



GVLL 2019 JUNIOR MINOR RULES

- The official Little League rules apply, except as specifically noted below.
- Games are 6 innings, or until time runs out.
- A coach throws overhand pitches from one knee or from a standing position. The coach will continue to pitch until the ball is hit.
- Each half inning ends after 3 outs or 3 runs, whichever comes first. However, all plays should be played to completion. Thus, if 2 runs are in and the bases are loaded, if the batter hits a home run (see below) all four runs would count, for a total of 6 for the inning.
- The provision of the above rule regarding scoring should not matter in the long run because **Junior Minors is a non-competitive division**. The idea is about teaching skills, not keeping score. Managers and coaches should only keep score to the point of knowing when an inning is over. Final results are never announced to the players (i.e., “we won!”). When the players ask (and they will), the appropriate answer is “I wasn’t keeping track.” They’ll know it’s a lie, and most of them will have kept track themselves, but officially, there is no final score.
- All players who are in attendance play the field and bat - uniforms are required. You can have 13 players on the field. (Suggested alignment for 13 is to put one on each side of the pitcher, one player on second base in addition to a regular infield setup and the rest in the outfield.)
- Coaches pitch and catch for their own team. Coach pitchers cannot field their position. The coach catcher must make putouts at home plate if the fielding team does not have someone cover. If a fielder attempts to cover the plate, the coach catcher should back away.
- A batter is limited to 10 pitches. If the batter does not have a hit after 10 pitches then they return to dugout but it is not counted as an out. There are no strikeouts and there are no walks.
- The play is over when the ball is returned by the fielding team to the pitcher. It does not matter if the ball actually is caught by the pitcher. If an attempt is made to get the ball back to the pitcher, the ball is dead.
- No leading, stealing or sliding. Base runners can only leave their base on contact. That said, if a kid slides please remind him not to do so. Do NOT call him out.

- If a batter throws the bat, he shall be given one warning. On the second offense, the player is called out after the play is concluded (play is not stopped).
- Each team should be given a chance to warm up on the field. The game shall start when both managers indicate they are ready to play. No game should start later than 20 - 30 minutes after the scheduled start time and must end on or before the time slot expires
- **GENERAL FAIRNESS/SAFETY GUIDELINES:**
- Rotate batting order every game (i.e. players bat based on numbers highest to lowest one game, lowest to highest next...and start in different middle numbers other games).
- It is strongly encouraged to rotate the kids between positions. However, only players that “can catch a ball” should be placed on first base for safety reasons.
- Obviously... be supportive of both teams and give help/advice when needed. However, the games are not the time for advanced coaching – that’s what practice is for. Every effort should be made to maintain the flow of the game.
- Players should hustle on and off the field.
- Players must remain in the dugout area and be ready to bat (i.e., batting helmet on) when it is their turn. This is the manager’s/coaches’ responsibility. There is no on-deck circle. No swinging of the bat whatsoever until it is their turn to bat.
- All base runners must wear batting helmets.
- Bases should be spaced 60 feet apart to encourage fielding.
- An imaginary playing line is between first base and third base lines about 10 feet in front of home plate. A ball hit that does not reach this line is foul.
- Medical forms and first aid kits should be brought to every game and practice.
- The manager/coaches are responsible for making sure the kids enjoy themselves.
- This is a non-competitive league where score is not kept (though every kid keeps score differently in their head.
- Kids are not allowed to play catcher – they don’t have catcher’s equipment or cups.
- Coaches in the field make the umpiring calls.

- If it is too close to call, the runner is safe.

Defining Singles, Doubles and Home Runs

- 1) On the ground through the infield is a single, it does not matter how hard it is hit, if it is in the hole or under 3 kids mitts, it is a single.
- 2) A fly ball to the outfield over the heads of the infield, which lands past the infield and in the outfield is a double (yes a double along the first base line is a shorter hit than a fly ball in front of second – but let's not debate that).
- 3) No advance on throws or errors in the infield.
- 4) No triples, ever.
- 5) Cones should be placed at approximately 120' from home plate. If cones aren't available then the coach will use best judgment to decide what is the home run line. In the event a ball is hit past that line on a fly it will be considered a home run. Should the ball bounce before that line and then roll past that line it will be considered a double unless touched by a fielder before leaving the fenced area.
- 6) When in doubt it is a single over a double, and a double over a homer.

The key is that we all have to tone down our natural winning instinct and remember that this is a non competitive league that we are all coaches for all the kids not just our teams.