

A & AA - AGE DIVISION 4-5 & 6 year old players – Tee-Ball and Coach Pitch

Participating members in the midget program South Jeffco Sports, Bear Creek, South Metro, Dakota Ridge and Green Mountain Junior Baseball.

League

Rule 1 Age of Players

1.1 "A" is 4-5-year-old players (prior to kindergarten). No player may turn 6 before May 1st of the current season to be eligible for division 6.

1.2 "AA" is 6-year-players. No player may turn 7 before May 1st of the current season to be eligible for division 7.

Rule 2 General Rules

2.1 The hidden-ball trick shall not be allowed.

2.2 The infield-fly rule shall not be enforced.

2.3 Saying "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.

2.4 No Balks

2.5 Base distances are determined by available field size, generally 60' – 40' or 50' – 40' depending on association and each field.

2.6 No Stealing of bases

2.7 No running into other players

2.8 Have fun is allowed

2.9 Area associations direct the number of kids allowed to participate in the field during play.

3.0 Field set up. A 15' arc in front of home plate determines fair/foul balls on batted balls. Those inside the arc are considered foul and replayed.

3.1 Free substitution is allowed players can reenter the game.

3.2 Each team will have all kids in the batting order.

3.3 Batted balls that hit a coach in the field of play are considered a dead ball and replay.

Rule 3 Mercy Rule & Tied Games

3.1 There are no extra innings during the regular season. If the game is tied at the completion of the allowable number of innings (or time limit) the game shall be declared a tie.

3.2 No new inning shall begin if a team has a 20-run lead after 5 innings.

3.3 Games will be (5) innings or 1 hour and 30 minutes which ever expires first. Once you start an inning, you must complete it. (In other words both teams will get their at bats, unless the 2nd team batting is ahead, and if there isn't any danger from lighting, in which case you would make up any portion of the unplayed inning.)

3.4 The ball will be dead at home plate and in the pitchers circle. EXPECT FOR THE 9TH BATTER THE BALL MUST BE KILLED AT THE HOME PLATE!

Rule 4 Hitting & Pitching

4.1 Coaches must pitch overhand to their players and must be in contact with the pitchers rubber. Players do not pitch in this division.

4.2 Each batter will receive up to 6 pitches from the coach. A batter who fouls off the 6th pitch (and is not caught by the defense) shall continue to receive pitches until he hits the ball into fair territory or misses the pitch.

4.3 A coach may pitch from one knee provided that his back knee is on the pitching rubber.

4.4 Bunting is not permitted (players must take a full swing).

Rule 5 Scoring

5.1 Each team may send 9-batters to the plate or record 3-outs per at bat or half inning. No run limit; the fielding team must get 3 outs to retire the side.

Rule 6 Coaches in the Field

6.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.
6.2 At no time may the fielding team's coaches be in the infield during play.
6.3 At no time may the fielding team's coaches touch the ball while in play.

Rule 7 Defensive Players

7.1 While in the field, a team may play all on their roster; all extra players must play OF position.
7.2 The pitcher must stay within a reasonable radius (5 feet) of the pitching rubber.
7.3 All outfielders must be a minimum of 20 feet behind the closest base or closest infielder.

Rule 8 Base Running

8.1 When a ball is hit into the outfield, the following rules shall apply:
8.1.1 Runners may advance until the ball is controlled by the pitcher. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of the pitcher and standing inside the pitching circle (see Rule 8.2 regarding overthrows from the infield).
8.1.2 Runners who are less than halfway to the next base must return to the previous base once the ball is controlled by the pitcher. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).
8.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.
8.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. This is not an arguable rule.
8.1.5 Runners may advance on an overthrow from the outfield at their own risk.
8.2 Runners may not advance an extra base on an overthrow to any base by an infielder.
8.3 There are no lead-offs. A runner may advance only after the ball is hit.

Rule 9 Coaching Base Runners

9.1 A base coach who physically assists a runner when a ball is in play shall be given one warning by the umpire. Upon a second offense, the involved runner shall be declared out.

Rule 10 Umpires

10.1 In the event that SJSA umpires are unavailable the game should be played with parent volunteers as umpires.
10.2 The Board shall determine the number of paid umpires that will normally be supplied for regular season and playoff games. Games in which two umpires are scheduled may be played with only one umpire.
10.3 Umpires must be in uniform.
10.4 South Jeffco employees' young teenagers to officiate games, the association will not tolerate abuse.

Rule 11 Protests

11.1. No Protests

AAA & AAAA - AGE DIVISION 8 - COACH PITCH

Rule 1 Age of Players

- 1.1 "AAA" is for 7-year-old players in the Coach Pitch Program. No player may turn 8 before May
- 1.2 "AAAA" is for 8-year-old players in the Modified Kid Pitch Program. 1st of the current season to be eligible for division 8.

Rule 2 General Rules

- 2.1 The hidden-ball trick shall not be allowed.
- 2.2 The infield-fly rule shall not be enforced.
- 2.3 Saying "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.
- 2.4 No Balks
- 2.5 Modified Kid Pitch base distances are 60' – 40'
- 2.6 No Stealing of bases
- 2.7 No running into other players
- 2.8 Have fun is allowed
- 2.9 Area associations direct the number of kids allowed to participate in the field during play.
- 3.0 Field set up. A 15' arc in front of homeplate determines fair/foul balls on batted balls. Those inside the arc are considered foul and replayed. Pitching circle, is a 10' radius at the 42' mark from homeplate.
- 3.1 Free substitution is allowed players can reenter the game.
- 3.2 Each team will have all kids in the batting order.
- 3.3 Batter hit by pitch are awarded 1st base.
- 3.4 Pitchers cannot pitch more than 2-innings per game.
- 3.5 Batted balls that hit a coach in the field of play are considered a dead ball and replay.
- 3.6 AAA ONLY. Coach will throw 6 pitches, strikeouts are on the 6th pitch only. If the ball is not hit in play on the 6th pitch the batter is out.
- 3.7 AAA ONLY. No walks or hit by pitch.

Rule 3 Mercy Rule & Tied Games

- 3.1 There are no extra innings during the regular season. If the game is tied at the completion of the allowable number of innings (or time limit) the game shall be declared a tie.
- 3.2 No new inning shall begin if a team has a 20-run lead after 5 innings.

Rule 4 Hitting & Pitching

- 4.1 Coaches must pitch overhand to their players and must be in contact with the pitchers plate. Players do not pitch in this division.
- 4.2 Each batter will receive up to 6 pitches from their coach, the 7th & 8th pitch is from a coach. No walks, batters will receive an extra on foul balls for the 6th and 8th pitch. A batter strikes out if he misses 3 pitches. A batter who fouls off the 5th pitch (or the third pitch he swings at, whichever occurs first) shall continue to receive pitches until he hits the ball into fair territory or misses the pitch.
- 4.3 Bunting is not permitted.

Rule 5 Scoring

- 5.1 During the first 4 innings of play, the maximum number of runs allowed to score is 7 per inning. Once 7 runs have scored, the batting team must take the field.
- 5.2 During the final 2 innings, there is no run limit; the fielding team must get 3 outs to retire the side.

Rule 6 Coaches in the Field

6.1 Coaches are not allowed on the field when their team is on defense.

Rule 7 Defensive Players

7.1 While in the field, a team may play all on their roster; all extra players must play OF position.

7.2 The pitcher must stay within a reasonable radius (5 feet) of the pitching rubber.

7.3 All outfielders must be a minimum of 20 feet behind the closest base or closest infielder.

Rule 8 Base Running

8.1 When a ball is hit into the outfield, the following rules shall apply:

8.1.1 Runners may advance until the ball is controlled by the pitcher. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of the pitcher and standing inside the pitching circle (see Rule 8.2 regarding overthrows from the infield).

8.1.2 Runners who are less than halfway to the next base must return to the previous base once the ball is controlled by the pitcher. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).

8.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.

8.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. This is not an arguable rule.

8.1.5 Runners may advance on an overthrow from the outfield at their own risk.

8.2 Runners may not advance an extra base on an overthrow to any base by an infielder.

8.3 There are no lead-offs. A runner may advance only after the ball is hit.

Rule 9 Coaching Base Runners

9.1 The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.

9.2 A base coach who physically assists a runner when a ball is in play shall be given one warning by the umpire. Upon a second offense, the involved runner shall be declared out.

Rule 10 Umpires

10.1 In the event that no SJSA umpires are available for the game the game should be played with parent volunteer umpires from each team.

10.2 Balls and strikes will be called from behind the Pitcher (not Catcher).