

Junior Rules for 2024 (5th and 6th grade)

Game Procedure

1. We are to follow high school rules unless noted otherwise in this rulebook or the Delaware County General Rulebook.
2. A full game is 5 innings.
3. Bases will be set at a distance of 60 feet.
4. The game will end immediately if the run rule (15 runs after 3 innings and 10 runs after 4 innings) occurs at any point during the game.
5. The game will end following the conclusion of the inning being played once 70 minutes have been played. Time will be kept by the umpire, start when the defensive team steps onto the field, and be announced to each team's coaches.
6. Each team can only score 5 runs per inning.
7. The same 20-foot pitching circle used by the lower-level games will be used for the juniors.
8. Runners must slide on close plays at any base. As a result of not sliding, runners will be called out. Warning will not be given.

Players and Positions

9. The defensive team may have 10 players in the field. If playing with 10, the extra player must be an outfielder.
10. All outfielders must be completely in the grass at the time of the pitch.

Pitching

11. Pitching distance is 40 feet. Measured from the apex of home plate to the front, center edge of the pitching plate.
12. Pitchers are allowed to pitch a maximum of three innings per game.
13. In the event of a tie game where the game must be completed (tournaments), the 3-inning max inning rule for pitchers is exempt.
14. Step back rule. Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be within or partially within the 24-inch width of the pitcher's plate throughout the delivery.
15. 5 warm-up pitches between innings.

Batting

16. Bunting is allowed, if batter squares to bunt she must bunt. If she pulls back and swings at any time during the pitcher's delivery, she will be called out.

17. A batter hit by a pitch will get awarded 1st base unless no attempt to move was made (ump discretion).
18. No dropped 3rd strike. Runners on base are allowed to advance at risk of being put out. The batter is automatically out.

Baserunners

19. The catcher is allowed a courtesy runner (the player who was the last recorded out) if there are two outs and she is on base. If no out has been made, the previous batter who is not at bat or a runner will be the courtesy runner.
20. When a ball that is in play is thrown back to the pitcher and she is within the 20-foot diameter pitching circle and in possession of the ball, runners must return to or immediately advance to the next base without hesitation. "In the circle" is defined as having at least part of each foot in the circle. The line is a part of the circle.

This is a brief overview of the Look Back Rule from high school which will be enforced as such.

21. Runners may lead from the base once the ball is released from the pitcher's hand. If a violation occurs, the ball is dead, the pitch, if delivered, will not count, and the leading runner (if multiple runners, the lead runner if applicable) will be called out.
22. Stealing is allowed, one base at a time
23. No delayed stealing.