



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 volunteers	2 or 3 volunteers	2 or 3 volunteers	2 or 3 volunteers
Tee/Coach Pitch	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. Coaches must pitch behind the marked pitching line.	Coach Tosses the ball: Players receive a total of 5 tossed balls only. Coaches must pitch behind the marked pitching line.	Coach Tosses the ball: Players receive a total of 5 tossed balls only. Coaches must pitch behind the marked pitching line.
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.

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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.