



Rookie Rules

Park Rules and Guidelines

Always follow the three F's of youth sports- have Fun, make Friends and learn Fundamentals

Our recreational season is a balance of competitive baseball and player development. Do not sacrifice player development to try to win UNTIL the end of season tournament. Force players to try new positions, to work on technique, and to play the game in a way that develops their skills first.

Coaches, as role models for the players and representatives of our league, must conduct themselves in a professional manner to all players, umpires, league administrators, coaches, and fans.

Encourage your fans and coaches to celebrate players on all teams. Eagle Lake Baseball is a family, we want to see our players smile as they get gooder.

Do not hesitate to offer helpful coaching or instruction to players on other teams, the better each team plays, the more each team will have to develop to have success.

Baseball might be the only fun activity some players participate in, cherish that responsibility to keep it fun.

The best interests of the kids come first.

DO YOUR BEST TO SPEED THE GAME UP. Change innings quickly, hustle, give the kids as much game time as possible.

Make sure to become familiar with the names of players that stand out on the opposing team, this will help ensure the best players represent our park in All Stars.

League Notes

Rookie is often a mixture of experienced and skilled players and newcomers to the game. While it can be tempting to fixate on strategies that result in winning, developing the player's skill set must come before that. Your job as coaches is to prepare each of these players to be successful in the Minors division. Force the players to recognize an unhittable pitch thrown from the machine, and to take the pitch. Invest time in baserunning and fielding mechanics of all players. Spend the time before games count to put players in a position where they may struggle, so they can learn. Hitting off the machine is very time consuming. Please plan your practices to keep players active, having a line of players waiting to hit off of a machine causes boredom- keep those players busy with other drills. If we do our job to prepare the players for their next division, it's far more likely they will continue to play this game for years to come.

Administrative Rules

All players must be in uniform, including Jersey, Cap, Pants, Cleats.

Home and Away teams will be listed on Sports Engine and Game Changer. Home teams will be in the first base dugout, Away teams will be in the third base dugout.

Home team will officially score the game on GameChanger.

Away team will manage the scoreboard via Dak Score app.

Each team must provide a lineup to the opposing team. Each team is required to bat their entire lineup.

Players must use a bat with a USA Baseball stamp. Bats with a Tee Ball stamp will not be allowed.

Games and scores will not count towards the end of season tournament seeding until after the midway point.

Rule or procedure challenges will be resolved by the Umpire in Charge Alex Santiago or Umpire Liaison JJ Britt.

No new inning will start after 70 minutes from the official start time. Innings that have started must be completed unless the home team is ahead. When games do not count towards standings, a drop-dead time of 85 minutes will be enforced (hitter will finish their at bat and game will end immediately after).

There is a run limit of 4 runs per half inning before midway, 6 runs per inning **after midway**. There are no run rules or mercy rules in this division.

Gameplay Rules

Coaches positioning-

On offense, a 'pitcher' coach, third base coach, and first base coach will be allowed. Before the midway point, we also encourage a coach from either team to help behind home plate; this can speed the game up tremendously by assisting with the pitched balls. **After the midway point**, no coach will be allowed behind home plate.

The 'pitcher' coach will station the machine directly behind and touching the pitching rubber at 46'. They must try not to interfere with the play after the ball is hit. If a coach is obstructing the play, the hitter may be ruled out at umpires' discretion.

On defense, two defensive coaches will only be allowed in foul territory, each coach will be approximately 15 feet beyond first or third base.

Offense-

Before the 'pitcher' coach begins to throw to the hitter, they must scan the field making sure the defensive coaches and players are ready. Then verify the umpire is ready before pitching.

The 'pitcher' coach will have one primary baseball, it is encouraged to use the same ball until it is lost or damaged, as each ball throws differently. The hitting coach will pitch until a ball is in live play, with a maximum of three pitches unless the last(third) pitch is hit foul. If a player misses three pitches, they are out.

Any pitched ball that is in fair territory is considered live.

Neither intentional or unintentional bat throwing will be tolerated. The first offense will be a warning, the second offense will be an out, and the third offense will mean the player will sit out the rest of the game.

No stealing or leadoffs, baserunners must remain on the base until the ball is hit. **After the midway point**, stealing will be allowed after the ball crosses the plate. Players may only steal one base at a time, even if there's an overthrow. No player can steal home.

A "No Slide Rule" is in effect, meaning runners are not required to slide into a base if they do not make intentional or malicious contact.

If the defense does not force the runner to stop, and the runner never slows down/stops, they will be permitted to keep advancing.

Any batted ball that hits the machine or weights before being contacted by a defensive player is a dead ball. The batter gets first base, and any base runners advance only if forced. If a ball is contacted by a player prior to hitting the machine, it is a live ball.

If the machine throws a wild pitch, and the hitter does not swing, the umpire will call "No Pitch" and that pitch will not count against their strike total.

Bunting is allowed. Fake Bunting is allowed, but if the player swings after showing bunt they will immediately be called out.

Defense-

Teams should have a third baseman, short stop, second baseman, first baseman, pitcher, and catcher. No player sits the bench on defense unless being disciplined or a team has more than 10 players present.

Defensive players are not allowed to play the same position twice in a game, catchers are the exception to this rule. **After the midway point**, there is no requirement to move players.

Catchers must wear full catchers' gear.

Play ends when the lead runner is stopped and the umpire calls timeout.

The ball must be fielded and thrown to a base with intention of making an out or stopping the lead runner.