

**TOWN OF AURORA PARKS & RECREATION BASEBALL**  
**www.eabaseball.com**

**RULES FOR EVERY LEVEL**

- E1. For start of game – please see schedule** – T-Ball through senior games consist of six (6) innings, Major games are seven (7) innings long.
- E2. RAINOUTS** – A decision to cancel games due to weather will be made at 4:30 p.m. It will be posted on our website: **www.eabaseball.com**
- E3. LIGHTNING** – When lightning is seen or thunder is heard, the play8ing field is to be cleared immediately. Players should wait in vehicles for 15 minutes to determine if the storm is going to pass. Play cannot continue until 15 minutes have passed without any sign of lightning or sound of thunder. Coaches will help to enforce this rule.
- E4.** If after fifteen (15) minutes one or both team(s) are unable to field nine (9) players, the team(s) will borrow players from each other to play the game. There are **NO FORFEITS**.
- E5. PLEASE REMEMBER** – This is a game for kids. The coaches and spectators should act accordingly. Coaches should cooperate with each other in resolving questions regarding rules. There should be no dispute over umpire calls.
- E6.** Coaches are not allowed to smoke or chew tobacco or drink alcoholic beverages on the field or near the benches.
- E7.** Home team uses bench on third base side, visitors use bench on first base side. No food allowed on benches.
- E8.** Home team supplies two (2) new balls.
- E9.** At Community Pool and Park Associates Fields: When a train goes by, “time out” will be called until the train goes by.
- E10.** Throwing the bat/helmet: Batter will be warned first time he/she throws the bat/helmet (whether intentionally or accidentally). Second time in the same game (accidentally) batter/base runner will be called out. Second time in the same game (intentionally) batter/base runner will be out for the remainder of the game.

**SPECIAL RULES FOR ROOKIE (ages 7-8)**

A team shall consist of ten (10) players with a cap of 12. Use official Little League Baseball rules with these exceptions:

- R1.** Field is reserved for practice as follows:  
Visitors: Take field up to fifteen (15) minutes before game time  
Home Team: Takes final fifteen (15) minutes before game time  
Saturday games: Work out similar schedule
- R2.** One-half inning will be three (3) outs, ten (10) batters, or five (5) runs scored whichever comes first.
- R3.** List all players in the batting order and have them all bat before the first player bats for the second time.

## SPECIAL RULES FOR ROOKIE (ages 7-8) - continued

- R4.** Play ten (10) players in the field at a time.
- Pitching machine: An adult will feed the pitching machine. The player in the “pitcher’s” position must stand next to pitching machine or side of it until the ball is hit. If the ball hits the adult pitcher or the pitching machine, the batter will advance to first and all forced base runners will advance one base. It will be considered a dead ball.
  - Batter will be allowed five (5) pitches to hit the ball. If he/she does not connect with the ball after five (5) pitches, he/she will be out. Foul ball on last pitch is not an out.**
  - Catcher: Have him/her in position to take any throws at home – in complete catcher’s gear.
  - Tenth player must remain in the outfield and IS *NOT ALLOWED TO PLAY AS SHORTFIELDER*.
- R5.** No one player will sit more than one (1) consecutive inning. Coaches will rotate their players (infield and outfield). Players will not be allowed to play more than two innings at one position.
- R6.** The coach that is feeding the pitching machine will be the umpire. He will also judge pitches and call them as “No Pitch.” There will be no walks in this league.
- R7.** Throwing the bat/helmet: Batter will be warned first time he/she throws the bat/helmet (whether intentionally or accidentally). Second time in the same game (accidentally) batter/base runner will be called out. Second time in the same game (intentionally) batter/base runner will be out for the remainder of the game.
- R8.** Overthrows: When there is an overthrow into foul territory, the batter will be awarded 1<sup>st</sup> base and the base runners will be awarded the base they were going at the time of the throw. (ex. Runners on 1<sup>st</sup> and 2<sup>nd</sup>, ball is hit to the shortstop and the throw is to 1<sup>st</sup> is overthrown, the runners are awarded 2<sup>nd</sup> and 3<sup>rd</sup> the batter receives 1<sup>st</sup>.)
- R9.** 1.15 BPF or little league approved bats. Illegal bats will be taken out of game and player is out.