

# **OSAA Baseball Program**

## **2021 Handbook**



**Website: [www.osaasports.org](http://www.osaasports.org)**

**Email:**

**[Osaabaseball@gmail.com](mailto:Osaabaseball@gmail.com)**

**Last Updated: 3/3/21**

## Table of Contents

<u>Description</u>	<u>Page Number</u>
Goals of the Program	3
Organization	3-7
Participation/Eligibility Requirements	7
Important Dates	7
Communication	7
League Structure	8
Registration	9
Fundraiser	9
Managers/ Assistant Coaches	9-10
Team Rosters/Selection Process (Draft)	10
Equipment and Uniforms	11-12
Fields	12-13
Opening Day	13
Scheduling	13-14
Code of Conduct	14
Injuries	14
Sponsors	15
All-Stars	15-16
Instructional (Tee ball) Division Rules and Regs	16-17
Rookie Division Rules and Regulations	17-19
Minor Division Rules and Regulations	19-21
Major Division Rules and Regulations	21-23

## **GOALS OF THE PROGRAM**

The primary goal of the program is to introduce kids to the great game of baseball and provide an opportunity for them to learn. The program will provide a means for players to develop their skills in an organized manner.

As with all youth sports programs, safety is a primary concern. The league will always be looking for ways to make the baseball experience both fun and safe for all that are involved.

## **ORGANIZATION**

The Schuylerville youth recreational baseball program will be managed as a division of the Old Saratoga Athletic Association. The baseball program will have, at a minimum, one member on the OSAA board. The OSAA is a Not-For-Profit Organization. All managers, coaches and league organizers are volunteers. All proceeds from fundraisers, registration fees and concessions will be used for baseball related activities.

Due to the many similarities of the programs, the baseball and softball programs will work together whenever possible to reduce costs and increase efficiencies for the players, parents and coaches. Common events such as opening day, field clean up days, registration, picture night, etc, will be coordinated with the softball commissioner(s).

The baseball program will have a committee made up of volunteers. The committee will be organized by the Commissioner(s). Committee members will be selected by the Commissioner(s) to serve on the committee.

### **Current Committee Positions:**

- ❖ **Commissioner(s):** The duties of the commissioner(s) are, but not limited to the following:
  - Scheduling
  - Uniforms
  - Inventory
  - Awards
  - Equipment
  - All-Stars
  - Picture Night
  - Opening Day
  - Draft
  - Umpire
  - Job duties outlined in OSAA Bi-Laws

At the commissioner(s) discretion, a board of coordinators may be created to assist with job duties. These coordinators and job duties can be, but aren't limited to the following:

**Field Maintenance Coordinator(s):**

- Ensure that all lawnmowers and field equipment is in working order
- Ensure gas cans are full and in storage shed at all times
- Ensure that chalk is available in all dugouts for lining the fields
- Ensure all dugouts are equipped with shovels, rakes, and lining apparatuses (these are all color coordinated by division)
- Till fields weekly to help maintain weed control
- Spray infields with weed control (If and when approved)
- Install and remove bases at the start and end of season
- Report any equipment needs to the commissioner(s)
- Install and zip tie tarps over Minor's field "dugouts" (purchased yearly)
- Ensure an adequate amount of clay is available for the fields and each field has an adequate amount of clay on it (to be ordered through commissioner(s))
- Help with the installation of cages and other purchases that need installation
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)
- Submit purchases to commissioner(s) for approval

**Uniform Coordinator(s):**

- Work closely with sponsor coordinator(s) to double check that all sponsors are assigned a team.
- Order all uniforms for each team (Jersey and Hat)
- Pick up uniforms from distributor
- Sort and check all uniforms prior to handing them out to ensure accuracy
- Schedule a uniform pick up night for coaches
- Once All-Star tryouts are completed, coordinator will be in charge of gathering sizes of players and coaches
- Once all sizes are accounted for, coordinator will organize, order, and schedule a night for All-Star coaches to pick up supplies
- Submit orders to commissioner(s) for approval
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)

**Awards Coordinator(s):**

- Order all awards as follows:
  - Instructional Division: small participation trophy
  - Rookie Division: 1st Place, 2nd Place tournament trophy
  - Minor Division: 1st Place, 2nd Place tournament trophy
  - Major Division: TBD
- Organize and sort all awards when order has arrived.
- Schedule an awards pick up night with all coaches
- Submit orders to commissioner(s) for approval
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)

**Umpire Coordinator(s):**

- Work closely with scheduling coordinator to ensure that there are umpires for all Minor and Major divisional games
- Schedule all umpires for scheduled home games
- Record and submit data that outlines umpires name, number of games, and total payment amount requested to commissioners at the end of the season
- Commissioner(s) will submit paperwork to OSAA treasurer and deliver checks to umpire coordinator
- Umpire coordinator will deliver checks to all umpires once the season has concluded
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)

**Scheduling Coordinator(s):**

- Create and distribute game schedule to all divisions and coaches
- Games will be scheduled as follows:
  - Instructional: 2 practices a week prior to the start of the games. When games start: 1 practice (Weekday) and 1 game per week (Saturday)
  - On June 1st, instructional will have 2 games per week (1 weekday, 1 weekend)
  - Rookie, Minor, Major: minimum of 2 practices per week prior to the start of games (1 Weekday/1 Saturday). Assign minimum of two games per week (1 Weekday, 1 Saturday). Can schedule more if there is room in the schedule.
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)
- Assign game schedules to division specific fields

**Parade Day Coordinator(s):**

- Fill out all the necessary paperwork with the Village of Schuylerville prior to the parade date (permit, date approval, insurance, etc).
- Contact State Police, Fire Departments, and Rescue Squad to be in the parade
- Contact State Police to direct traffic
- Line up all teams (by division) at the Schuyler House prior to the start of the parade with the help of the commissioner(s)
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)

**Photo Night Coordinator(s):**

- Fill out all the necessary paperwork with the school (Elementary Office) prior to the night of photos
- Work closely with Sport Photo (or other selected vendor) to schedule and setup for the photo night
- Assign volunteers to work the night of photos
- Pick up pictures from distributor when completed
- Ensure that all sponsor plaques are ordered
- Organize a night for coaches to pick up the pictures
- Work closely with appointed commissioner(s)
- Any additional duties as assigned by commissioner(s)

**Division Coordinator(s):**

- Be a liaison between all division coaches and appointed commissioner(s)
- Organize a night for all coaches within their division to review the rules of divisional play (most likely at the draft)
- Ensure that all rules in assigned divisional play are followed
- Work with coaches within assigned divisional play to create practice schedule for teams once the season starts
- Work with all coaches to schedule make up games that are canceled
- Meet commissioner(s) to read through and update baseball handbook as needed
- Create a practice schedule for division (most likely at the draft)
- Any additional duties as assigned by commissioner(s)

**Sponsor Coordinator(s):**

- Solicit and distribute information to sponsors
- Order sponsor banners as needed
- Hang all sponsor banners on designated fields at the start of the season
- Remove all sponsor banners at the end of the season and store in shed
- Ensure that all sponsor plaques are distributed to sponsors
- Submit all sponsor paperwork and checks to the commissioner(s) to be submitted to OSAA Treasurer
- Send thank you notes to all sponsors at the conclusion of the season
- Any additional duties as assigned by commissioner(s)

**PARTICIPATION/ELIGIBILITY REQUIREMENTS**

All children who are 4 to 12 years old as of April 30th of each year and who are located within the Schuylerville Central School District are eligible to participate in the baseball program.

**IMPORTANT DATES**

Dates regarding registration, draft night, field clean up day, picture night, and All-Stars are all TBD each year. When dates are solidified, they will be shared on the OSAA website and with coaches.

**COMMUNICATION**

Communications will be sent through the school (handouts to children), via email, and through the OSAA website to keep parents informed of upcoming events. Parents are encouraged to routinely check the OSAA website baseball page for the latest news.

Website: [Osaasports.org](http://Osaasports.org)

or

Email: [Osaabaseball@gmail.com](mailto:Osaabaseball@gmail.com)

## **LEAGUE STRUCTURE**

The league will have four divisions providing for multiple skill and age classifications. The age of the athlete will determine the level of play that he will be allowed to participate in. The player's age is determined by their age as of April 30<sup>th</sup> of the season. The divisions will be set up as follows:

<b>Division</b>	<b>Age</b>	<b>Approval Required</b>
<b>Instructional (Tee Ball)</b>	<b>4, 5, 6</b>	
<b>Rookie</b>	<b>6, 7, 8</b>	<b>*6 year olds will need approval</b>
<b>Minor</b>	<b>8, 9, 10</b>	<b>*8 year olds will need approval</b>
<b>Major</b>	<b>10, 11, 12</b>	<b>*10 year olds will need approval</b>

### **Playing up:**

Players will be allowed to play at the next higher level based on the following criteria:

- ❖ Parents must request in writing or email to the commissioner(s) that their son/daughter be allowed to play up prior to the start of the season.
- ❖ The manager from the previous year must recommend that a player be allowed to play up and such recommendation must be in writing or email to the commissioner(s) prior to the start of the season.
- ❖ Players will only be allowed to play one age group ahead (see chart).  
\*\*Exception: Due to risk of injury, 4 and 5 year olds cannot qualify for Rookie division play.
- ❖ The ultimate decision as to whether or not a player is allowed to play up will be determined by the commissioner(s).

## **REGISTRATION**

Online registration for the league will begin on or around February 1st. Late registration will be available with an additional late fee (\$25) for anyone that signs up after the proposed deadline each year. Parents are encouraged to sign their children up online. Details will be available on the OSAA website and through school handouts/communications.

## **FUNDRAISER**

In addition to registration fees, each family may be required to participate in an annual fundraiser. Fundraisers are determined each year by the commissioner(s).

## **MANAGERS AND ASSISTANT COACHES**

### **Selection of Managers/Assistant Coaches:**

Parents who are interested in managing or being an assistant coach for a team will be given an opportunity to volunteer at the time they register their child(ren). Managers will be selected from the pool of candidates by the commissioner(s). In the event there are more candidates than there are manager positions, the commissioner(s) may request information from all interested volunteers to determine the most qualified candidates. Factors affecting the decision can be, but aren't limited to the following:

- ❖ Previous OSAA baseball coaching experience
- ❖ Previous year's commitment to mandatory requirements (i.e. - field cleanup days, managers meetings, All-Star tryouts, etc.)
- ❖ Previous personal baseball experience

Assistant coaches will be selected by the manager of each team and approved by the commissioner(s). Managers will be given a list of people who signed up to volunteer to coach and/or help out in some capacity. Managers have the option to select from the list or choose their own assistant coaches, but parents with children on the team will be given the right of first refusal.

Managers and assistant coaches will need to pass a required background check. The background check will be paid for through OSAA.

### **Setting the Right Example:**

Managers and assistant coaches will be expected to adhere to the OSAA Athletic Code of Conduct. Our players should be able to look to managers and assistant coaches for an example of how they are expected to conduct themselves, especially as it relates to sportsmanship. Managers and assistant coaches are expected to treat umpires, spectators, and all opponents including players, coaches, and managers with respect. Questioning and/or arguing calls made by an umpire, even if the umpire is an opposing manager or assistant coach, will not

be tolerated. The commissioner(s) may remove any person from the position of manager or assistant coach at any time after their selection and at the commissioner(s) discretion.

Our primary goal is for the kids to have fun playing the game of baseball. The focus of every manager and assistant coach should be to keep the game fun for the kids, while trying to teach fundamental baseball skills and good sportsmanship along the way.

### **TEAM ROSTERS AND SELECTION PROCESS (DRAFT)**

Players will be selected by managers during an annual draft. Managers are allowed to select one assistant coach. The child of the manager and the assistant coach will be designated to their team. All other players are selected in the draft. Extenuating circumstances may be considered but they must be approved by the commissioner(s) prior to the annual draft.

The goal is to have teams which are competitively balanced, particularly at the Rookie, Minor and Major levels.

**Draft rules for Instructional:** Numbers will be drawn out of a hat to determine the order in which the managers will select players. Managers can only select one player per turn, except in the case of siblings.

**Draft rules for Rookies:** Managers will use the ratings from the previous years' manager. All players will be rated including the managers and assistant coach's child(ren). Managers and assistants will total their children's score at the beginning of the draft. Managers with the lowest total score will start first in the draft. In the event of a tie, numbers will be drawn from a hat and the manager with the lowest number will select first. The draft will start with the manager that has been identified to select first and the order will be followed till the end of the round. The second round will then go in the reverse order. The rest of the draft will proceed with the same format. Managers will start with selecting all athletes rated at a level 3 first. When all level 3s have been selected, they will then proceed to level 2s and then level 1s. Managers can only select one player per turn, except in the case of siblings. All athletes will be rated on a scale of 1-3. All Star players returning to the rookie level are automatically rated a 3 (unless agreed upon by coaches and commissioner(s)).

### **Draft rules for Minors and Majors:**

The rules for Minors and Majors will be identical to the Rookie drafting rules. The only difference is that the athletes will be rated on a scale of 1-5. Managers will start with selecting all athletes rated at a level 5 first. When all level 5s have been selected, they will then proceed to level 4, 3, 2, 1. Managers can only select one player per turn, except in the case of siblings. All Star players returning to the

Minor or Major's level are automatically rated a 5 (unless agreed upon by coaches and commissioner(s)).

## EQUIPMENT AND UNIFORMS

The league will provide a team jersey and a hat to each registered player in the league. Managers and assistant coaches will also receive hats and jerseys (at no cost). Parents are responsible for purchasing baseball socks and grey athletic pants for their child. No player will be allowed to play in a game in shorts.

The league will provide batting helmets, catching gear, baseballs and a bat for each team. Many players wish to utilize their own equipment (helmets, bats, etc.). This is acceptable assuming the equipment is in good condition, is designed for the appropriate level of play, and meets all safety regulations.

### **Bat Size:**

A player may not use a bat with a barrel diameter larger than 2 5/8 inches in any practice or game. Bats also must be USA approved.

### **Bat Selection Reference:**

Many parents involved in our program choose to purchase a bat for their child. The information provided below is intended as a reference for parents to consider when choosing the right bat for their child.

### **Bat Size by Age**

<b><i>Age</i></b>	<b><i>Bat Length</i></b>	<b><i>Bat Weight</i></b>
5-7 years	24"-26"	13-16oz.
8-9 years	26"-28"	16-18 oz.
10 years	28"-29"	18-20 oz.
11-12 years	30"-31"	18-22 oz.

### Bat Length by Height and Weight

<i>Player Weight (in pounds)</i>	<i>Player Height (in inches)</i>										
		<i>&lt;36"</i>	<i>36-40"</i>	<i>41-44"</i>	<i>45-48"</i>	<i>49-52"</i>	<i>53-56"</i>	<i>57-60"</i>	<i>61-64"</i>	<i>65-68"</i>	<i>69-72"</i>
	<i>&lt;60</i>	24-25"	26"	27"	28"	29"	29"				
	<i>61-70</i>		27"	27"	28"	29"	30"	30"			
	<i>71-80</i>			28"	28"	29"	30"	30"	31"		
	<i>81-90</i>			28"	29"	29"	30"	30"	31"	32"	
	<i>91-100</i>			28"	29"	30"	30"	31"	31"	32"	
	<i>101-110</i>			29"	29"	30"	30"	31"	31"	32"	
	<i>111-120</i>			29"	29"	30"	30"	31"	31"	32"	
	<i>121-130</i>			29"	29"	30"	30"	31"	32"	33"	33"
<i>131-140</i>			29"	29"	30"	31"	31"	32"	33"	33"	

### FIELDS

The majority of games will be played at Ft. Hardy Park and Schuyler Park. Annually, on or about the second and third weekend of April, field clean-up days will be held. The first clean-up day is intended for parents and players to participate. The expectations for the fields following the first clean-up day are:

- ❖ Fields will be raked
- ❖ Fence lines will be weed wacked
- ❖ Dugouts will be cleaned
- ❖ Garbage cans will be emptied

The second clean-up day (if needed) will be for managers and assistant coaches. Participation by at least one assistant coach or manager from each team is mandatory. The expectations for the second clean-up day are:

- ❖ Dirt/clay added as needed to fields
- ❖ Bases/pitching rubbers installed
- ❖ Pitching mounds filled with clay and tamped
- ❖ Batters boxes filled with clay/sand mix and tamped
- ❖ Field mowed (if necessary)

## **OPENING DAY**

Opening day will be held annually near the end of April/beginning of May. Opening day is all about fun for the kids. Opening day festivities will begin with a parade. The kids will be in full uniform and will march from the parades starting point to the major's field. On the field, there will be an opening ceremony with team introductions and a ceremonial first pitch. Following the conclusion of the opening day ceremonies, opening day games will begin. Opening day games will be abbreviated in length.

## **SCHEDULING**

### **General Information:**

League games will be scheduled starting near the end of April and will run through the end of June (approx. 9 weeks). Games will be scheduled Monday-Saturday. There will be no scheduled games on Sunday unless a make-up game is requested. Coaches are encouraged not to hold practices on Sundays, but are allowed to if needed. Weekday games will begin at 6PM.

The commissioner(s) will serve as the scheduling coordinator(s) (unless an appointment has been made) and will be in charge of creating a game schedule. All field assignments will be provided to the coaches by the commissioner(s).

Managers will work together to formulate a practice schedule on draft night along with commissioner(s) or level coordinator. All managers should choose a specific night to hold their practices on and try to the best of their ability to adhere to the night and time of their choosing. Also, practice schedules should try to adhere to their individual fields. The fields are as follows:

- 1-Major (Baseball)
- 2-Instructional (Tee ball) and Softball
- 3-Softball Only
- 4-Instructional (Tee ball)
- 5-Rookie (Baseball)
- 6-Softball Only
- 7-Minor (Baseball)

**Game Cancellations:**

An announcement will be posted on the baseball page of the OSAA website when all games for a particular date are being cancelled due to inclement weather. Every effort will be made to have this announcement posted on the OSAA website by 5:00PM. It is important to note that there will only be announcements for games that are cancelled due to inclement weather. If you do not see an announcement on the baseball website by 5:00PM stating that all games are cancelled on that date, the games are still on.

Managers may still decide to cancel a game for any reason, including weather, provided that the managers of each team in a particular game are in agreement and have communicated this decision to their team. In the event that your child's game is cancelled based upon an agreement between the two managers (not the league), there will be no announcement on the league's website and the managers must communicate this decision to their teams.

**Rescheduling Games:**

All makeup games will be rescheduled by the commissioner(s) (unless divisional coordinators have been assigned). In the event of a cancellation, the home team must contact the commissioners (or divisional coordinator if appointed) to determine when a field is available for the make-up. The manager from the home team must contact the manager from the visiting team and determine if the time is acceptable. If agreeable to both, the commissioner(s) (or appointed divisional coordinator) will assign the field for the make-up game. Every effort should be made to play all scheduled games. Weather-related cancellations will occur.

**CODE OF CONDUCT**

Managers, assistant coaches, parents and players are expected to act appropriately at all games and practices.

It is mandatory for all managers, assistant coaches, parents and players to agree to abide by the OSAA Athletic Code of Conduct at the start of each season. All athletes and athlete's parents will be expected to sign a copy of the OSAA Athletic Code of Conduct at the beginning of each season. The OSAA Athletic Code of Conduct was updated in 2012 and is available for review on the Forms and Information page on [www.osaasports.org](http://www.osaasports.org).

**INJURIES**

All on field injuries must be reported to your team's manager as soon as possible.

## **SPONSORS**

The league has historically had significant support from local businesses in the form of sponsorships. Team uniform sponsorships and field banners are available for businesses to participate in the youth baseball program. Parents and players are encouraged to support these local businesses whenever possible.

## **ALL-STARS**

### **General Information:**

All Star play is very competitive and it is the intention of the league to field the best teams available at each age group. All-star play is open to anyone who would like to tryout.

In order for a player to be eligible to participate in All Stars, the player must have played in at least 50% of their team's games at the time the tryout is conducted. For example, if a player has only played in three of the eight games that his team has played as of the date of the tryout, the player is ineligible for All Star play. At the sole discretion of the commissioner(s), an exception to this rule may be granted to a player who was unable to play in at least 50% of their team's games due to extraordinary circumstances, including, but not limited to, illness or injury.

During the season, tryouts will be held to pick All Star teams for four age divisions, 12 and under (12U), 10 and under (10U), 9 and under (9U) and 8 and under (8U). An important note for parents- All Star teams are age based meaning a 9 year old (if skilled enough) could play on the 12U team as the team is twelve and under. However, an eleven year old is not eligible for the 10U team. The age of the player is determined by their actual age on April 30<sup>th</sup> of each year. In other words, to play on the 12U All Star team, a player must be 12 or younger on April 30<sup>th</sup> of the season. Since our recreation league is based on age or grade level, this may mean some players who are eligible for rec. ball are not eligible for All Stars because they are too old. This distinction is due to the tournaments that the All Stars will be playing in. The league has no control over this rule.

The 12U All Star tryout will be scheduled first. The top eleven players will be selected to represent Schuylerville in post season tournaments. Following the selection of the 12U team, the 10U and 9U team tryouts will be held together. Should a player tryout out for the 12U team and not qualify, but is age eligible for the 10U or 9U team, the player will be allowed to tryout for the 10U or 9U team. The top eleven players at the 10U and 9U levels will be selected for post season tournaments. The same selection criteria will apply to the 8U level.

Managers from each team have the responsibility of participating in the tryouts for the division in which they managed and will help to evaluate players. The managers will evaluate players based on a point system which will take into account fielding, hitting, running, throwing, and player rating. Player ratings score will be determined by the current coach of the athlete. The coach's rating will be used for 50% of the athletes total score. The other areas above, will be averaged and used for the other 50% of the athletes overall score. Scores will be tabulated by the commissioner(s) and the team selection will be determined by player scores.

**Tryouts:**

There will be **one** tryout date for each level. Players who do not attend the tryout will not be allowed to play All-Star baseball. In the event of bad weather, the tryout will be rescheduled as needed.

**Additional Costs:**

Each All Star participant will be required to contribute to the cost of their All Star uniform. Tournament fees will be paid for by OSAA up to \$700. Parents are responsible for paying any additional cost above this amount.

**All-Star Tournaments:**

Tournaments are normally scheduled for the end of June and throughout the entire month of July. If your child is participating in All Stars, every effort should be made to attend all practices and games.

**INSTRUCTIONAL (TBALL) DIVISION RULES AND REGULATIONS**

1. The batter will receive a maximum of 5 pitches from the manager or assistant coach. If, after 5 pitches, the batter has not put a ball in play, the tee will be used. The at bat will continue until the batter hits the ball in fair territory.
  2. Outs recorded by the defensive team (pop ups, tag outs, force outs) will be treated as outs in the game. This encourages the defense to attempt to make a play, and it teaches all of the kids the rules of the game.
  3. Each team will go through the batting order only once per inning.
  4. Anyone playing on the pitcher's mound must wear a helmet with a face guard and chin strap.
  5. Players should be taught the proper positioning for each position player. Normal infield positions plus the pitcher should be played, with all other defensive players in the outfield.
  6. Athletes will only advance 1 base at a time. However, the last player to bat in the inning always hits a homerun.
  7. All games should be one hour in length, weather permitting.
- ❖ Each team is allowed 1 manager and 3 assistant coaches in the dugout area.
  - ❖ All players must remain in the dugout when waiting to bat. No player will be allowed to hold a bat when they are waiting for their at-bat.

- ❖ All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
- ❖ Field prep will be the responsibility of the both teams playing.
- ❖ Both teams are responsible for making sure all garbage is cleaned out of the dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game.
- ❖ Steel spikes are not allowed.

## **ROOKIE DIVISION RULES AND REGULATIONS**

### **Pitching:**

- ❖ Managers and assistant coaches will pitch to all players in the Rookie Division. Each player will receive 7 pitches. If the batter misses the last pitch, he is out. If the batter hits a foul ball on the 7<sup>th</sup> pitch, the coach may throw one additional pitch to the hitter. If the batter fails to put this ball in play (either by not swinging at the pitch, swinging and missing, or not hitting the ball in fair territory), the batter is out. The intention of this rule is to keep the game moving for the other players waiting to bat, as well as the team in the field.
- ❖ Managers and assistant coaches must pitch from the pitcher's mound. You may move closer for less experienced players.
- ❖ There must be a defensive player on the pitcher's mound. There will be a circle placed around the pitcher's mound. This player must wear a batting helmet that contains a mask and start each pitch from behind the manager or assistant coach that's pitching. They may stand on either side of the coach.
- ❖ A manager or assistant coach pitching must not interfere with a live ball unless it's to protect a player from injury. The manager or assistant coach should leave the field of play until the play has stopped and the ball is returned to the player playing the pitchers position.

### **Batting:**

- ❖ Every player will bat and be listed on the batting roster.
- ❖ **Bat Size:** A player may not use a bat with a barrel diameter larger than 2 5/8" inches in any practice or game.
- ❖ If a batter throws a bat - the first offense will be a warning. The second offense is an automatic out, and the player is done with his at bat. Managers should advise all of their players about this rule prior to every game.
- ❖ Each athlete will get a maximum of 7 pitches. If he misses all 7 pitches then you can count it as an out, but the player may swing at all 7 pitches before being called out. As of June 1st of each season, athletes can be out by 3 strikes (swings) or 7 pitches whichever comes first.

### **Fielding:**

- ❖ Every player must play in the field unless there is an illness or injury.
- ❖ Each team will field 7 infielders and the rest in the outfield. Pitcher, Catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, and your 7<sup>th</sup> infielder is a player positioned at least 10 feet behind 2<sup>nd</sup> base. Managers may play all remaining players in the outfield.
- ❖ A ball thrown to any base to try and complete an out will be called a dead ball if the player covering the base misses the ball and the ball passes through an imaginary 10 foot circle around the base.
- ❖ A ball thrown to the pitcher's mound with the defensive pitcher inside the circle will end the live play. Even if the pitcher misses the ball but it goes through the circle, the play is over. If base runners are less than halfway to the next base at the moment the ball passes through the circle around the pitcher's mound, the base runners must return to the previous base. If base runners are halfway or more to the next base at the moment the ball passes through the circle around the pitcher's mound, the base runners will advance to the next base.
- ❖ The 1<sup>st</sup> base coach will ump 1<sup>st</sup>, the coach pitching will ump 2<sup>nd</sup>, and the 3<sup>rd</sup> base coach will ump 3<sup>rd</sup>.
- ❖ Play is considered dead once the ball goes through the pitcher's circle.

### **Base Running:**

- ❖ There is no leading or stealing. Base runners must remain on the base until the ball is hit. Leaving prior to a hit ball can result in an automatic out if warned more than once.
- ❖ If a play is called dead the base runners will move to the closest base. Either the next available base or the base they had just left.
- ❖ Players may advance bases on balls hit to the outfield.
- ❖ Players may not advance bases on over throws to 1<sup>st</sup> and 3<sup>rd</sup>. The ball is considered dead on over throws to these 2 bases.

### **Game Rules:**

- ❖ Official game is 4 complete innings - full game is 6 innings.
- ❖ A team's at bat will end once they bat through their complete batting order in a particular inning, or when the defensive team has recorded three outs in that inning, whichever comes first.
- ❖ No inning will start after 7:45.
- ❖ Each team is allowed 1 manager and 3 assistant coaches in the dugout area. One of these coaches can keep a book. You may ask a parent to keep the book but they will not be allowed to watch the game from the dugout area.
- ❖ All players must remain in the dugout when waiting to bat. No player will be allowed to hold a bat when they are waiting for their at-bat.
- ❖ All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
- ❖ Field prep will be the responsibility of the both teams playing.
- ❖ Both teams are responsible for making sure all garbage is cleaned out of the

dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game

- ❖ Steel spikes are not allowed.
- ❖ All bat boys or bat girls must wear a batting helmet when on the field playing area.

## MINOR DIVISION RULES AND REGULATIONS

### **Pitching Rules:**

- ❖ Pitcher may only pitch 2 innings per game and a total of 6 innings per week. A player must have one full day off from pitching after pitching 2 innings in a game. A full inning is determined by the number of outs recorded while that pitcher was pitching. For example, if 3 outs were recorded while that pitcher was pitching, it counts as a full inning. If 1 out was recorded while that pitcher was pitching, it counts as 1/3 of an inning. However, at the manager's discretion, and a third of the baseball season has been completed, a pitcher may be allowed to pitch a maximum of 3 innings per game (9 per week) with a maximum pitch count of 60 pitches per game.
- ❖ Any innings pitched for a travel team do not count toward the innings limitation outlined above. However, there must be good communication between parents and managers regarding innings pitched in travel. Good judgment must be exercised in this area by the manager, with the player's health being paramount.
- ❖ Pitching distance is 46 feet from the front of the rubber to the rear tip of home plate.
- ❖ Pitcher may re-enter the game at another position once his 2 innings of pitching are over.
- ❖ Any pitcher hitting 2 batters in one inning must be pulled from the mound and **cannot pitch the rest of the game.**
- ❖ A pitcher will not be able to walk more than 4 batters in one inning; these **do not have to be consecutive batters.** Once the 4<sup>th</sup> batter is walked, a pitching change must be made. The pitcher who allowed 4 walks may re-enter the game as a pitcher in a later inning.
- ❖ Umpiring – If a paid umpire is unavailable, the manager of the pitching team will call the pitches from behind the pitcher. The batting manager can stand behind the catcher. Both managers should discuss the strike zone prior to the start of the game. Remember this is instructional and not the Major League. We want the players hitting and our pitchers throwing strikes so let's keep it fair for both the hitter and the pitcher.

### **Hitting:**

- ❖ All players on your team must be listed in the batting order and bat.
- ❖ A player may not use a bat with a barrel diameter larger than 2 5/8" inches in any practice or game. The first offense will result in a warning (if this occurs during the player's at bat, the player must immediately switch to a legal bat). For a second offense, the batter is automatically out.

- ❖ Bunting is allowed.
- ❖ A batter that is hit with a pitch must take first base.
- ❖ If the batter steps out of the batter's box during a swing the batter will be called out.
- ❖ If a batter throws his bat instead of dropping it the first offense will be a warning, the second offense in the same game will be an automatic out.  
**Coaches must discuss this rule with the players prior to every game.**
- ❖ A dropped 3<sup>rd</sup> strike is just a strike; the batter cannot attempt to take 1<sup>st</sup>.

### **Fielding:**

- ❖ Every player on your batting roster must play at least 2 innings per game on defense unless there is an injury or illness.
- ❖ There is no limit on subbing players. The batting order will NOT change.
- ❖ Each team will play 10 defensive players - 6 infield & 4 outfield. The fourth outfielder is not allowed to play directly above second base. The outfield should be L, LC, RC, and R.

### **Base Running:**

- ❖ There is no leading. A player must keep his foot on the base until a pitched ball passes over home plate.
- ❖ A player caught leading will receive a warning on the first offense. The second offense in the same game will be called as an out and the player must come off the field.
- ❖ Stealing will be allowed to second and third base only to start the season off. There will be no stealing home. A player may only steal 2<sup>nd</sup> and 3<sup>rd</sup> base at any time. As of June 1st of each year, players will be allowed to steal home. However, this can only be done once per inning.
- ❖ A player must slide at home plate if a play is being made on that runner at the plate. If there is a play and the runner does not slide, the runner is out. Managers need to use their own judgment on whether a play is being made or not, the idea is safety of the players.

### **Game Rules:**

- ❖ Official game is 4 complete innings - full game is 6 innings
- ❖ No inning will start after 7:45
- ❖ Except in the final inning, a maximum of 5 runs may be scored in an inning by each team. In the final inning, each team can score an unlimited amount of runs. (Please note that due to our rule that no inning will start after 7:45pm, it is possible that the "final inning" could be earlier than the 6<sup>th</sup> inning. There should be communication between the two managers prior to the start of an inning as to whether or not that inning will be the final inning played in the game in circumstances where the 7:45pm rule may come into play.)
- ❖ Each team is allowed 1 manager and 3 assistant coaches in the dugout area. One of these coaches must keep a book. You may ask a parent to keep the book but they will not be allowed to watch the game from the dugout area.
- ❖ All players must remain in the dugout when waiting to bat. No player will be

- allowed to hold a bat when they are waiting for their at-bat.
- ❖ All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
  - ❖ Field prep will be the responsibility of both teams.
  - ❖ Game balls are the responsibility of the Home Team.
  - ❖ Both teams are responsible for making sure all garbage is cleaned out of the dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game
  - ❖ Steel spikes are not allowed.
  - ❖ All bat boys or bat girls must wear a batting helmet when on the field playing area.

## **MAJOR DIVISION RULES AND REGULATIONS**

**The major boys division will use the universal Cal Ripken baseball rules with the following exceptions for our rec league.**

### **Pitching Rules:**

- ❖ Pitcher may only pitch 3 innings per game and a total of 9 innings per week. A player must have one full day off from pitching after pitching 3 innings in a game. A full inning is determined by the number of outs recorded while that pitcher was pitching. For example, if 3 outs were recorded while that pitcher was pitching, it counts as a full inning. If 1 out was recorded while that pitcher was pitching, it counts as 1/3 of an inning. However, at the manager's discretion, and a third of the baseball season has been completed, a pitcher may be allowed to pitch a maximum of 4 innings per game (12 per week) with a maximum pitch count of 75 pitches per game.
- ❖ Any innings pitched for a travel team do not count toward the innings limitation outlined above. However, there must be good communication between parents and managers regarding innings pitched in travel. Good judgment must be exercised in this area by the manager, with the player's health being paramount.
- ❖ The pitcher may re-enter the game at another position once his 3 innings of pitching are over.
- ❖ Any pitcher hitting 2 batters in one inning must be pulled from the mound and **cannot pitch the rest of the game.**
- ❖ A pitcher may not walk more than 4 batters in one inning. These do not have to be consecutive batters. Once the 4th batter is walked, a pitching change must be made. The pitcher who allowed four walks may re-enter the game as a pitcher in a later inning.

### **Hitting:**

- ❖ All players on your team must be listed in the batting order and bat.
- ❖ A player may not use a bat with a barrel diameter larger than 2 5/8" inches in any practice or game. The first offense will result in a warning (if this occurs

during the player's at bat, the player must immediately switch to a legal bat). For a second offense, the batter is automatically out.

- ❖ Bunting is allowed
- ❖ A batter that is hit with a pitch must take first base
- ❖ If the batter steps out of the batter's box during a swing the batter will be called out.
- ❖ If a batter throws his bat instead of dropping it the first offense will be a warning, the second offense in the same game will be an automatic out.  
**Coaches must discuss this rule with the players prior to every game.**
- ❖ A dropped 3<sup>rd</sup> strike is just a strike; the batter cannot attempt to take 1<sup>st</sup>.

### **Fielding:**

- ❖ Every player on your batting roster must play at least 2 innings per game on defense unless there is an injury or illness.
- ❖ There is no limit on subbing players. The batting order will not change.
- ❖ Each team will play 9 defensive players - 6 infield & 3 outfield.

### **Base Running:**

- ❖ There is no leading. A player must keep his foot on the base until a pitched ball passes over home plate.
- ❖ A player caught leading will receive a warning on the first offense. The second offense in the same game will be called as an out and the player must come off the field.
- ❖ Stealing will be allowed to any base **including home**.
- ❖ A player MUST slide at home plate if a play is being made on that runner at the plate. If there is a play and the runner does not slide, the runner is out. Managers need to use their own judgment on whether a play is being made or not, the idea is safety of the players. There is to be **no** intentional contact with the catcher.

### **Game Rules:**

- ❖ Official game is 4 complete innings - full game is 6 innings
- ❖ No inning will start after 7:45PM
- ❖ Except in the final inning, a maximum of 5 runs may be scored in an inning by each team. In the final inning, each team can score an unlimited amount of runs. (Please note that due to our rule that no inning will start after 7:45PM, it is possible that the "final inning" could be earlier than the 6<sup>th</sup> inning. There should be communication between the two managers prior to the start of an inning as to whether or not that inning will be the final inning played in the game in circumstances where the 7:45PM rule may come into play.)
- ❖ Each team is allowed 1 manager and 3 assistant coaches in the dugout area. One of these coaches must keep a book. You may ask a parent to keep the book but they will not be allowed to watch the game from the dugout area.
- ❖ All players must remain in the dugout when waiting to bat. The on-deck batter is the only player allowed out of the dugout to warm up. Make sure they warm up in a safe distance from the dugout and field entrance doors.

- ❖ All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
- ❖ Field prep will be the responsibility of both teams.
- ❖ Game balls will be supplied by the home team.
- ❖ Both teams are responsible for making sure all garbage is cleaned out of the dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game
- ❖ Steel spikes are not allowed.
- ❖ All bat boys or bat girls must wear a batting helmet when on the field playing area.