

## Hopedale Youth Baseball Association Junior League

### Rules

- All coaches and players shall demonstrate good sportsmanship at all times.
- Weekday games will start promptly at 5:30PM and weekend games will be begin as shown on the official schedule.
- Games will last 6 innings with no inning starting after 7:00PM. If on the weekend, the game shall end as soon as the next game's schedule start time has been reached.
- Only RIF 5 baseballs will be used for all games and practices.
- The coach or alternate shall pitch to his or her own team. The other coaches on offense should coach the bases and/or support the bench/on-deck area.
- During coach-pitched innings, the player/pitcher will be positioned on the rubber with a clear line of sight to the batter. Coaches are encouraged not to assign their most skilled fielders to the pitcher position. If there are an inadequate number of fielders, the pitcher position will be left vacant.
- After the midpoint of the season, player pitching will be introduced on a managed basis. There will be a maximum of two player-pitched innings per game. Four balls will constitute a walk, and three strikes will constitute an out. The pitcher's coach will instruct him/her from the mound. No player may pitch more than one inning per game or three innings per week. Players may not pitch on consecutive calendar days, or in separate games on the same calendar day. Once a pitcher reaches four walks or two hit batters in an inning, coach pitching will resume for the remainder of the inning. Coaches are encouraged to provide pitching opportunities to all potentially capable and interested players. Prior to each game, coaches may agree to waive player pitching or limit it to one inning in consideration of all circumstances.
- Coach that is pitching will also perform the role of umpire at all the bases.
- Batter is given 5 swinging strikes during coach-pitched innings. No walks, leading, stealing or bunting.
- No head first sliding unless going back to a base. Players must slide on a play at the plate or they will automatically be called out.
- Home team coach will supply 2 new balls for the game.
- During the game, coaches are encouraged to teach/instruct and not manage. Defensive coaches are encourage to be in short left and right field during the game providing player with positional instruction (e.g. where to go when the ball is hit) as well as physical instruction (e.g. stay down on a ground ball).
- All players must play the field during all innings. Use only 4 infielders but utilize 4 or 5 outfielders if needed to ensure no kid sits on the bench. Ensure that you rotate the kids evenly between the infield and outfield.
- A player can play the same position for a max of 2 innings each game.
- A continuous batting order will be utilized.
- 6 runs is the maximum that can be scored each inning. No score should be kept, only keep track of runs scored in each inning. Boys playing the position of catcher are required to wear a protective cup.
- Coaches are encouraged to pinch-run for the catcher if there are 2 outs in the inning to facilitate the catcher being ready during the switchover.
- Ground Rules: A ball is live as long as it is in bounds. A ball is considered out of play when it has passed by an imaginary line running straight out from each dugout fence
- Safety: Keep all equipment and players except on-deck batter behind the dugout fence. The player on deck must be wearing a batting helmet and remain in the on-deck area. Bench coaches should ensure that everyone but the on-deck batter remain sitting on the bench. Bench coaches should also be aware of other personnel (younger children) coming near the on-deck area.