

ABR AA / ALL A Rules ("2nd Year Coach Pitch") (Generally 2nd Grade)

Revised Date: Fall 2018

The goal of this level is to provide players with a fun baseball experience and to create an enjoyable social experience. Players are in the second year of coach pitch and will develop hitting, base running, fielding, and throwing skills, as well as a better understanding of the concepts and strategies of the game. Emphasis is placed on keeping the game moving and providing as many "touch opportunities" as possible.

Player eligibility: Second graders are generally eligible to play; please refer to league-specific age registration requirements.

Coaches Conference: Coaches should conference before every game to review the rules; coaches must display good sportsmanship in working through rule questions in a collaborative, positive manner with other coaches and umpires.

Speed of Game: The goal is to play a half inning in 7 minutes or less and five innings in 75 minutes. No more than one minute between half innings. No inning should be started after 75 minutes.

Ball: Level 1 Safety baseball (softer safety ball). "Starr-1" NOT the "Sof-tee" which is a level 5.

No On-Deck Batters: No batters are permitted on deck.

Pitching: Overhand Coach Pitch, **must be from one knee** (NOT standing) from 30-40 feet. Throw with a consistent motion on a straight line from hand to strike zone. Keep a bucket of balls next to you to keep game moving. Have a parent with another bucket or bag picking balls up at the back-stop.

Number of Pitches: Five pitches maximum, or three swinging strikes, whichever comes first. The batter is awarded another pitch if he/she hits a foul ball or or a foul tip on the fifth pitch.

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Batting: Fixed continuous order. Entire team bats. If a player arrives late, they are added to the bottom of the batting order. Assistant coach has "on-deck" batter ready to go, but for safety on-deck batters shall not have a bat in their hand, only the batter may hold a bat. All bats should be kept inside back-stop. Keep your batting order the same for each game the entire year, so that each player knows who he/she bats after. The first batter of each game is the player who was on-deck at the end of the last game.

Hits: No bunting. Ball should travel at least half-way to pitcher's mound (20'). No walks.

Coach/pitcher calls all foul balls with discretion for close calls, or miss-hits that don't travel 20' (call it quickly for benefit of fielders).

Base running: Player must keep foot on base until ball is hit. Any base runner who leaves the base before the ball is hit will be called out.

Ball in Play: The ball is in play until it is returned to the infield; however, baserunners are not allowed to advance once the ball is in the infield (even if it is bobbled). Parents should coach first and third base and should be well-versed on when runners can advance. First and third base coaches make safe/out calls at their base.

Sliding: Any runner shall be called out when he or she (a) does not slide or (b) attempt to get around a catcher or fielder at any base who has, or is waiting to receive the ball, to make a tag. All head first slides will be called out.

End of Inning: Each half-inning shall end upon the first of the following: 3 outs, a maximum of 5 runs scored, or entire line-up has batted.

Number of Players on Defense: 10 - four infielders, pitcher position, catcher and four outfielders. THE CATCHER DOES NOT CHASE PASSED BALLS. Ensure that the catcher is promptly and properly equipped as soon as the 1/2 inning is over. Use a courtesy runner for your catcher so he/she is dressed. The inning must start after 1 minute with or without the catcher. A parent should be collecting the balls at the backstop in a bag or another bucket. Rotate players from infield to outfield each inning.

To make transition to the field faster, post at the beginning of the game the batting order with player positions for **all five innings**. Also, consider having a "field" coach run to second base immediately after your last batter hits and that field coach will ensure quick placement of the players to their field assignment, and encourages kids to hustle out to the field.

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Minimum Play Rule: It should be the goal of each Manager for each player to play at least half of the innings in the field. Defensively, no player may be on the bench for more than **ONE** consecutive inning at a time. That is, each player must play **AT LEAST** every other inning in the field.

Free substitution is allowed in the field after any inning. This rule shall not interfere with the right of the manager to deny any player's playing privilege for disciplinary reasons. The coach must inform the opposing coach before the start of the game that the player is being "benched" and for what reason.

Number of innings per game: 5.

Substitution: Unlimited.

Umpires: Coaches/parents. Coach assigns a first-base coach and third-base coach who calls plays made at those bags.

Score: Score is kept, but not standings. Intent is to make baseball at this level fun and teach baseball basics.

Stealing: No.

Game Time Limit: Max 75 minutes.

Dugout: Home team sits on 3B bench.

Rainouts: If the inclement weather line (703-228-4715) calls off practices or games due to rain or wet conditions, the game is cancelled. If thunder or lightning, the game must be cancelled.

Make Up Rainouts: No.