

ROOKIE RULES

Program Objectives

- Provide a positive team experience for girls and boys ages 5 and 6 with emphasis on teamwork and sportsmanship.
- Instruct the basic skills of baseball including catching, throwing and fielding.
- Instruct the concepts and general rules of baseball.
- Maintain a safe environment.

Rain Outs

- In case of rain, the coaches will contact the commissioner to find out if there will be a game. Rainout information will also be posted on the website, www.evanstonbaseball.com. It becomes the decision of the coaches at game time whether to play based on any change in weather.
- It is the parents' responsibility to call the coaches or to check the website to see if the games will proceed as planned. Ultimately, it is the parent's decision whether or not to allow their child to play if the weather is inclement.

Games

- Practice will begin at 9 am on Saturdays and at 5:45 on weeknights.
- Games will begin at 9:30 am on Saturdays and at 6:15 pm on weeknights. Games must end no later than 10:30 on Saturdays (except in special circumstances dictated by the League Commissioner) and no later than 7:30 on weeknights.
- When more than nine players are used, the extra players will play in the outfield.
- Players should rotate to a new position each inning.
- Neither the score nor the number of outs are recorded.
- Coaches are strongly encouraged to use the tee for all hitters. Coaches may not pitch to batters unless both managers agree. A batter must use the tee after 5 pitches, whether or not the batter has swung at a pitch.
- Managers or coaches will be catchers; no player will be allowed to play catcher.

Batting

- All players will bat each inning. The number of batters is determined by the number of players on each team.
- The players may bat in any order as long as everyone receives a turn.
- The hitting team's manager will notify the fielding team's manager when the last player comes to the plate.
- Bunting is not allowed.
- Except for the last batter in an inning, baserunners may advance only one base on each hit. There are no advances on overthrows. The last batter in each inning may hit a "home run".
- There are no strikeouts.

A ball is dead when:

- The ball goes less than ten feet in front of home plate (umpire's judgment).
- The ball crosses the foul line either between home plate and first base or home plate and third base on a throw by the defensive team.
- A coach has the ball in his/her possession.

Safety Conduct

- All players not on the field, at bat, or on-deck to hit must remain in the dugouts.
- All batters and baserunners must wear a batting helmet.
- Players should be instructed not to throw bats after hitting.
- The manager and coaches may accompany players onto the field to help verbalize baseball strategy and rules.