

Warwick Little League Rules for Instructional 2 Baseball Rev 2/08

Instructional level 2 (7yrs and 8yrs)

This is an instructional level. Emphasis is on learning the fundamentals of pitching, catching, throwing and hitting. No scores are kept and there are no standings. Coaches may elect to pitch to their own players. Players are to be developed to pitch in a game. A hittable strike zone shall be called. The entire lineup bats. The inning is over when three outs are recorded. Coaches are placed as to give direction to their own players. Position them at their respective areas. Place the 10th player in the outfield. No more than 10 players on the field. Outfielders should be placed at a reasonable distance (10-20ft) from the infield. Players need to move to the ball. Placing them too close to each other may result in an accident. When ever there are players in the dugout; an adult (league approved) shall supervise them at all times. All efforts should be made to have players learn more than one position. Coaches should consider mixing up the batting order from game to game. Badges shall be worn at all times as a visual assurance to parents and field supervisors that league approved adults are supervising the players. Managers shall be responsible for the actions of themselves, coaches and players. They will handle any concerns of their own parents. Here is the list of the following local rules.

1-All games shall consist of 6 innings; with no new inning starting 2 hours after scheduled start time. All teams shall conduct their warm ups and game within the two hour time limit.

2-Each team shall supply 1 new game ball for every game.

3-We use the continuous batting order. If a player is unable to bat; merely skip over and go to the next batter. If the player feels better; just insert them back in the order where they started. Anyone arriving after the start of the game shall be placed at the end of the order.

4-There are unlimited field substitutions. Managers should move kids in and out of the game defensively. Utilizing your coaches will help this task be much easier.

5-One manager and three additional coaches are allowed per team. While on offense a team must have one coach in the dugout; one at 1st and third as base coaches and the other at the pitching mound. While on defense a coach must remain in the dugout, one behind the catcher and place a coach in right center and the other in left center. The outfield coaches shall give defensive instruction to their players. League designated adults with badgers may be used to fill in if one of the four positions are not covered by the teams manager or coach.

6-The player pitcher shall be given 5 chances to throw to the batter. The offensive coach shall call the hittable strikes. If the player pitcher has not recorded the out after 5 throws; the coach shall step in and assume the strike count. If the batter has 1 strike ; the coach gets 4 balls to throw. If the batter has two strikes; the coach gets only three balls to throw. The manager must track the number of pitches thrown by the player pitcher. The player shall not exceed 50 pitches in a game. If a team has no remaining eligible pitching left; the offensive coach shall pitch to his players the rest of the game.

7-The manager shall keep the pitching chart on hand at all times to be available to field supervisors and commissioners in need be.

8-Managers and coaches are not to warm up the pitchers. This must be done by another team player with a catchers mask and throat guard.

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9-A coach should back up the catcher to collect passed balls and to instruct the batter if told by the other team. The coach shall collect each ball passed or from the catcher. No balls are thrown back to the pitching coach until the 5th ball is thrown. This is to ensure the 5 pitch maximum. Any player hit by a pitch has the option of going to 1st base or electing to hit again.

10-All players should remain in the dugout at all times unless batting or fielding a position. Players unable to control their behavior may be told to sit with their parent until the behavior improves. This can result in a player losing their turn at bat.

11-Any player who needs to leave the bench during a game or practice will do so only with the permission of the manager. These players must be supervised at all times by the team or the player's parent or responsible person.

12-All equipment shall be returned to the shed or job box. The fields shall be dragged after the game or practice by both managers. Anything missing shall be reported immediately.

13-No double headers!!

14-There is no on deck position. Players may not swing the bat or hold the bat in an unsafe manner; while on, around or near the playing field or batting cage area.

15-The catcher can wear any mitt.

16-the pitching distance is 37ft.

17-Players may slide. No head first sliding.

18-Any fair ball batted to and remaining in the infield area shall be ruled a single if the batter makes it to 1st base before being thrown out. One base on overthrows!! If a ball is batted into the outfield; a double may be ruled if batter is not thrown out at first or second. If a player hits a fly ball out past the outfielders; a player can run all the bases at the risk of being put out. If hit over the fence; a homerun shall be awarded.

19-Any injury that occurs under the guidance of the manager or coach, at a practice or game, the injury form must be filled out and immediate notification to your commissioner and safety officer must be made within 24 hours. A follow up call should be made to the injured player's parent as to the player's medical status.

20-All rostered players in attendance must participate in a minimum of three innings total in the field. A method of alternating players each inning is acceptable alternative. Any player not participating in a minimum of three innings should start the following games. This is situations where six innings are played. Players should be playing a least half the number of innings played.

21-"Speed up " Rule: If the offensive teams catcher is a runner on base and there is two outs; the team must remove the catcher and replace him with the last batted out. This will allow the catcher to get dressed and be ready to play.

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