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## Junior Giants League Rules

These rules are a guideline and starting point. Commissioners may provide rules for each division that are specific to each league. Please make sure you and the other team's coaches are on the same page before each game begins.

### GENERAL RULES

1. Medford Junior Giants offers the following age divisions: T-ball (5-6 years old), Rookies (6-7), Minors (7-9), Majors (10-13), Softball (9-13) and Special Olympics (8-14). Players should be within their age group as of July 1. All players must be at least 5 years old by July 1.
2. The league Commissioner will determine team names
3. After every game, teams will line up and shake hands.
4. Any fighting or unruly conduct will result in either the player's ejection or, if necessary, a team's disqualification.
5. All players must participate in the field in each game. Each player must play two consecutive innings.
6. All players will bat in one continuous batting order; this includes those not playing in the field.
7. Teams will not be allowed to bat through the batting order more than once in any given inning.
8. Substitutions can only be made in between innings, unless a player has been injured.
9. All batters and runners will **wear a batting helmet at all times**. The on-deck batter, fielding pitcher, and base coach under 18-years old must also wear a helmet.  
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.
10. Because Junior Giants is noncompetitive, official umpires are not necessary for games and we encourage coaches to serve in that role.



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

1. Bases will be 60 feet apart.
2. All games are five innings or 60 minutes, whichever comes first.
3. 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.
4. Batters must hit the ball fair. There will be no balls, strikes, or bunting.
5. Runners may not leave the base until the batter hits the ball.
6. If a runner leaves too early, a team warning will be issued and the runner will be sent back.
7. The fielding pitcher must wear a batting helmet and be within 3 feet of the pitching mound.
8. Once the fielding pitcher receives the ball from his/her teammates, near the pitching mound, the ball is dead and play will stop.

### **RULES FOR ROOKIES (6-7 years old),**

1. Bases will be 60 feet apart.
2. All games are five innings or 60 minutes, whichever comes first.
3. This age group will field 10 players, with the extra player to play in the outfield.
4. There are only five pitches per batter.
5. After the 5th pitch, if the batter has not put the ball in play, the batter must use a tee.
6. Runners may not leave the base until the batter hits the ball.
7. If a runner leaves too early, a team warning will be issued and the runner will be sent back.
8. 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.
9. The fielding pitcher must wear a batting helmet and be within 3 feet of the pitching mound.
10. Returning the ball to the fielding pitcher will end the play.



11. 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.

#### **RULES FOR MINORS BASEBALL (8-10 years old) and SOFTBALL (9-13 years old):**

1. Bases will be 60 feet apart.
2. All games are seven innings or 60 minutes, whichever comes first.
3. This age group will field 10 players, with the extra player to play in the outfield.
4. There are only five pitches per batter.
5. After the 5th pitch, if the batter has not put the ball in play, the batter must use a tee.
6. Runners may not leave the base until the batter hits the ball.
7. If a runner leaves too early, a team warning will be issued and the runner will be sent back.
8. 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.
9. A foul tip that goes 6 feet over the catcher's head and is caught by the catcher is to be called an out, unless it is the 3rd strike, where no height limit is needed.
10. Infield fly rule is to be enforced at all times.
11. Returning the ball to the fielding pitcher will end the play.
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.

#### **RULES FOR MAJORS BASEBALL (11-13 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. Three strikes is an out in this age division.
5. There are only five pitches per batter.



6. After the 5th pitch, if the coach is unable to throw the batter a hittable pitch, the batter must use a tee.
7. After the 3rd strike, 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.
8. Runners may not leave the base until the batter hits the ball.
9. Stealing is permitted only after the catcher makes contact with the ball.
10. There will be no stealing on a "no pitch" call. Any action that occurs on a "no pitch" will not count.
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. A foul tip that goes 6 feet over the catcher's head and is caught by the catcher is to be called an out, unless it is the 3rd strike, where no height limit is needed.
14. Infield fly rule is to be enforced at all times.
15. Returning the ball to the fielding pitcher will end the play.
16. 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.