

## **Junior Baseball Division**

Rules in this section apply to the junior division (3<sup>rd</sup> and 4<sup>th</sup> grades)

### **Rosters**

- A team will be permitted to play with eight (8) players. If/when a ninth player shows up, they must be placed into the ninth spot in the batting order.
- All players present for the game must play a minimum of three (3) innings in the field during all regular season and playoff games
- Teams must bat a lineup consisting of all players who are present for the game.
- Field and batting substitutions can be made freely throughout the game.

### **Length of Play**

- All games will consist of 5 innings of play, unless a run rule is implemented.
- There will be a 5-run limit per inning with the exception of the 5<sup>th</sup> inning in which a no run limit will be in place.
- When a team is ahead by 12 or more runs after 4 complete innings (3 ½ if the home team is winning) the game is considered complete.
- Games are limited to a length of 2 hours with no new inning starting after 1 hour and 45 minutes.

### **Pitching**

- A pitch count will be instituted according to Pitch Smart recommendations and regulations. In addition, a pitcher cannot pitch more than 3 innings per game. Pitch counts will be submitted after each game.
- There will be an 8 warm up pitch count for a new pitcher and a 5 warmup pitch count in between each inning following.
- A player who is removed from pitching to play another position cannot return to pitching in the same game.
- Any pitcher who hits three (3) batters in any inning must be removed from the pitching position
- No balks will be called

### **Batting**

- All players in attendance at a game must bat.
- All players are required to use USA stamped/approved bats. No wooden bats allowed.
- Teams are permitted one bunt put in play per inning. No slap bunts/slashing/fake bunts permitted. If more than one bunt per inning is attempted or any of the prohibited forms of bunting, the batter will be called out.
- The batter is not permitted to go to first base on a dropped third strike.
- There will be no infield fly rule.
- If a batter is hit by a pitch the play is called dead and the batter takes first base. If the home plate umpire rules that the batter made no attempt to get out of the way of the ball, the player will not be awarded first base. A ball will be called.

## **Base Running**

- Leading and stealing will be permitted only after the ball has reached the plate. Teams are limited to 4 steal attempts per inning. Players are permitted to steal 2<sup>nd</sup> and 3<sup>rd</sup> base. Stealing of home is limited to once an inning and two times per game. A double steal is considered 2 steals in an inning. Steal attempts (safe or out) count as a steal.
- Runners may not advance on any overthrow from a steal.
- No turnpike stealing.
- All runners must return to their base and cannot advance on any attempted pick off throw from a catcher.
- Advancing on a pass ball is counted as a steal attempt.
- In the event that the base runner leaves the base before the pitched ball reaches the batter, a “no pitch” shall be called. The first infraction of a base runner leaving a base early will result in an umpire warning and the runner will be placed back to the original base. Any subsequent infractions will result in a base runner being called out.
- Headfirst sliding is ONLY permitted on a pickoff attempt at first base. No other headfirst sliding is permitted. Should a player slide headfirst the baserunner will be called out.
- Players must slide to avoid contact.
- Courtesy runners are permitted for the pitcher or catcher at any time. Courtesy runners can also be used in the case of an injured player.

## **Equipment/Safety**

- All games will be played on 46/60 field (raised pitching mound 46 ft distance; base distance 60 ft)
- All players must wear a uniform jersey and hat provided and baseball pants in the color associated with the team which they are on.
- All players are required to wear a batting helmet while batting and on the bases. Helmets with full facemasks and double ear flaps are required.
- All players are required to wear a protective cup and heart guard.
- Any player who is catching must wear a catcher’s helmet, chest protector and shin guards in order to catch in a game and in warm-ups.
- All players are required to wear cleats. (no metal cleats)