

Appendix D – RapidBaseball and RapidSoftball Level 1 Playing Rules (Formally "A")

1. Innings

The game will consist of 3 innings (75 minutes). Home team will bat in the bottom of the 3rd inning regardless of score.

2. Time Limits

A 10-minute timer will start at the beginning of each half inning. The umpire or field coach will start the inning timer at first pitch of the half inning. Each team will bat for 10 min. A complete inning is approx. 20 min in length. Every time the defensive team records 3 outs, base runners are cleared and return to dugout. The offensive team continues to bat until 10 minutes is up.

3. Game Balls and Bats

Level 5 safety baseballs or softballs shall be used.

Approved tee ball bats (26" or shorter) and baseball or softball bats (27" or longer) may be used. Tee ball bats must carry the USABat stamp; the USABat tee ball sticker is not approved.

4. Defensive Positions

The defensive team shall field six (6) infield positions and up to four (4) outfield positions. Every eligible player present at the game shall play a different defensive position each inning

5. Thrown Ball Out of Play

If the ball is thrown out of play, each runner may continue to their next base if they were advancing to that base and may legally acquire that base; otherwise, the runner shall remain at their last legally acquired base.

6. Game Play

Each player will get 5 pitches max. There are no strikeouts in Level 1 RapidBaseball/RapidSoftball.

If a player hasn't put a ball in play after 5 pitches, the player will begin running to first base and the teams assigned Offensive Coach managing homeplate will fungo/hit a ball into play. Additional information on "Coaches Roles" page.

All positions will be played on the field excluding the catcher. The RapidBaseball/RapidSoftball "Catcher Net" will be used behind home plate to collect passed balls.

7. Pitching

With the guidance of a coach, 2 players will pitch in the RapidBullpen while their team is on defense, each half-inning. Each player will throw 25 pitches. Please reference the RapidBullpen guide and instructional materials included.

8. Umpire

The inning timer will be controlled and operated by the field umpire. If no field umpire is present, the Field Coach (see Coaches Roles page) will control the timer. The timer, set for 10 minutes, is started at the first pitch of every half-inning.

9. General Rules

The timer will be paused in the scenario of an unexpected interruption to the flow of the game. Examples include refilling ball basket, injury, gear malfunction, animal on field, etc.

If a ball makes contact with the pitching machine or protection screen the ball is dead and batter is awarded a single. All runners advance one (1) base.

No new batter within the final 15 seconds of the half-inning. Final batter will always finish their AB, regardless of time.

There is no stealing permitted in RapidBaseball/RapidSoftball due to frequency of baseballs being put in play.

The player playing the pitcher position is required to stand with one foot on the left/right side of the pitcher's rubber at 46' before each pitch. It is important to make sure that the pitcher doesn't creep away from the rubber and block the SS or 2B.

The machine is set at the beginning of the game and should not be adjusted to meet individual players' needs. The machine shall only be adjusted if location or fine-tuning adjustments are needed. Timer shall be stopped and test pitches are allowed.