

## ***2020 Rules of Play – Rookie League***

### **A. Overview**

This league is an introduction of coach pitch baseball. This league will allow your child to learn the fundamentals of baseball and begin learning the next level of play. Children will continue to learn beginning concepts of fielding, running and throwing the ball but will learn how to hit the ball from a coach pitch and learn the positions of the field.

### **B. Player Eligibility**

1. Children who will be completing kindergarten of the playing year. This allows children of the same grade to begin working together with children who will be same school age and progress through leagues together.
2. No playing up will be allowed.

### **C. Team Overview**

1. Each team will consist of no more than 12 children per team.
2. One head coach and multiple assistant coaches are recommended based on number of parent volunteers.
3. Each child will receive a team jersey, Aurora baseball league hat. Child is responsible for their own mitt, plastic cleat shoes and batting helmet.
4. Jersey and hat must be worn during all games. Hats must face forward (not backwards, sideways or inside out).
5. Head Coach will attend mandatory coach clinic provided by Aurora Baseball League.
6. League Commissioner will create teams, practice and game schedules.

### **D. Players and Positions**

1. All players will be in the batting order.
2. A maximum of 12 players will be placed in the field with five outfielders.
3. No player will sit out more than one inning.
4. One player will play the pitching position for only one inning per game. This player is required to wear helmet.
5. One player will play first base for only one inning per game.
6. All players must rotate each inning and a rotation of players in the outfield and infield is required. It will be the head coach decision as to where each player will play for each inning.
7. No player will play the catcher position. It is recommended an assistant coach will be behind batter box to assist in returning ball to pitcher.
8. When your team is in the field, all coaches are allowed on the field with the players. When your team is batting, you must have a 1<sup>st</sup> base coach, a 3<sup>rd</sup> base coach and a batting coach.

### **E. Field and Ground Rules**

1. All players are required to wear batting helmet while hitting.
2. The batter must stay in batter's box when striking the ball.

3. Each inning will be determined by 3 defensive outs or one time through the lineup, whichever comes first.
4. A defensive out would consist of: a forced out, tagging a player in the runner's path, a ball caught before hitting the ground. A forced out is made when a base runner is forced to leave his base when the batter becomes a base runner himself and a fielder successfully tags the next base before the runner can reach it.
5. The batter gets 8 pitches to put the ball into play or 4 swinging strikes. If the player cannot put the ball into play, he is retired to the bench for that inning but it does not count as a defensive out. If the player foul pitches the 8<sup>th</sup> pitch, he will get one more pitch. If he foul pitches the 9<sup>th</sup> pitch, the player is retired and placed back on bench.
6. Each inning will be 3 defensive outs. The batting lineup set by the coach at the beginning of the game is to stay the same throughout the whole game (unless injury).
7. Bunting will not be allowed or taught in this league.
8. Only one player is allowed in on-deck circle. The player must be wearing batting helmet while in the on-deck circle. The remaining players should be on the bench.
9. Runners can advance two bases only when a hit ball has reached the grass of the outfield, otherwise only one base can be advanced at a time.
10. Lead offs and base stealing are prohibited.
11. Advances on overthrows are not allowed.
12. The team at bat will provide a coach to pitch the ball overhand to batter. The coach must pitch from pitching circle.
13. The player playing the pitcher position needs to be inside pitching circle.

#### **F. Game Duration**

1. All games will last 1.15 hours or 3 innings whichever comes first. An inning will end when all players on both teams have batted. If each team is done with 3 innings, one additional inning can only be started if each team can bat one more time within the 1:15 time.
2. All games will start within 10 minutes of scheduled start times. Exceptions are waiting for completion of earlier game or clearing of weather.
3. No scores will be kept in this league.

#### **G. Field Conditions/Rainouts**

1. Rainouts will be called by the Aurora Parks and Recreation Department. Rainout hotline is (330) 655 – 6410.
2. Field Conditions are the responsibility of the Aurora Parks and Recreation Department. Any questions or concerns should be made to League Commissioner to address.
3. Aurora Parks and Recreation will make base lines, batter box and pitcher mound marks on Rookie field.

4. The League Commissioner will work with any teams to reschedule games that were cancelled for weather conditions.

#### **H. Coach, Player and Spectator Conduct**

1. At time of registration each players family will be required to sign the Code of Conduct provided by the Aurora Baseball League.
2. All coaches and spectators are expected to show good sportsmanship at all times. It will be the responsibility of the head coach to assure all players and assistant coaches are using proper conduct. Any issues or concerns should be brought to the League Commissioner immediately.
3. No one is allowed climbing fences, throwing items in dugout or running around. Coaches and parents are responsible for the safety of the players. Players must learn to be patient and sit on the bench when not in field.

#### **I. Goals of League**

1. Players to enjoy the sport.
2. Players will learn good sportsmanship
3. Batting:
  - a. Parts of bat and bat safety
  - b. How to properly hold the bat
  - c. Stance at home plate
  - d. Swing through and run to first base
  - e. All the above while not hitting off a batting tee
4. Running:
  - a. Base location
  - b. Where to run after hit
  - c. Which base to run to and when to run
  - d. Proper stance at bag
  - e. Listen for coaching
5. Throwing:
  - a. Only Aurora Baseball League T Balls will be used. These will be provided to head coach at beginning of season.
  - b. Base locations and where to throw the ball based on play
  - c. Visualize a target
  - d. Throw overhand
  - e. Wait until player they are throwing to is facing them and ready
6. Fielding:
  - a. All locations on the playing field. Learn each position and know where that position is on field
  - b. Learn who will get the batted ball and which base to throw the ball to depending on play of game.
  - c. Properly field a ball and throw to appropriate base depending on play of game.

d. Coaches are allowed in field with their team. It is the coaches responsibilities to help the players understand their positional responsibilities.

e. Players will be encouraged to stay in their position during play, learning their role on the field. Let the appropriate player (s) make the play. Backing up the play is stressed.