



Boys/Girls Beginner Rules (4-5 Year Olds)

2/24/2018

GAME SPECIFICS:

1. Early games shall consist of a maximum of 3 innings. No inning shall start after 1 hour, and there is a drop-dead time of 1 hour 5 minutes. Late games shall consist of a maximum of 2 innings. No inning shall start after 1 hour, and there is a drop-dead time of 1 hour 5 minutes at this point, the game is over, teams will clear dug outs.
2. In the event the game is cancelled due to weather, the league will determine if the game will be rescheduled. Generally, Beginner games will not be rescheduled after a minimum of 10 games per team is reached.
3. There will be no league umpires. The base coaches will make the calls. The 1st base coach will call 1st base, the 3rd base coach will make the calls at 2nd and 3rd base, and the coach at home plate will make calls at home plate. If an out is recorded, the baserunner who is out should return to his/her dugout and should not be allowed to stay on base.
4. The coaches shall be responsible for the conduct of the game in accordance with the rules and for maintaining discipline and order on the playing field during the game. Defensive coaches should not question or argue judgment calls made by coaches.
5. A 9" hard rubber baseball will be used for baseball. A 10" hard rubber softball will be used for softball.
6. Bases are 50 feet apart. Base path shall be 6 ft wide.
7. Score is not kept.
8. Each team must give the other team their batting lineup. Each team will know how many batters each team is batting.

BATTER:

9. The ball will not be pitched to the batter; a coach of the offensive team will stand adjacent to the batter and will place the ball on the tee for the batter. The batter will be given unlimited attempts to hit the ball.
10. Every child on each team bats one time each inning unless the game is stopped by time. The batting order will remain the same for both teams the entire game.
11. **GROUND RULE DOUBLE:** If a ball bounces over the fence or rolls under the fence it is a ground rule double. If the last batter hits a double, it will stand as a double. There is not an option to re-hit.
12. **LAST BATTER:** The offensive coach must notify the opposing team when the last batter for the inning comes to the plate or the batter is called out and the inning is over with no runs scored from their hit. To end play on the last batter one of the following must occur:
 - a. There is a traditional out (caught fly ball, force out at 1st, 2nd, or 3rd, tags, etc.).
 - b. Or a defensive player **throws or hands the ball to the pitcher or catcher and he/she touches home plate** – only the pitcher *or* catcher can touch the plate to end the inning unless there is a traditional force out.

BASE RUNNING / MAXIMUM BASES:

13. There is no Infield Fly rule.
14. There is no leading off or base stealing. Coaches should warn players and try to educate them on this rule. A baserunner may not leave the base until the ball is hit.
15. If a ball is hit and fielded in the infield (any infielder catches, fields, or stops the ball), the most any runner can advance is a maximum of 2 bases, no matter what. The batter may take 2nd base, a runner on 1st may advance to 3rd base and a runner on 2nd may take home, all at their own risk.
16. If a batted ball goes into the outfield, a defensive coach shall call time once an infielder has possession of the ball in the infield. Any runner may continue to the base he or she is going to and only that base at their own risk. Infielders can attempt to throw out runners.

Note: The runners do not automatically advance, this is just the limit. They advance at their own risk.

Example: A runner is on 1st, the batter hits a grounder to the shortstop. The SS fields the ball and throws to 2nd base in attempt to get the runner out. The ball is overthrown and goes into right field. The runner advances to 3rd base and the batter proceeds to 2nd base. The right fielder throws the ball over the 2nd baseman's head. The runners may not advance any further, because they have reached their 2 base limit on an infield hit. A smart coach will take advantage of this rule and encourage their team to throw the ball which teaches covering bases, backing up play, and base in general. The smart coach knows the inevitable overthrow will not penalize their team. In the long run, the players will benefit from this rule because they will understand the object of the game.

17. Coaches should encourage an outfielder to throw the ball to an infielder from the outfield. Coaches should attempt to keep an infielder from fielding an outfield ball and an outfielder from fielding an outfield ball unless there are a limited number of outfielders.
18. No more than two defensive coaches and three offensive coaches shall be on the field at one time. Two defensive coaches (must be in outfield) and two offensive base coaches.
19. If a defensive coach interferes accidentally or intentionally with an offensive play (ball hit to the outfield) the play will be ruled a double with runners advancing accordingly.

DEFENSE:

20. The defensive pitcher will begin play between a 30 foot and 40 foot chalk line and may be 10 feet left or right from a straight line of home plate and 2nd base. Both of the player's feet have to be on, or between, the 30 foot and 40 foot line. The defensive pitcher cannot advance forward or backwards until the ball is hit.
21. No infielder (other than the pitcher) will be closer than 35 feet to home plate until the ball is hit.
22. Coaches are to field all players present on defense. The defensive team shall not position more than 5 players in the infield at one time; there is no catcher.
23. Each player must play one inning of infield and one inning of outfield; this rotation should be completed within 2 innings if mathematically possible.
24. Defensive players should not switch positions during the inning unless there is an injury or safety concern.
25. Coaches shall encourage defensive players to throw the ball and not roll or bounce the ball.

SAFETY:

26. No On-deck batters.
27. Any player throwing a bat will receive one team warning. If any player on that team throws the bat again, they could be called out at the coach's discretion.
28. Each batter and runner must wear a batting helmet. Helmets may not be intentionally thrown off while running bases. Penalty for throwing off helmet shall be an automatic out for the base runner.
29. No steel spikes are allowed for players or coaches.
30. The coaches will adapt rules as necessary to accommodate players with special needs or as necessary for safety precautions.

TOURNAMENT:

1. This league will not play a tournament.

COACHES' RESPONSIBILITIES:

Visitor Team: Rake: The visiting team of the last game of the day/evening must rake the field. Level out all areas that are low such as the batter's box, around each of the bases and the pitching mound. This will prevent water from pooling if it rains and creating a better chance that the field will be playable if it does rain.

1st base coach-Make calls at 1st base.

3rd base coach-Make calls at 2nd and 3rd base.

Coach at home-Make the calls at home plate.