

## **ROOKIE DIVISION**

T-ball/ Machine-Tee – 5&6 year old League

### Playing Rules

#### A. Field Size and Equipment

1. Bases are located 48 feet apart. (approximately 16 steps)
2. Pitchers' mound is located 36 feet from home plate. (approximately 12 steps)
3. The official baseball for this league is the standard Saf-T-Ball.

#### B. Batting

1. For Machine-Tee, the batter will attempt to hit a machine pitch ball. If the batter does not hit the ball after three pitches they will hit off of the batting tee as described below.
2. For T-ball, all hitters will hit the ball from a hitting tee. The tee should be adjusted to a proper height so that the batter will be able to **swing level** at the ball. The tee **should not** be positioned so the batter swings up, thereby developing bad hitting habits.
3. When the ball is hit it must go at least 25 feet in front of the batting tee.
4. If the batter hits part of the ball and part of the rubber tee, it is a fair ball if the ball goes 25 feet. If the batter hits all tee or the ball does not go 25 feet it is a foul ball.
5. There is no bunting allowed.
6. Three complete misses of the ball while batting constitutes a strike out.
7. The **entire team** of players shall bat in order whether playing defense or not.
8. Batting helmets must be worn by all batters and base runners and the batter on deck.
9. An inning is over when all team members have batted or three outs are made, whichever occurs first.
10. No stealing or leading off is permitted.

### C. Pitching

1. The pitcher should go through the pitching motion before the batter swings at the ball.
2. There is **NO** pitching allowed at this level. It is more important that players develop good **level** batting techniques than to be swinging at an arched pitch.

### D. Fielding and defense

1. Up to ten (10) players are allowed on the field at any one time, including the catcher. If the head coach from each team agrees, each team may place their entire team on defense (in the field). If this is done, it is recommended that the basic infield position be filled normally, with the balance of the players being stationed in the outfield areas.
2. Each player must play a minimum of two (2) innings defensively. It is recommended that players be rotated each inning so that no player is sitting on the bench more than one inning in a row. Players must actively participate every moment and not waste time sitting on the bench getting bored.
3. Only **one** coach may be stationed **beyond the infielders** in order to provide instruction to all defensive players.
4. The catcher must wear proper head gear; mask, and chest protection, shin guards are optional though strongly recommended.

### E. Playing the game

1. A regulation game is six innings or one (1) hour and fifteen (15) minutes, whichever occurs first. No new inning is to begin after 1 hour and 10 minutes.
2. A game may be called after 3 ½ or 4 innings are completed.
3. An inning is over when all team members have batted or three outs are made whichever occurs first.
4. No stealing or leading off of the bases is permitted.

5. The purpose of this league is to begin to introduce the player to the fundamentals of hitting, throwing and catching. This can best be done by keeping practices interesting and the atmosphere fun for the players.

#### F. Umpires

There are no official umpires for this league. Teams should use parents to help officiate. The umpire should not be the defensive coach in the field.

#### G. Scorekeeping

No scores are to be kept of these games. The purpose of this league is to develop an interest and fun attitude for the game. Win and loss records are not to be kept.

## **ROOKIE DIVISION**

### Machine Pitch 7 year old League

#### Playing Rules

##### A. Field size and equipment

1. Bases are located 48 feet apart. (approximately 16 steps)
2. The pitching machine is set 46 feet (approximately 15 steps) from the plate and is set at approximately the #5 speed setting. (Atec Rookie Machine) So that a relatively “flat” pitch can be delivered at the distance of 46 feet. Once the speed is set it should not be adjusted during the game, **unless** a specific incident warrants a change. The elevation may be adjusted to accommodate players of different heights. Use the **semi-hard** yellow balls **only**.
3. The official balls of the league is the Saf-T-Ball and the semi-hard yellow pitching machine ball.

##### B. Batting

1. The batter will take his position in the batter’s box at home plate and the coach or the batting team feeds the baseball into the pitching machine, making sure the batter sees the ball immediately prior to the ball being “pitched”.
2. Each batter will receive 5 pitches. There are no walks in this league. If, after 5 pitches the batter has not hit the ball, he is declared out.
3. There is no bunting allowed.
4. The entire team of players shall bat in order, whether playing defense or not.

##### C. Pitching

1. There is **no** pitching to batters allowed at this level. It is more important that players develop good **level** batting techniques than to be swinging at an arched pitch. There is no “**coach pitch**”. Players must continue to develop good **level** swing techniques.

#### D. Fielding and Defense

1. Up to ten (10) players are allowed on the field at any one time, including the catcher. If the head coach from each team agrees, each team may place their entire team on defense (on the field). If this is done, it is recommended that the basic infield positions be filled normally with the balance of the player being stationed in the outfield area.
2. Each player must play a minimum of two (2) innings defensively and bat at least once. It is recommended that players rotate each inning so that no player sits on the bench more than one inning in a row. Players must actively participate every moment and not waste time sitting on the bench getting bored.
3. It is important to allow players to play different positions to gain experience and develop their talents. Coaches should try to have players play all positions throughout the season.
4. One coach may be stationed **beyond the infield** in order to provide instruction to all defensive players.
5. The catcher must wear proper head gear and facemask and **all** catcher equipment.
6. The catcher shall return the balls to the pitching machine only after all 5 balls have been pitched to the batter.

#### E. Playing the game

1. A regulation game is six innings or one (1) hour and fifteen (15) minutes, whichever occurs first. No new inning is to begin after 1 hour and 10 minutes.
2. A game may be called after 3 ½ or 4 innings are completed.
3. An inning is over when all team members have batted or three outs are made whichever occurs first.
4. No stealing or leading off of the bases is permitted.
5. The purpose of this league is to further develop player skills, interest, and a fun atmosphere for the players.

#### F. Umpires

There are no official umpires for this league. Teams should use parents to call the bases only. The ‘umpire’, may also feed the balls to the pitching machine upon approval of both coaches.

#### G. Scorekeeping

1. No scores are to be kept of these games.
2. Win/loss records are not to be kept.