

RAAA In-house Baseball Minor League Rules 2005

K-3rd grade - Minor League will be considered an instructional league.

Quick Reference bullet point rules

- 10 players in the Field (4 out fielders)
- Games to be completed by 8:00
- K/1 bat all players each inning (minimum 2 at bats per game) – [Coaches-encourage and challenge your defense to count outs and set goals.]
- 2/3 round robin batting – 2 at bats per game (if need be play extra outs in later innings of game to accommodate)
- Coach feeds pitching machine to their own team and calls balls and strikes
- **K/1 – 6 pitched balls then player must hit off tee**
- **2/3 – 6 pitched balls(3 must be strike) after a total of 8 pitches (ball, strike or foul) or three swinging strikes the player is out!!** (Coaches if machine has lost accuracy have batter step out and quickly fix it. It's faster and less frustrating than pitching, adjusting, pitching etc)
- No bunting, stealing or leading off
- Rotational fielding – See league fielding matrix attached or viewable on website
- Once ball is in the infield (whether in possession or not) runners must stop advancement. No “cat and mouse”.

SECTION 1 - GENERAL RULES OF FACILITIES USE

- 1-1 No littering, teams must pick up after themselves.
- 1-2 Users of facilities are not to trespass on the property of residents who live adjacent to the parks. Make sure that your teams do not enter or cut across residents' property.
- 1-3 Users of facilities are not to use resident's driveways to turn their cars around near neighborhood parks. Due to this practice, there has been some property damage and there are some safety concerns for children who may be playing in these driveways.
- 1-4 Users of the facilities are not to park their cars in front of driveways and mailboxes. Illegally parked cars will be tagged and possibly towed.
- 1-5 Users of facilities are not to park on the grass adjacent to the parking lots. Be aware that motor vehicles are not allowed in any park facility except in designated parking areas. Cars parked on the grass in parks will be tagged and possibly towed.
- 1-6 To ensure continued use of facilities for RAAA use, we need to minimize the negative impact of this use for the residents, living adjacent to the parks.

SECTION 2 - GENERAL RULES OF PLAY

- 2-1 **Equipment** - It is the coach's responsibility to report any missing, broken or equipment of improper fit to the Program Director or Age Group Coordinator for replacement immediately. Coaches are responsible to make sure that all RAAA provided equipment is placed in the proper storage box and securely locked with the provided lock.
- 2-2 **Home Team** – The second team listed on the schedule will be the home team. Home team will Provide the game ball and sit on the 1st base side

- 2-3 **Start Time** – All games will start at 6:30 p.m. Visiting team will be allowed to take infield practice from 6:00 – 6:15 p.m. The home team will take infield practice from 6:15 - 6:30 p.m.
- 2-4 **Innings** –During school *No inning will start after 7:45 p.m.* Please complete games by 8:00PM
- 2-5 **Darkness or Weather** - Coaches discretion. Coach's responsibility to contact players on their own team.
- 2-6 **Rotation Rule** – Equal playing time. See league player rotation matrix attached or viewable on the web site.
- 2-7 **Round-Robin Batting – Suggest players bat in numerical order.** All players must bat in the same order, scrolling through from inning to inning. Late comers will be added to the end of the line-up. The strike zone is between the knees and the arm pits according to the batters usual stance when he swings at a pitch. When the coach is behind the pitching machine with the ball in his possession, and the catcher is in the catcher's box ready to receive the ball, base runners must be on their base. We don't want any "cat and mouse" taunting that delays the game. At the completion of the game, what ever batting slot is on deck starts the next game (example – #7 in the batting order is the last batter of the game. #8 batter starts the next game)
- 2-8 **Batting Helmets** – Use of batting helmets by the batter, all base runners and player base coaches is mandatory. Use of a helmet by an adult base coach is optional.
Steal cleats are not allowed.
No shorts are allowed. All players must wear baseball pants, sweat pants, etc.
All players must wear an athletic cup supporter.
- 2-9 **Overthrow – K/1** – No overthrow rule. Runners stop at existing base.
2/3 - Definition - ball travels outside the field boundaries determined by the extension of a line formed by either the backstop or the benches down parallel to the 1st and 3rd base lines. The ball is then dead. Ground rules must be understood by both coaches prior to the start of the game.
Overthrow Rule - When an overthrow occurs as a result of a hit ball or continuous play from a hit ball, the coach yells "Time" and awards extra bases to the runners. When fielding the ball in the infield, a runner gets two (2) bases from the start of play. When fielding a ball in the outfield, you get two (2) bases from the time the ball leaves the fielders hand. The latter case is based solely upon umpires judgment.
- 2-10 **Balls & Strikes** – Coaches call strikes for their own team.
K/1 – 6 pitches from the machine then the player must hit off the tee.
2/3 - 6 pitches from the machine (3 must be strikes), after a total of 8 pitches (ball, strike or foul) batter is out. Please, If machine needs adjustment have player step away and fix the issue prior to pitching more balls. Both coaches should discuss this prior to the game so that no issues arise during the game.
- 2-11 **Leading Off and stealing**– No leading off or stealing.
- 2-12 **Passed Balls** – No running on passed balls
- 2-13 **Bunting** – No bunting.
- 2-14 **Infield Fly Rule** – Does not apply at this age.
- 2-15 **Collision Avoidance Rule** – This is not just a coaching opportunity but a safety issue. Please discuss avoidance of contact. 1st offence is a warning, second is runner out and one inning on the bench etc. The intent of this rule is to avoid injury. A base runner is out when he does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag or if he maliciously runs into a fielder (malicious contact supersedes obstruction). Hurdling is prohibited. Stepping over or jumping over the outstretched glove of a fielder holding the ball on or near the ground waiting to make the tag is legal.

- 2-16 Obstruction** – This is a coaching opportunity do not enforce. The rule is - The act of a fielder, while NOT in possession of the ball and NOT in the act of fielding it, impedes the progress of a runner. The runner shall be awarded an extra base from the spot they would have advanced to by the end of the play. Delayed dead ball.
Base coaches cannot enter fair territory nor physically push or pull base runners.
- 2-17 Interference** – This is a coaching opportunity. Use interference of a fielder as a teaching opportunity. Interference due to a ball hitting a runner is enforced and the runner is out. The rule is - The act which interferes with, obstructs, impedes or hinders any fielder attempting to make a play. If a runner is hit by a batted ball in fair territory before it has touched or passed an infielder, the ball is dead and the runner is out. No runner may score, and no runners advance except runners forced to advance. A runner must go around a fielder in the act of fielding in the base line.
- 2-18 Three (3') foot base line** – This is a coaching opportunity. Do not enforce at this age, use it as an opportunity to teach. The rule is - Runners are out if they run more than 3' outside the base path to avoid a tag, unless they are avoiding a fielder in the act of fielding a ball in the base line.
- 2-19 Conduct** - It is not easy to recall rules in a split second even as adults let alone these kids. We are all together learning these rules and interpreting them. Questions concerning rule interpretations are allowed and to be expected just for clarification and learning, but done only by each coach in a calm manner. A good pre-game conference will alleviate many misunderstandings. Coach's judgment, however is never allowed to be questioned or second guessed by anyone at anytime! All parents and coaches help them in a non-critical manner. ***Coaches or Assistants will be subject to suspension from all RAAA Baseball activities for failure to act in an exemplary manner.*** In compliance with the handbook, players and coaches are not allowed behind the backstop during the course of the game.
- 2-20 Unsportsmanlike conduct** - The COACHES have the authority to eject from the premises any player, coach, manager, or spectator for unsportsmanlike conduct, profanity, inciting any provocation or any physical assault during or relating to a game in any nature, and report the incident to the Program Director and Age Group Coordinator. Players and coaches will be subject to suspension of any further activities for the season.
- 2-21 Throwing Equipment** – Throwing of bats, helmets or any other equipment will not be tolerated. ***Coach's discretion – 1st offence warning, 2nd - Sitting out one inning etc.***
- 2-22 Safety, Policing Equipment** - All offensive players are restricted to the bench except the batter and the on-deck hitter. Parents, please help the coach enforce this. All equipment must remain behind the bench or backstop. Umpires will stop play to enforce this.

SECTION 3 - SPECIFICATIONS

Length of Game	3-4 Innings
Length of Bases	K/1 = 50' – 2/3 = 55'
Dropped 3 rd Strike	N/A
Hit Batter	Does not apply.
Infield Fly Rule	No – Coaches teach players to watch the Play.