

Jr. Div. A Rules Short

TABLE 2 – INFIELD DIMENSIONS

Division	Base-to-Base	Between Diagonal Bases	Home to Pitcher's Plate
Jr. A	45'	63' 6"	37'
Jr. AA	60'	84' 10"	40'
Jr. AAA	60'	84' 10"	42'

4.50 GAME LENGTH

4.50.1 Game length in the *Junior Division* shall be as follows :

- (a) The A level shall be comprised of three (3) innings of **TEE BALL** in the first half with an optional extra inning of Coach Pitch if time and conditions allow. The second half of the season shall consist of three (3) innings of **TEE BALL** followed by two (2) innings of Coach Pitch
- (b) The AA level shall be comprised of four (4) innings of **MECHANICALLY PITCHED BALL** in the first half; followed by an inning of player pitch and three (3) innings of **MECHANICALLY PITCHED BALL** in the second half of the season.
- (c) The AAA level shall be comprised of three (3) innings of **PITCHED BALL** followed by three (3) innings of **MECHANICALLY PITCHED BALL**.
- (d) Games shall be called due to weather or darkness at the discretion of the managers.

5.30 Junior Division – All Levels

5.30.1 Bunting is not permitted in the Junior Division.

5.30.2 Base stealing and lead-offs are not permitted in the Junior Division. Bases are not awarded on wild pitches or passed balls.

5.30.3 A mandatory slide rule should be enforced on all close plays.

5.30.4 Any ball swung at by the batter while batting from the tee, which touches or goes beyond a predetermined line drawn in an arc three (3) feet in front of home plate and stays in fair territory is a fair ball to be fielded. Any ball as described above which does not touch or go beyond this line is a foul ball.

5.30.5 Managers, coaches and umpires shall insist on batters taking a proper batting stance in the batter's box. Lining up and aiming to hit the ball from the tee to a specific spot shall not be permitted.

5.30.7 After (2) two defensive errors, play shall immediately stop, and base runners will proceed to the base they are going to with no further advancement permitted. Any ball thrown to the pitcher in which he has a reasonable opportunity to field the thrown ball will immediately result in a stoppage of play. No further advancement of base runners will be permitted once the ball is in the area of the pitchers

mound even though the pitcher may not have possession of the ball. In each instance, errors of reasonable opportunity will be based on the managers and coaches judgment.

5.35 Junior Division – A Level

5.35.1 The Junior Division A Level shall be comprised of all five (5) and six (6) year olds and play three (3) innings of TEE BALL in the first half with an optional extra inning of Coach Pitch if time and conditions allow. The second half of the season shall consist of three (3) innings of TEE BALL followed by two (2) innings of Coach Pitch.

**you guys are giants to these kids, when coach pitching, either take a knee or sit on a bucket when pitching. NO UNDERHAND OR LOLLYPOP PITCHES.*

5.35.2 All players on both teams will bat once in each inning, regardless of differences in the number of players on either team. There are no strike outs at the A Level.

5.35.3 A maximum of ten (10) players may play defense in each inning. The tenth player must play outfield. Each player should play a minimum of two (2) innings and not sit out two (2) innings in a row. Each player must play infield, pitcher, or catcher at least two innings each game.

**we're lax on this rule, in tee ball we try to avoid having kids sit. If you are going to play 5 kids in the outfield they need to be in the actual outfield. Outfielders are to be in the grass.*

5.35.5 If the ball is hit to the outfield all runners must be stopped when the ball is returned to the pitching rubber in the infield.

Other Stuff:

Baseballs – Jr A is standard "tee ball" that has a cushioned feel; Jr AA is a "Level 5" Safe/Soft; Jr AAA is "League"/Hard ball. However, to limit or eliminate any fear of the ball, as practice aids we will use plastic whiffle, foam, and other softer types also.

Cup/Supporter - they are required for practice and games

Personal Skills

- Play Hard
- Have Fun
- Short Memory
- Sportsmanship
- Hustle
- Self Control
- Confidence

JR AAA

- Pitching Motion - Stretch
- Catcher to Pitcher Exchange
- Confidence in Batter's Box
- Confident Fielding (Ball/No Ball)
- Game Awareness

JR AA

- Balance
- Batting "Checklist"
- Comfort Level at Pitcher Plate
- Fielding (Glove/Butt Down)

JR A

- Athletic Stance
- Glove Position/"2 Hands"
- Throwing Motion
- Location in Box/Batter Stance

Baseball Skills

- Know the Team
- Know the Coach
- Competition
- Sportsmanship
- Work Together
- Sharing
- Stick Together

Team Skills

(over)

JR A – TEE & Coach Pitch (3 Innings)

JR AA – Machine Pitch & Intro Player Pitch
(4 innings machine – May)
(1 inning kid pitch/3 machine)

JR AAA – Player & Machine Pitch
(6 Innings; 3 player/3 machine)

PRACTICE & GAME PLANNING

2017

Equipment:

- Tee's (3+) different heights
- Cones/signs for bases/positions
- Targets (stuffed animal, blow up catcher, nets)
- Extra bases
- Whiffle Bats/balls
- Tennis, foam, softer ball
- Baseball Cards, stickers, candy; Treats ("pros get treats")
- Buckets
- Stop Watch
- Extra Catcher's glove(s) and gear
- Extra ice packs
- Extra water/shade

JR A Tips:

- Practice walking from bench to batter's box (routine)
- Tee/Ball in front of the plate
- Use mat with feet marked to show where to stand in box
- Cone on Right field line to get runner through 1st base
- Limit fear of ball
- **Sit on bucket or kneel when pitching to kids**
- Have someone take pictures for you/team
- Have coach work with players in "Skill Zone" not sitting on bench during a game

JR AA Tips:

- Stay consistent with the Blue pitching machine
- Use the thumb screw to adjust pitch height
- Make an out; get some candy/seeds if you hustle

JR AAA Tips:

- Batter afraid after being hit; use a guard/pad and tell him/her that they look like a pro
- Limit instruction once in the batter's box
- Shin to Chin; one ball in/out Strike Zone (use some discretion)

Practice & Game Plans: Have planned out in advance; know positions by inning (rotating players in all positions).

Enlist the help of parents • Stations and Repetitions • Have a game/play station (Jr A) •

Include Competition and Rewards (Baseball Cards; Home Run Derby; Favorite Jersey Day; Moustache Day; Coach does push-ups...)

Baseball Basics for Players

1. Before you throw, make sure the other player is ready
2. Before you swing your bat, make sure no one is near you.
3. Keep your EYE on the ball.
4. Don't get upset if you miss a play or make an out. FORGET it.
5. Be good to yourself, your team, and the players on the other team.



***Jr. Div. commissioner Adam Klenotich**

