



Stoneham Baseball Rookie League Game Rules

“Creating Miracles in life through character development in baseball.”

1. Be safe
 2. Make it Fun.
 3. Only T-Ball “safety” baseballs shall be used.
 4. 9 batters OR 3 outs per ½ inning, whichever comes first.
 5. Coach pitch only.
 - a. 6-10 (hittable) pitches per batter and then move to soft toss-(45 degree angle to the batters opposite hitting stance and underhand toward the front hip).
 - b. 5 pitch limits on soft toss, then batter takes first base. **Please remember**- Too many pitches to 1 batter just kills the flow of the game, puts more pressure on the batter and takes away from the fielders attention.
 6. 9 position players on defense.
 - a. In the event less than 9 players are available to play, the game may continue without forfeit.
 7. Player Pitcher position stands behind coach pitcher until ball is put in play.
 8. Coach Pitcher will act as umpire for the half inning.
 9. No called balls or strikes (encourage kids to swing at anything hittable).
 10. No strikeouts.
 11. Player catchers must wear a cup.
 12. No on deck batters. The only kid with a bat in hand should be the one at the plate.
 13. Batters/base runners can take extra bases on hits.
 14. Base runners can lead once the ball has reached the batter.
 15. No stealing and no advancing on passed balls or throwing errors.
 - a. Emphasize not throwing the ball around and getting the ball back to the mound.
 16. All batters and base runners must wear a helmet.
 17. Play as many innings as you can (3-4 innings are typical)--- no innings should start after **7:15 pm**.
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Mid-Season “Optional” Kid Pitch (This will be confirmed by director before mid-season):

1. Only after proven ability to reach home plate from the mound and hit a target effectively should a child be allowed to pitch in a live game.
2. If a coach elects a player to pitch, the player will be given 10 pitches per batter.(warm ups do not count)
3. If the player throws at least 6 out of 10 pitches that are “hittable” he/she may continue to pitch (Coach Discretion is important here).The Coach shall go to soft toss after the 10th pitch.
4. If the pitcher is not able to throw “hittable” balls effectively, the coach will take over with soft toss (3.a) then have the option to continue pitching or select another player to pitch.

Note: These rules were put in place to keep the game moving and purposely different than T-ball to increase the players ability to reach the next step effectively. Please play to these rules to have consistency throughout the games.

Remember this is an instructional league and the main focus should be player development.

Do your best and remember to have fun!