

## Junior Division Specific Rules

### Jr. A: Number of Fielders

	Junior 1	Junior 2	Junior 3/4
<b>Catcher</b>	Optional	Yes	Yes
<b>Pitcher/Fielder</b>	Yes	Yes	Yes
<b>Number of Infielders</b>	4	4	4
<b>Number of Outfielders</b>	Unlimited	4	4
<b>Total</b>	Full Roster	10	10

All outfielders must be positioned at least 20 feet beyond the base path so there is a distinct separation between infielders and outfielders.

**Jr. B:** The manager or coach of the offensive team will operate the **pitching machine**. Pitching machine speeds are set at different speeds for the different Junior Divisions. Small adjustments to speed and height are allowed, as long as these are approved by the umpire. The pitching machine operator may not catch or deliberately alter the course of any ball in play. He/she may receive the ball from any defensive player or from the umpire during any dead ball situation.

	Junior 1&2	Junior 3/4
<b>Pitching Machine Distance to Plate*</b>	35ft	40ft
<b>Pitching Machine Speed</b>	32-35mph	36-38mph

\*Measured from the front leg of the machine

**Jr. C:** The **pitcher/fielder position** player (batting helmet with faceguard required) must be no closer to home plate than the front of the pitching machine and must play on either the first base or third base side, approximately 3 feet away from the machine.

**Jr. D** In all Junior Divisions, batter/runners and runners making outs will return to the dugout. In the Junior 1 Division, regardless of the number of outs recorded, teams

will bat up to 12 players per half inning (but not more than the number of players present). In the Junior 2 & 3/4 Divisions, teams will bat until either three outs are recorded or six runs are scored, whichever occurs first. The batting order will resume from the point at which the last batter batted from the previous inning.

**Jr. E:** **Hit balls striking the pitching machine** or the pitching machine operator prior to a fielder touching the ball will be ruled an automatic single. Time will be called and all runners will advance one base.

**Jr. F:** **“Live” thrown balls striking the pitching machine** or the pitching machine operator remain “live.” The operator must make a reasonable effort to avoid contact with the ball, and he/she must avoid hindering any fielder attempting to make a play. If the operator has made no such effort, the umpire will call offensive interference.

**Jr. G:** **Strikeouts:** Each batter will get a maximum number of hittable pitches, as ruled by the umpire, who should indicate “last pitch” on the last pitch. If the last pitch is ruled hittable then the batter is out unless the batter makes contact with the ball. Batters will receive additional hittable pitches if a foul ball occurs on their last hittable pitch until the ball is hit in play, a strikeout occurs, or a hittable pitch goes by without a swing. A standard “3 swings” (4 swings for Junior 1) strikeout prior to the max number of hittable pitches will also result in an out. If a batter swings at a pitch, the pitch will be considered hittable.

	Junior 1	Junior 2	Junior 3/4
<b>Number of Hittable Pitches/Swings</b>	6/4	5/3	4/3

**Jr. H:** There is **no purposeful bunting** allowed in the Junior Division. A ball that is swung at and hit that only dribbles in front of the plate is playable.

**Jr. I:** There is **no “infield fly rule”** in the Junior Division. Runners advance at their own risk. Purposeful dropping of infield pop-ups should not be encouraged or instructed by the coaches.

**Jr. J:** There are **no lead offs or base stealing** in the Junior Division. There will be no leadoffs or advancement on wild pitches or passed balls. **A runner cannot leave the base until the ball is hit.** The umpire may call a runner out if a base is left early.

**Jr. K:** **Play is over when the ball is secured by an infielder (on the infield).** *Once the ball is secured by an infielder or otherwise ruled a dead ball by the umpire, runners will be awarded the next base if they are more than halfway towards the next base, or will have to return to the last base touched if they are less than halfway towards the next base, the defensive team may, however, make a play on the runner legally attempting to advance, in which case live ball rules will apply.*

**Jr. L:**     **Overthrows** – an overthrow is a ball that is thrown to an infielder in the infield area that is not secured. When an overthrow occurs, the umpire will raise one hand in the air signifying to both teams that an overthrow has occurred.

1. There will only be one base advancement on any overthrow even if the ball remains in play; and the runner advances at his own risk.
2. There will only be one overthrow per at bat. If a second overthrow occurs during the same at bat, the ball will become dead and all runners will return to the base they occupied following the first overthrow.

*(EXAMPLE: Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner may not advance and must remain at third base).*

**Jr. M:**     First- and third-base coaches should assist the umpire by signaling “Fair” and “Foul” balls. With only one umpire, it is often not possible for the umpire to make it to the baseline. Final decision on foul balls will be up to the umpire.

**Jr. N:**     A **pitched ball that hits a batter** shall be ruled as an unhittable pitch unless the ball is in the strike zone in which case it shall count as one of the batter’s allotted hittable pitches.

**Jr. O:**     In the Junior Divisions, 5 coaches (including the manager) may be in the dugout or on the field during a game while a team is up to bat (one on the pitcher’s mound, one at 1<sup>st</sup> and 3<sup>rd</sup>, and one or more to supervise the bench). **For Junior 1, up to 3 coaches** and for **Junior 2, up to two coaches** may be allowed to stand in the outfield to assist the fielders on proper positioning. In addition, see JR. P below.

**Jr. P:**     In junior games without a player as catcher, a coach serves as the catcher, but does not make plays on a live ball. In Junior games with a player as catcher, a coach should be at the backstop to help retrieve dead balls that get by the catcher.