

Our main objective as coaches is to help develop the children's athletic skills, teach teamwork, encourage sportsmanship, as well as to teach the game of baseball. Most importantly, is for the children to have fun and enjoy playing the game.

At the Rookie level all players get equal playing time regardless of the score. Learning to be competitive and developing an understanding of winning and losing is very important, but teaching the fundamentals is our goal.

Basic things to teach:

- Running the bases correctly.
- Running through first on an infield hit.
- Proper defensive stance.
- Proper batting stance.
- Proper throwing motion.
- Game situations (what base to throw to, etc.)
- Rules of the game.

When a situation occurs on the field, please take the time to explain to the players what occurred. This will help them to develop a greater understanding of the game.

#### ***General Rules***

1. Games will consist of 6 innings or 1 hour 30 minutes, whichever occurs first. No new inning will start after 1 hour 20 minutes. (Remember if you start an inning and time expires, you still finish the inning) If at time limit or game is tied after 6 innings of play, California rule will go into effect:

Visiting team will start with last batter on 2nd base with 1 out and finish top half of the inning(6 run maximum) Home team will start with last batter on 2nd base with 1 out and finish bottom half of the inning(6 run maximum or until game is decided). If game is still tied repeat above process until game is decided, there are no ties.

2. Umpires and coaches from each team, along with 2 or 3 captains from each team (rotate captains from game to game) should meet at home plate prior to the start of a game for rules clarification's, handshakes and a coin toss to determine the home team.
3. Upon conclusion of the pre-game flip the ump shall announce the start time of the game.
4. An at bat will consist of a maximum of 6 pitches or 3 swings. If a batter fouls off the 6<sup>th</sup> pitch, the batter will continue to receive an unlimited number of pitches until the batter has put the ball in play, swung and missed (struck out), or does not swing at a pitch. Encourage the batter to be aggressive at the plate. The pitching machine must be used at all times.

5. The infield will consist of six players including the pitcher and catcher. The outfield will have the maximum of four players.
6. The pitcher should stand on either side of the pitching rubber, and inside of the pitching circle.
7. A team must have 8 players present to start a game. Any team with less than 8 players will forfeit the game.
8. An inning will consist of 6 runs scored by the team batting or when the fielding team records 3 outs. Play stops after the 6th run is scored in an inning. If additional runs are scored while the fielding team is trying to stop the play, those runs will not count. The 6<sup>th</sup> inning will be played, assuming time allows regardless if the losing team has the chance to win the game or not. (if a team is winning by more than 6 runs.)
9. In all tournament games a complete 6 inning game will be played, with the 6<sup>th</sup> inning allowing a maximum of 10 runs (not 6).
10. No base stealing is allowed.
11. Runners may not lead off a base until the batter has swung the bat.
12. No bunting. Batters must attempt a full swing of the bat.
13. There is no infield fly rule.
14. Base runners cannot tag up on a ball caught by an infielder.
15. If a ball is hit to the outfield, the runner(s) may continue to advance, at their own risk until the ball is controlled by any infielder who is positioned in the infield.
16. If a batted ball hits the pitching machine, **or the bucket of balls**, a dead ball will be called. All base runners and the batter may advance one base.
17. Thrown balls that hit the pitching machine will also result in a dead ball. All base runners and the batter may advance to the base they are heading towards.
18. Runners should slide at all bases when played upon. Intentionally running into a fielder will be an out. No head first sliding unless returning to a base.
19. On an overthrow at any base, runner(s) may continue to advance at their own risk to the next base. If the defensive team challenges the runner(s) advancing to the next base, and another overthrow occurs the runner(s) may again continue to advance at their own risk to the next base. If the ball is controlled by any infielder and a play is not made on any advancing runner(s) those runner(s) are only allowed to advance one base.
20. On a ball that is hit on the infield all base runners are only allowed to advance one base unless an overthrow occurs. Example There is a runner at 2<sup>nd</sup> base and the ball is hit to the shortstop who either holds onto the ball, or throws it to the 1<sup>st</sup> baseman. The 1<sup>st</sup> baseman catches the ball (without an overthrow). The runner from 2<sup>nd</sup> base is only allowed to advance to 3<sup>rd</sup> since there is not an overthrow and the ball was not hit to the outfield.
21. Assuming there is only one umpire, the umpire will be positioned between 1<sup>st</sup> and 2<sup>nd</sup> base, and has all calls at those two bases. Umpires should work hard at proper positioning and angles for all calls involving those bases.
22. All fair/foul calls will be made by the home plate umpire (defensive coach helping behind the plate).

23. All calls at 3<sup>rd</sup> base will be made by the 3<sup>rd</sup> base coach (offensive coach at 3<sup>rd</sup> base.)

Tournament Rules –

24. Any league game that is forfeited will count in the league standings. Any forfeited game will have a score of 1-0 entered on the website, however that score will not be counted if a season ending tiebreaker for tournament seeding is required. Instead the tiebreakers will be:

- a. Winning Percentage
- b. Head to Head Record
- c. Average runs allowed in non-forfeited games
- d. Average runs scored in non-forfeited games
- e. Coin Flip

25. In all tournament games a complete 6 inning game will be played, with the 6<sup>th</sup> inning allowing a maximum of 10 runs (not 6).

26. All other league rules are exactly the same with the exception of the runs in the 6<sup>th</sup> inning.

***Coaching Rules/Considerations – Umps are not responsible to enforce any of these rules.***

27. All players must be given the opportunity to play every position throughout the year. Let the players know that they will take turns playing infield and outfield during each game.

28. No player is allowed to play the same infield position (Pitcher, Catcher, 1st, 2nd, SS, or 3rd) more than 2 innings in a game. This rule is not in effect for any inning played under the California rule.

29. No player is allowed to play the infield positions (Pitcher, Catcher, 1st, 2nd, SS, or 3rd) more than 3 consecutive innings. This rule is not in effect for any inning played under the California rule.

30. No player is allowed to play the infield positions (Pitcher, Catcher, 1st, 2nd, SS, or 3rd) more than 4 total innings in any game. This rule is not in effect for any inning played under the California rule.

31. No player will sit out defensively more than two innings. Coaches must make every attempt to have all players sit out at least one inning before a player sits out a 2<sup>nd</sup> inning.

32. All players present must be in the batting order.

33. A maximum of three defensive coaches will be allowed on the field. Two defensive coaches will be positioned in the outfield (in the outfield grass), with the 3<sup>rd</sup> defensive

coach positioned behind the catcher. The two coaches in the outfield can communicate with the ALL defensive players on the field.

34. The coach behind the catcher should keep communication to a quiet minimum once the ball has been placed on the pitching machine.
35. Have an adult behind the catcher to help with missed balls and act as the home plate umpire. This individual is also responsible for ALL fair and foul calls. This coach is responsible for returning the balls to the pitching machine coach after every batter.
36. Organize practice time so that all players are involved and moving. Split the players into 3 or 4 groups. Ask the other parents to help. At this age hitting is the fun part of baseball, so teach your players the skills and give them plenty of chances to practice.
  - a. Additional things to consider working on at practice besides hitting, throwing, catching.
    - i. Infielders not standing on the baselines.
    - ii. Infielders not standing on a base while a play doesn't involve them.
    - iii. Cutoffs from hits to the outfield, which infielder has which bag, etc.
    - iv. Getting outs at 2<sup>nd</sup>. Lots of outs can/will be made at 2<sup>nd</sup> base. Work on who is responsible to cover the base and when. Work on throwing to 2<sup>nd</sup> for the out, not 'running it to 2<sup>nd</sup>' for an out.
    - v. Outfielders backing up throws to all bases from the infield.
    - vi. Pitchers backing up throws to all bases from the outfield.
    - vii. Calling "Mine, mine, mine" on high pops.
    - viii. Working with catchers with the equipment on, trying to get catchers to squat, not sit. Ripping off the mask, fielding 'bunts'. Being ready for a high pop.
    - ix. Tagging a base runner – ball in glove, opposite handing protecting glove.
    - x. Base running.
      1. Is there 2 outs? Is it a high pop?, Do I have to run?,
      2. Sliding at 2<sup>nd</sup>, 3<sup>rd</sup> and home.
      3. Running through 1<sup>st</sup> base and turning right.
    - xi. Tagging a base runner versus throwing to a base.
    - xii. Discourage outfielders from grabbing the ball and chasing down the base runners instead teach the kids to throw it in from the outfield.
37. Infielders cannot stand in baselines and/or occupy an entire base. Please teach this at practice!
38. Infielders should avoid the baselines and bases when there is no play developing near their defensive placement. Please teach this at practice!
39. The last team named on the schedule has the 3rd base dugout. This team is responsible for setting up the pitching machine as well as putting away the pitching machine and game balls at the conclusion of the game. In addition this team is responsible for the raking the diamonds, shutting off the lights, removing the bases (from diamond #6) and locking the job boxes.
40. All teams are responsible for the garbage in their dug out and around the bleachers.

41. Winning team must email in the score to [vostersj@gmail.com](mailto:vostersj@gmail.com) No later than Friday of each game week. Scores not submitted in time will be counted as a loss for tournament scheduling. At the conclusion of each game verify with the opposing coach the final score that will be submitted by the winning team.
42. Each team must keep a scorebook for their own team, not just a tally of the runs scored.
43. Coaches are asked to verify the score with the opposing coach at the conclusion of each inning.