

**Golden Junior Baseball Association**  
**Junior league**  
**Rules and Regulations**  
**Revised March 2011**

**Purpose**

The purpose of the Junior League Program is to learn the basic fundamentals of baseball, sportsmanship, team play, respect, good citizenship, fairness and most importantly to have FUN while doing a healthy activity.

**Player age and eligibility**

1. Four year olds born on or before April 30<sup>th</sup> of current year and five year olds must play T-ball
2. Six year olds may play T-ball if they have or have not played T-ball before.
3. Six year olds may play Coach Pitch if they played T-ball the previous year.
4. Seven year olds born on or before April 30<sup>th</sup> must play Coach Pitch.
5. Eight year olds born before April 30<sup>th</sup> can play Coach Pitch
6. Players must live within GJBA official geographical area unless approved by the Jr. Directors.
7. Both Girls and boys are encouraged to play.

**Team Formation & Selection**

1. Players may return to the team they were on the previous year if age appropriate and have at least six returning players.
  - 1.1. If players want to return to the same team they must register before the registration deadline.
2. Teams will be made up as close as possible by the location of where they live or go to school.
3. Teams will be made up of 12 to 15 players per team. Teams will be kept as evenly matched as possible.
4. Requests for Team/Coach placement will not be considered if team has a full roster. Players will be placed on a team with roster openings.
5. Request for Team/Coach transfer must be submitted in writing (e-mail) to the Jr. Directors

**Parents**

1. **ALL PLAYERS and PARENTS** are required to read and sign a sportsmanship and rule acknowledgement agreements.
2. Only those assistant coaches designated by Head coach are allowed to participate in practices and games. All other parents must be spectators; no more than 4 coaches can participate in games.
3. Parent and other spectators must respect the officials and their authority during games. **ABUSE OF THE UMPIRES WILL NOT BE TOLARATED!**
  - 3.1. 1<sup>st</sup> offence –warning,
  - 3.2. 2<sup>nd</sup> offence will result in ejection from game.
  - 3.3. To return to field a written letter request for reentry must be received within 72 hrs of incident.

4. Parents and their guest will **NEVER** question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place. If time and place cannot be arranged an email expressing your concerns to coach will be the same, if no response within 72 hrs please forward your concerns to Jr. Directors via E-mail (visit [www.gjba.net](http://www.gjba.net) for contact information) The Jr. Directors will do their best to resolve issues promptly.
5. Any request for refund must be made in writing to GJBA P.O. Box 598 Golden, CO 80401 within 5 days of quitting; absolutely no refunds will be given after April 1<sup>st</sup>.
6. Remember, we are all volunteers! We require good sportsmanship from all involved in practices and games. Please help us by showing respect to all involved in the game.

### Coaches

These are very young players some playing for the first time so please use common sense when dealing with players. How you behave will reflect to your team.

1. Each team will have one Head Coach, as many Assistants coaches as determined by the head coach with a total only four allowed to participate in games.
2. All head coaches and one Assistant must pass a background check as administered by GJBA.
3. In the absence of the head coach only the assistant with the background check may run practice or game.
4. Each team is responsible for participating in GJBA fundraising, to be assigned by the Fundraising Director, Information about this year's fundraising campaign will be issued at the time of fundraising. See Event calendar or website for more information.
5. GJBA strongly encourages teams participate in GJBA organized team functions. See Event calendar by visiting [www.GJBA.NET](http://www.GJBA.NET)
6. GJBA will check out equipment bags to every coach.
  - 6.1. Equipment must be checked in and signed off after your team's final game of the season.
7. **ALL COACHES AND ALL ASSISTANT COACHES** are required to sign a code of conduct agreement. Coaches must turn all team sportsmanship agreements, code of conduct and rule acknowledgement agreements one week before Opening day.
8. Coaches and their Assistant coaches must respect the officials and their authority during games. **ABUSE OF THE UMPIRES WILL NOT BE TOLARATED!**
  - 8.1. 1<sup>st</sup> offence –warning
  - 8.2. 2<sup>nd</sup> offence –1 game suspension and probation write up.
  - 8.3. 3<sup>rd</sup> offence-1-year suspension of coaching privileges.
  - 8.4. A written letter must be received within 72hrs of incident to explain your side of incident to determine consequences if any.
9. Coaches will assist Umpires when required by umpire in supervising of players, coaches, and spectators.
10. No coaches, assistant or parents helping with GJBA should be smoking, consuming drugs or alcoholic beverages when engaging in **ANY** GJBA related activity.
11. A practice field shall be assigned to each team. The field and time available will be dependent upon the fields assigned by GJBA. Coaches are to make the best use of what is assigned.
12. GJBA will attempt to schedule all games at one field location. This field will be dependent upon the availability made to GJBA by the assigning organization.

### Umpires

1. The duties of the umpires shall be to umpire the game and to supervise the game situation including players, coaches and spectators.
2. Umpires will be recruited from older GJBA players
  - 2.1. Must be 12 years old
  - 2.2. Must attend rules or other clinics specified by the Jr. Directors
  - 2.3. Required to report any un-sportsmanlike behavior.
  - 2.4. Required to turn in final score of game from home teams scorekeeper with pay sheet.
3. Umpires will be paid a rate established by the GJBA Board of Directors.

4. If an umpire is not present at game time the coaches can agree on a parent or coach to serve or delay game until an umpire can be found.

### **Equipment**

1. Equipment will be provided to each coach by GJBA. However, each player is encouraged to buy his or her own equipment, (Bats, Helmets, ETC)
2. Altering bats is not permitted.
3. Each player is required to wear a batting helmet when participating in batting practice, on base or either in the on deck circle during games.
4. Catchers must wear chest protector, shin guards and catcher helmet with facemask.

### **Uniform & Required Equipment**

1. All players must provide their own Glove.
2. All male players must wear a protective cup at all times when on the playing field including practices.
3. All players must wear a Heart guard chest protector.
4. Players are encouraged to wear cleats but normal running shoes are accepted.
5. During games, each player must wear Team Hat, tucked in Team shirt, Baseball pants, socks, and any required safety gear.

### **Playing Field**

1. The pitchers rubber shall be forty feet from home plate.
2. The restraining circle is an eighteen-foot diameter circle around the pitchers rubber. .
3. The base paths are sixty feet long.
4. There is 84 feet 10 inches from home plate to second base.
5. The playing field will have a fifteen-foot radius arc centered on home plate and extending between foal lines.
6. The on deck circle shall be in foul territory in the outfield beyond the base coach's box.

### **Games**

1. If both teams have a least eight players the game must be played.
  - 1.1. If at least one team does not have required number of players to play game the coach can request a reschedule or the other team can let players be borrowed to play for shorthanded team during that team's defense.
  - 1.2. In the event of a reschedule both coaches must e-mail Jr. Directors with their requests. The Jr. Directors will only reschedule a game after receiving both coaches' requests first. Once rescheduled game has been rescheduled, that game can only be rescheduled again due to unforeseen circumstances (weather or emergency)
  - 1.3. There are no forfeits; however, if weather or other circumstances cause scheduling problems the Jr. Directors shall have the right to cancel game.
2. All equipment is to be kept behind the dugout and out of the field of play.
3. Scorekeeping
  - 3.1. The home team shall keep the official game score and report to umpires at the conclusion of each game.
  - 3.2. Both teams must check scores at the end of each inning to ensure agreement.
  - 3.3. In the event of scorekeepers not agreeing, the coaches and umpires must meet with scorekeepers and resolve the scorebooks. The umpire's word is final.
  - 3.4. Standings will be used to seed end of the season tournament.

#### 4. Player arrival or exiting

4.1. If a player arrives after the game has started the player may bat in the pre-game designated place so long as that player has not missed their turn at bat.

4.2. If a player has missed their turn at bat that player must then go to the end of the batting order.

4.3. If a player leaves a game for any reason that player may re-enter at any time but must take their original place in the batting order. If that player misses their batting turn they will be skipped until their next batting turn with no penalty.

### **Playing Rules and Regulation**

#### **Coach Pitch**

1. Each game will have a time limit of 1 Hour 30 Min with no more than five innings being played.
2. The home team can elect to bat in the last inning when ahead
3. Games will be called 10 Min before the start of the next scheduled game or at the discretion of the umpires.
4. Home team must provide two game balls.
5. The last scheduled games Home team is responsible for field equipment clean up.

#### **Coaches**

#### **Coach Pitch**

1. Only the head coach or, in the absence, the designated Assistant coach has the authority to protest a call to the umpire.
2. No more than two coaches may take the field with their team and provide defensive instruction.
3. Defensive coaches must stay behind the outfield line while ball is in play.
4. A third defensive coach shall be behind the catcher to coach the catcher and pitcher and also aid in getting the passed balls back to the pitcher.
5. During offense, there may be two base coaches and one pitching coach.
  - 5.1. The pitching coach must be ENTIRELY in the restraining circle
  - 5.2. The pitching coach must pitch OVERHANDED
  - 5.3. The pitching coach is part of the field and must make every attempt to avoid interfering with the play.
6. Coaches cannot touch any player when the ball is in play.
  - 6.1. Defensive Penalty- After ball is dead all players advance one base.
  - 6.2. Offence Penalty- Runner is out.

#### **Defense**

#### **Coach Pitch**

1. All players of the defensive team must take the field.
2. The number of defensive players in the infield is limited to the standard configuration of Pitcher, Catcher, First Base, Second Base, Short Stop and Third Base.
3. The remaining outfield players must line up behind outfield line twenty feet beyond the base paths.
4. Players CANNOT play the same position for more than one inning.
5. No blocking the base line.
  - 5.1. 1<sup>st</sup> offence- Players & Coaches will be warned
  - 5.2. 2<sup>ND</sup> offence the runner will be awarded the base
6. The player pitcher must be entirely in the restraining circle when the batter hits the ball. If the pitcher is not in the circle & the play is considered fair.
  - 6.1. The offensive team can accept the outcome of the play
  - 6.2. The batter is awarded First base with all other runners advancing one base
  - 6.3. The batter has the option of hitting again.

7. The umpire will call the ball dead by raising up two fists.
  - 7.1. When any fielder is controlling the ball in the restraining circle.
  - 7.2. When the Catcher controls the ball ANYWHERE in the field of play.
  - 7.3. A batted ball fielded by the pitcher within the restraining circle is not dead until the umpire determines that the pitcher is holding the ball (rising in air) instead of making a play.
8. All outs are made per MLB unless modified in these by-laws

**Batting and Base running**  
**Coach Pitch**

1. The batting order must include all players
  - 1.1. If a batter bats out of order there is no penalty for this situation however, Even if that batter has already batted, the play will stop and the correct batter will then bat and play will resume with the correct order.
2. A team shall remain at bat until three outs are made or until nine batters have batted.
3. The offensive team must announce “ninth batter” to umpire and opposing team.
  - 3.1. In the case of the ninth batter the inning will end when the third out is made or when the catcher touches home plate while controlling the ball.
4. Each batter will receive six pitches from the pitching coach
  - 4.1. The batter has the option to hit off the tee on the sixth pitch
  - 4.2. If the batter elects to use the tee and hits the ball fairly the batter and any runner ahead of them may only advance one base.
  - 4.3. If the batter is the ninth batter and elects to use the tee and fails to hit the ball fairly the half inning is over.
5. The batter is out when on the sixth pitch the batter fails to put into play or hit into foul territory
  - 5.1. If the player fouls off the sixth pitch the player will only receive ONE more pitch.
6. Any ball that does not pass the home plate arc is considered a foul ball. This could be considered bunting.
7. No Bunting is permitted
  - 7.1. If in the opinion of the umpire a player is attempting to bunt the ball, the ball will be treated as a foul
8. There is no infield fly rule
9. There are no walks
10. Throwing the bat, intentional or not, will not be tolerated.
  - 10.1. In the case of this being the batters sixth pitch the play will be called out.
  - 10.2. 1<sup>st</sup> offence- ball will be called dead both player and coach will be warned not to throw the bat and the play will be called a foul ball.
  - 10.3. 2<sup>nd</sup> offence- if the player throws the bat after being warned on the same at bat or subsequent at bats the play will be called dead and the player will be called out.
  - 10.4. 3<sup>rd</sup> offence- if the player throws the bat for a third time after being warned on the same at bats or subsequent at bats the player will then be removed from game.
11. There shall be no leading off from an occupied base. At least one foot of the runner must remain in contact with base until batter strikes ball.
12. Any runner who leaves the base line will be called out.
13. If runner is past the half-way point when the ball is called dead they will be awarded the base they are running too.
  - 13.1. If the runner is not past the halfway point then they must return to the previous base.
  - 13.2. If a forced runner does not make it to the half-way point before the play is called dead then they will be awarded the base they are pursuing since there cannot be two players occupying the same base.

## **Playing Rules and Regulation**

### **T-Ball**

1. Each game will have a time limit of 1 Hour with no more than five innings being played.
2. Games are to be played for fun and enjoyment of the players and to reinforce the teachings received in practice. T-Ball game scores don't need to be taken or reported however, if head coach wants to keep score that is also allowed.
3. Games will be called 10 Min before the start of the next scheduled game or at the discretion of the umpires.
4. Home team must provide two game balls.
5. The last scheduled games Home team is responsible for field equipment clean up.

### **Coaches**

#### **T-Ball**

1. Only the head coach or, in the absence, the designated Assistant coach has the authority to protest a call to the umpire.
2. No more than two coaches may take the field with their team and provide defensive instruction.
3. Defensive coaches must stay behind the outfield line while ball is in play.
4. During offense, there may be two base coaches and one Batter coach.
  - 4.1. The Batter coach will assist the batter with adjusting the tee.
  - 4.2. The Batter coach places ball on tee when the field is ready for play.
  - 4.3. The Batter coach must remove tee from home plate immediately after the ball has been put into play and put tee back when it is time for the next batter.
5. Coaches cannot touch any player when the ball is in play.
  - 5.1. Defensive Penalty- After ball is dead all players advance one base.
  - 5.2. Offence Penalty- Runners is out.

### **Defense**

#### **T-Ball**

1. All players of the defensive team must take the field.
2. The number of defensive players in the infield is limited to the standard configuration of Pitcher, Catcher, First Base, Second Base, Short Stop and Third Base.
3. The remaining outfield players must line up behind outfield line twenty feet beyond the base paths.
4. Players CANNOT play the same position for more than one inning.
5. No blocking the base line.
  - 5.1. 1<sup>st</sup> offence- Players & Coaches will be warned.
  - 5.2. 2<sup>ND</sup> offence the runner will awarded the base.
6. The player pitcher must be entirely in the restraining circle when the batter hits the ball. If the pitcher is not in the circle & the play is considered fair.
  - 6.1. The offensive team can accept the outcome of the play
  - 6.2. The batter is awarded First base with all other runners advancing one base
  - 6.3. The batter has the option of hitting again.
7. Any ball, which leaves the field of play, the grass, cause the ball to be dead and all runners are awarded the base they are going to plus one.
  - 7.1. If the ball leaves the field of play on the ninth batter the ninth batter advances to home plate and score and all runners on base ahead them also score.
8. The umpire will call the ball dead by raising up two fists.
  - 8.1. When any fielder is controlling the ball in the restraining circle.
  - 8.2. When the Catcher controls the ball ANYWHERE in the field of play.
  - 8.3. A batted ball fielded by the pitcher within the restraining circle is not dead until the umpire determines that the pitcher is holding the ball (rising in air) instead of making a play.
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2. A team shall remain at bat until three outs are made or until nine batters have batted.
3. The offensive team must announce “ninth batter” to umpire and opposing team.
  - 3.1. In the case of the ninth batter the inning will end when the catcher touches home plate while controlling the ball.
4. There are no strikeouts. The player shall swing until the ball is fairly struck.
5. Any ball that does not pass the home plate arc is considered a foul ball.
6. No Bunting is permitted
  - 6.1. If in the opinion of the umpire a player is attempting to bunt the ball, the ball will be treated as a foul
7. There is no infield fly rule
8. There are no walks
9. Throwing the bat, intentional or not, will not be tolerated.
  - 9.1. 1<sup>st</sup> offence- ball will be called dead both player and coach will be warned not to throw the bat and the play will be called a foul ball.
  - 9.2. 2<sup>nd</sup> offence- if the player throws the bat after being warned on the same at bat or subsequent at bats the play will be called dead and the player will be called out.
  - 9.3. 3<sup>rd</sup> offence- if the player throws the bat for a third time after being warned on the same at bats or subsequent at bats the player will then be removed from game.
10. There shall be no leading off from an occupied base. At least one foot of the runner must remain in contact with base until batter strikes ball.
11. Any runner who leaves the base line will be called out.
12. If runner is past the half-way point when the ball is called dead they will be awarded the base they are running too.
  - 12.1. If the runner is not past the halfway point then they must return to the previous base.
  - 12.2. If a forced runner does not make it to the half-way point before the play is called dead then they will be awarded the base they are pursuing since there cannot be two players occupying the same base.

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**Rule Acknowledgement**

Please Sign and return to head coach or GJBA.

I have read and understand these rules.

Parent/Player Signature\_\_\_\_\_

Parent/Player Signature\_\_\_\_\_

Head Coach Signature\_\_\_\_\_

Assistant Coach Signature\_\_\_\_\_