

## *Delaware Township Athletics Association*

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### Delaware Township Athletic Association (DTAA) Baseball Rules- ROOKIES

#### The Basics:

- **This is recreational baseball. It is intended to be fun and instructional. Emphasis will be placed on skills development, sportsmanship, and having fun.**
- **All players are expected to play comparable numbers of innings.**
- Rookie's teams consist of between 8 and 12 players, depending on the number of registered players.
- A minimum of 8 players is needed to start a game. If a team is expecting 9 players or less at a game, a non-roster player(s) may be substituted (either same age or below). **Substitute non-roster players must wear a separate uniform and hit at the end of the batting lineup, and can only play the outfield on defense.** If a substitute non-roster player is to be used for a particular game, the coach is responsible for alerting the opposing coach prior the start of the game.
- No player from another team may substitute in consecutive games.
- When playing games at which an umpire is available, pitching is done by the pitching machines (32 MPH), ball fed in by the umpire. When playing games at which there is no umpire, a coach from the batting team feeds the pitching machine.
- Rookie's games are 4 innings long, or two hours in duration. Fourth inning should not start after two hours, but can be completed if begun before the two hours (depending on field availability). A fifth inning can be played if there is time and both coaches agree.
- Score is kept by a score keeper or coach on each team.
- Each team provides a new game ball for each game. It is highly recommended to have additional new balls on hand in case foul balls are unable to be retrieved.
- Games are played during the week as well as on weekends. Weekday games begin at 6:00 PM; weekend games begin at various times.
- Home team dugout or bench is on the 1<sup>st</sup> base side; visitor is on the 3<sup>rd</sup> base side, but head coaches of the home team may choose their preferred dugout.
- There are approximately 10-12 baseball games per season.

#### Uniforms and Equipment:

- No player will receive their team uniform until bond checks are submitted and parent waivers are signed.
- Each player will be provided a uniform shirt, hat, belt, and socks which they may keep at the end of the season.
- During a game each player must wear ALL of their issued uniform.
- The head coach will determine the color of baseball pants that each player will be required to obtain on their own.
- The League provides bats, helmets, balls, and catchers gear for all teams to use. It is suggested practice that each player purchases their own helmet. Your child may use their own equipment as well, but it is the child and parent's responsibility for that equipment's safety.
- Cleats are required for all players. **No metal cleats are allowed.**

#### Rules of Play:

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### Umpires

- There will not be certified umpires at regular games. Coaches have the responsibility of officiating the games. During tournaments however, certified umpires are present, run the pitching machine, and make all calls.
- Games played without umpires will follow these procedures:
  - Each team at bat will have a 1<sup>st</sup> and 3<sup>rd</sup> base coach who will make the calls at those bases. The coach at the pitching machine will make calls at 2<sup>nd</sup> base and home plate. These coaches will also determine if a runner was past the halfway point required to advance to the next base that will be discussed later in the “base running” section. **Neither questioning nor discussion of calls made by the coaches will be allowed during the games.**

### Batting

- Players can strikeout at this level of play. There are 5 strikes to an out, with a maximum of 7 pitches. There are no “called strikes” since we use a pitching machine. A foul ball counts as a strike except as the last strike. At the season midpoint, we will consider the option of moving to a 5 pitch maximum, which could allow playing one additional inning to a game (5 inning game).
- Pitching machines can be erratic. Pitched balls which bounce in front of the plate or fly clearly over the player’s head and which are not swung at by the batter should not count against the 7 pitch maximum. Such pitches that are swung at count as strikes.
- In addition to a normal foul, a foul is called if the ball does not travel 10 feet from home plate in any direction, see **Figure #1**.
- All players are in the batting line-up.
- The number of batters per inning is determined by the team with the most players, i.e. if one team has 10 players present and the other team has 11, then 11 batters will bat each inning. This can be discussed between coaches before the game and an alternate approach can be agreed upon.
- An inning is over when one of the following two conditions are met, 3 outs or maximum number of batters come up to the plate.
- All players with a bat in their hands must wear a batting helmet. The player then keeps the helmet on while running the bases.
- There is no bunting.

### Base Running

- There is no stealing or leading off the bases.
- Base running in ROOKIES is very unique. When a ball is hit into the outfield, a runner advances to the next base as long as the ball is in the outfield. Play stops when the ball crosses a line between the bases, see **Figure #2** for definition. If the runner is not halfway to the next base he or she must return to the last base. An example of this is when a batter hits the ball into the outfield. There is already a player at second base. The player at second base may advance to third or home if the ball is in the outfield. If the outfielder throws the ball in quickly and the runner has not gotten halfway to third or halfway to home plate they must return to the last base. If the player is halfway to third and no play is made to tag the runner then the player is safe at third. It is very important to remember that the runner is advancing at their own risk if there is not a force play. The defensive team can tag the runner to make the out.

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- Base runners do not advance on an overthrow of the base unless the overthrow does not cross the line between the bases.

### **Defense**

- The following positions will be on the field, depending on the number of players present: player to the side of the pitching mound (since the coaches pitch), catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, and four players are in the outfield
- **EACH PLAYER MUST PLAY AT LEAST ONE INNING IN AN INFIELD POSITION.** It is highly encouraged that an individual player does not play a single position for every inning of a game; at this age, it is important to learn multiple positions, and to allow different individuals the opportunity to play in the infield. The following are infield positions: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, pitcher and catcher.
- The outfield does not mean at the edge of the infield. Outfielders must be at least 5 yards behind the line between the bases (the infield)
- The Pitcher position plays outside the pitchers circle either on the left or right side of the circle depending on if there is a right or left handed batter. The player in the Pitcher position **MUST** wear a batting helmet with a face mask.
- Defensively, the outfielders play an important role in stopping the advancement of the runners as listed in the “base running” section. The outfielder must throw the ball toward an infielder.
- If a batted ball hits the pitching machine or generator, the ball is considered a “dead ball”, and the batter is awarded first base (regardless if the balls stays in fair territory, or lands in foul territory). All base runners that are forced to advance by the runner being awarded the first base should also advance. Base runners that are not being forced must remain in place.
- Balls that hit a base coach and bounce back into fair territory are still foul balls.

### **Miscellaneous**

- **It is up to the head coach of each team to try and control the behavior of the players, parents and spectators of their own team.**
- No questioning the safe / out, fair / foul call of another coach.
- AWAY team warms up on the field 30 minutes prior to game; HOME team warms up on the field 15 minutes prior to the game.
- Any player who arrives late should be added to the bottom of the line-up.
- If you are using a substitute player from another team, he or she plays only outfield and bats last.
- There is no head first sliding and no sliding into first base. If a player slides into first base he will be called out.

### **Pitching Machine:**

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- When DTAA Teams are playing each other, the AWAY team coach is responsible for picking up pitching machine and generator. HOME team coach is responsible for returning pitching machine and generator and is also responsible for filling the gas tank on the generator before storage. The pitching machine should not be left unattended.
- When DTAA teams are playing outside teams at DTAA facilities, regardless of which the HOME team is, the DTAA team is responsible for all aspects of field setup and clean-up.
- **ALL** players should use the pitching machine during the game. Every effort should be made for ALL batters to use the pitching machine.

**Field Maintenance:** The HOME team is also responsible for raking the field following the end of the game. Fields must be raked after every game.

**Snack Shack:** Each DTAA family is required to perform two snack shack duties per child, with a maximum amount of four duties total per family. All Head Coaches are pardoned from snack shack duties. Assistant Coaches are pardoned from one (1) duty per registered child. All DTAA families are required to pay a \$75.00 bond for EACH child playing for DTAA baseball. Bond checks will ONLY be cashed if snack shack volunteer duties are left unfulfilled. Families may choose to buyout of their duties, in which their bond check will be cashed immediately.

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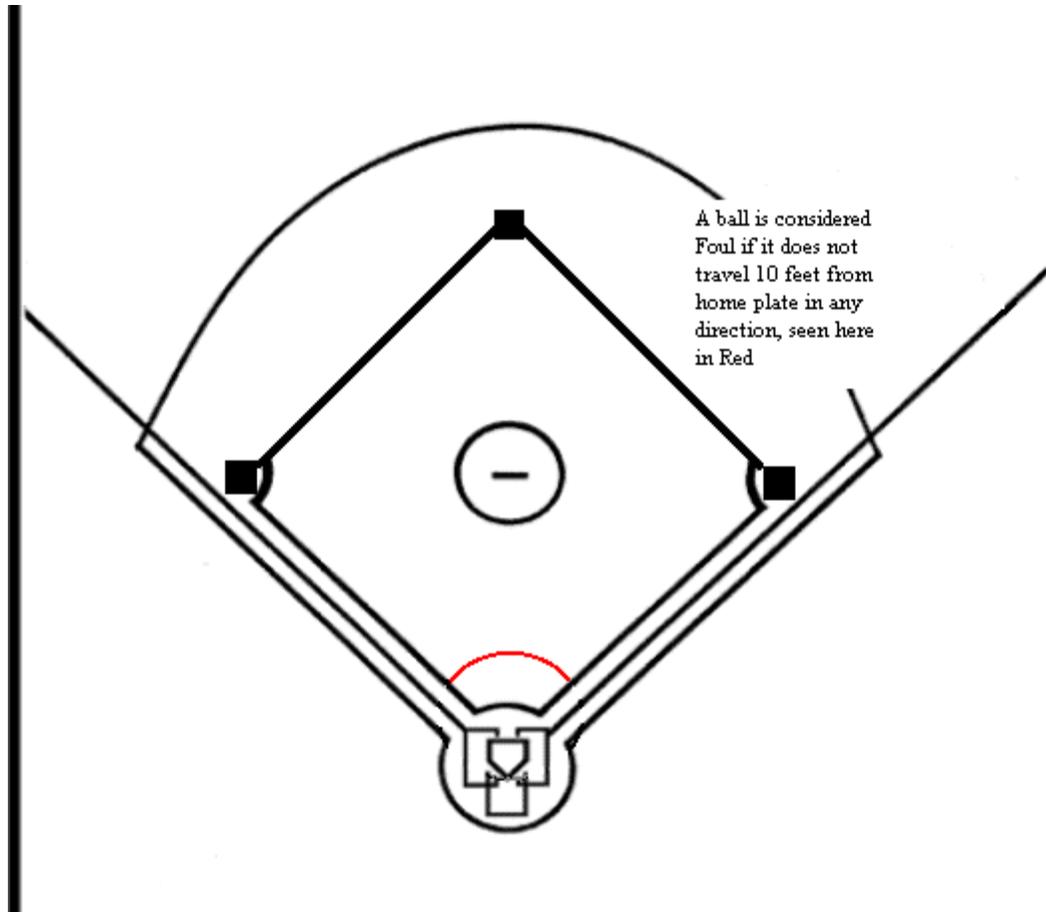


FIGURE #2

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