will be 60 feet apart.
3. All games are seven innings or 60 minutes, whichever comes first.
4. An inning consists of both teams batting through their lineup once or until the defense records three outs. You must keep a batting order handy and change it for every game.
5. There are only five pitches per batter. Note: A pitch is defined as a ball that a child has a legitimate chance of hitting.
6. After the 5th pitch, if the batter has not put the ball in play, the batter will use a Tee and will have no more than three swings to put the ball in play. If the player is not able to put ball in play, player is out and will return to the dugout.
7. Any wild pitch made by the pitching coach or machine may be disallowed.
8. Any batted ball that hits the pitching coach or machine will be ruled a single.
9. Returning the ball to the fielding pitcher will end the play.
10. Infield fly rule is to be enforced at all times.
11. Runner may not leave the base until batter hits the ball.
12. If a runner leaves too early, a team warning will be issued, and the runner will be sent back.
13. 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.
14. Stealing is not permitted.