

Red Land Youth Baseball

Rookie A Coach Pitch Division – Local Rules

OFFICIAL CAL RIPKEN BASEBALL REGULATIONS SHALL GOVERN PLAY WITH THE FOLLOWING MODIFICATIONS:

1. Player Eligibility:

- 1.01. For the 7 - 8 year old players that are still developing teamwork and other fundamental baseball skills.
- 1.02. 6 year old players that played spring tee ball as a 5 year old are eligible to participate, upon request, if they have attended player evaluations.

2. Team Structure:

- 2.01. Upon conclusion of player registrations, all players will be asked to participate in our skills evaluation process. The evaluation will be conducted by the Division Coordinator with full participation of team managers in the evaluation process. (e.g. includes fielding, catching, throwing, running, hitting, etc).
- 2.02. Evaluation results will be utilized to distribute players equally across all teams.
- 2.03. Teams will be selected by the Division Coordinator with assistance from team managers and other league officials.

3. Pregame and Postgame:

- 3.01. The home team is responsible for field preparation prior to each game. Home team should drag, line and walk field to observe any unsafe conditions and repair prior to start of game.
- 3.02. An arc should be lined 10 feet in front of home plate that extends between the 1st and 3rd base lines. A ball must cross this arc to be considered fair. Any batted ball stopping within the arc will be declared a foul ball.
- 3.03. The team manager/coach is responsible for assessing field safety (debris, holes, loose bases, etc) prior to each game. All field safety issues should immediately be brought to the attention of the league Field Maintenance Coordinator.
- 3.04. Home team will receive 15 minutes of infield warm-up time 35 minutes prior to game time (Pending field availability).
- 3.05. Visiting team will receive 15 minutes of infield warm-up time 20 minutes prior to game time. (Pending field availability).
- 3.06. The visiting team is responsible for all trash pickup at the conclusion of each game.
- 3.07. Both home and visiting teams are responsible for basic field maintenance at the conclusion of each game including putting bases away, dragging and raking the infield.

4. Equipment:

- 4.01. Game balls – league issued RIF Level 5 baseballs. The home team provides two new game balls, and two used balls that are in good condition for each game.
- 4.02. Batting Tee, if necessary – league issued
- 4.03. Fielders Glove – All players must supply and use a glove of satisfactory condition while in the defensive playing field.
- 4.04. Bats – league issued or sanction approved only.
- 4.05. Helmets – NOCSAE Approved baseball – must be worn by batters and base runners. The league will issue helmets but players may use their own NOCSAE approved helmets.
- 4.06. Catching Equipment – league issued – must be worn by players behind the plate. Players shall wear a protective cup when playing catcher position.
- 4.07. The team manager/coach is responsible for checking equipment condition, such as cracked helmets, broken bats, etc. Contact the league equipment coordinator for replacement of any faulty equipment.

5. Team Uniforms:

- 5.01. Players will be provided same colored uniform tops with matching baseball caps.
- 5.02. Shoes shall be worn by all players and coaches. Rubber cleats are acceptable, but not required. Metal cleats are prohibited.

6. Regulation Game:

- 6.01. A regulation game shall consist of 6 complete innings or a 1 hour and 30 minute(90 minutes) time limit unless agreed upon by both managers to shorten the game due to darkness, weather, etc.

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- 6.02. 3 outs or 3 runs scored, whichever comes first per each ½ inning of play. ***The last inning is unlimited runs until 3 outs are recorded or the full lineup bats once.

7. Participation Rules:

- 7.01. Managers should ensure all players are provided equal infield/outfield playing time throughout the season.
7.02. All players should sit the same amount of innings during the season.
7.03. All players should play a minimum of 4 defensive innings each game.
7.04. Defensively, every player should be provided opportunity to play a minimum of 2 innings in the infield each game (Pitcher, 1st, 2nd, 3rd, or shortstop) and should play 2 innings in the OF each game.
7.05. Players should rotate through different positions. Players should not play the same position for more than 2 innings in a game. This is an INSTRUCTIONAL LEAGUE!
7.06. All players must be in the batting rotation, with a continuous rotation used the entire game.

8. Pitching Rules:

- 8.01. Manager or coach will pitch all innings.
8.02. The player pitcher should remain within a 5' radius to the pitching rubber.
8.03. During coach pitch innings there are no strike outs. Coaches should pitch no more than 6 balls to each batter. If the last pitch is fouled an additional ball may be thrown. After 6 pitches the tee must be used to put the ball in play.

9. Division Umpiring:

- 9.01. Base calls are the responsibility of the coach with the best view of the call. Make the best call possible and move on with the game.

10. Game Rules:

- 10.01. No official score is kept.
10.02. "On-deck" batters may not pick up a bat until the previous batter is either out or on base.
10.03. Batted balls that do not go beyond the arc located 10' from home plate will be declared foul.
10.04. Baserunners must keep at least one foot on the base until the ball crosses the plate.
10.05. Stealing of bases is not allowed.
10.06. Baserunners may not advance more than one base if the ball never leaves the infield.
10.07. Baserunners may advance more than one base on balls clearly hit to the outfield grass.
10.08. Baserunners must stop at the next achieved base once the ball is thrown from the outfield to the infield dirt. The ball does not need to be touched. The runner can't advance, unless they were already in process of running to the next base prior to the ball reaching the infield dirt.
10.09. The ball reaching the infield is not a dead ball but the runner cannot begin advancing to the next base.
10.10. Baserunners may be tagged out at any time when attempting to advance or retreat to the base, or if they overrun 2nd/3rd base.
10.11. Outfielders should be encouraged to quickly get the ball into 2nd base or to the pitcher from the outfield.
10.12. Outfielders should play at least 15 steps behind the infield. Under normal game situations, OF should not be playing a deep IF position, covering bases or running to bases for force outs.
10.13. Players may not move-up a base on passed balls, wild-pitches, or any overthrows.
10.14. On balls hit back to the pitcher, the pitcher may not run to a base or home plate to force runners out.
10.15. Catchers should be instructed to field the position to the best of their ability.
10.16. No bat throwing. 1st violation – warning. 2nd violation – runner is called out.
10.17. No head-first slides. 1st violation – warning. 2nd violation – runner is called out.
10.18. Two defensive coaches are allowed on the field (behind the infield in left and right fields).
10.19. It is recommended that the defensive team has a coach to help/backup the catcher.
10.20. Offensive players are not permitted to wander while their team is at bat. Players are expected to sit on their bench.

11. End of Season Recognition Games:

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- 11.01. Managers should nominate 3 to 4 players from their team to play on the end of season 'player select' teams.
- 11.02. Managers should ensure all nominated players will be available to play on the game day. All selected players will be divided evenly into teams by the division coordinator for this post-season event.
- 11.03. The division coordinator may add players at his discretion in order to establish correct roster sizes for post season games.

12. Miscellaneous:

- 12.01. Each team will be assigned to work the concession stand at the Newberry Complex throughout the season. This will be at a time that your team is not scheduled to play a game but will have a batting cage practice scheduled.
- 12.02. Teams playing at Goldsboro will be responsible to share responsibilities to operate the concessions stand.
- 12.03. Parents should be discouraged from providing food to players while they are seated on the bench during a game, unless there is a medical necessity.
- 12.04. "Pass-the-hat"- The home team may pass the hat once during each game to help raise money for their team for awards, team party needs, etc.
- 12.05. It is recommended that each team designate a "Team Parent" to coordinate these and other miscellaneous team activities.