

# **2005 FALL JUNIOR PIRATES GAME RULES**

## **SPORTSMANSHIP**

1. Players are expected to exhibit good sportsmanship to their opponents and teammates.

## **UNIFORMS & ACCESSORIES**

1. All players must wear the T-shirt and hat.
2. Uniforms must be worn properly. T-shirts must be tucked in and caps must be worn with the bill facing forward.
3. Players are not permitted to wear watches, rings or other jewelry.

## **GAMES RULES**

1. For Group 1, a batting tee will be used if they are not able to hit with a coach throwing the ball.
2. Coaches will catch in all divisions.
3. A player will be stationed in the pitchers position to field the ball in both groups.
4. No bunting or stealing will be allowed.
5. There will be no walks or strike-outs.
6. Teams will switch sides after three outs are recorded or you bat through your line-ups (which ever comes first).
7. If two teams do not have the same amount of players present, then both teams will bat the number of players that the team with the most amount of players has. For instance, if one team has 7 and one team has 10, both teams will bat a maximum of 10 players.