

South Park Baseball Association

Local Rules – Instructional Division

The Instructional Division is a teaching division that reinforces the Baseball Association objective of teaching the youths of the community to respect the ideals of sportsmanship and fair play. Score will not be kept for Instructional Division Games. Each player must be given a chance to play every position they are capable of playing safely. The Division is comprised of all 5 and 6 year old players.

General

1. A game will consist of up to six innings. If darkness or rain causes the game to be stopped before the end of the 2nd inning, the game may be made up by coordinating an open time for the playing field and contacting the league commissioner. If the 2nd inning has been completed before the game is stopped, the game is considered complete.
2. Six innings will be played as follows:
 - a. Innings 1 and 2 – each team will bat the entire batting order, regardless of outs. If a player is out, they will leave the base and return to the bench. Play will continue until all players have batted.
 - b. Innings 3 through 6 – outs will be recorded, however the team will continue batting until the entire batting order is completed. A player who is out will leave the base and return to the bench.
3. There are no forfeits. Teams will play with the available players for the game unless rescheduled in advance by agreement of both managers. Players from the opposing team may be used to assist in the field.

Defense

1. A team will field all available players in normal defensive positions, with the exception of a catcher. (4 infielders, pitcher and remaining players in the outfield). Outfield players must play in the grass a minimum of 10 feet behind the infield. A rover place behind 2nd base is not permitted.
2. Every player must play two innings in the infield and two innings in the outfield per game.
3. A maximum of 3 defensive coaches may be on the field at any one time.

Offense

1. There is no intentional bunting or stealing. Players must stay on the base until contact is made by the batter.
2. A batter who throws the bat will be warned on the first offense, and called out on subsequent offenses.
3. The manager, or a coach designated by the manager will pitch to his/her team. All pitching will be overhand.
4. If a batted ball hits the adult pitcher, the ball is dead and the batter will re-bat.
5. A maximum of 7 hit-able pitches will be thrown overhand to each batter. If after 7 hit-able pitches, the batter has not put the ball in play, a batting tee will be provided. There are no strikeouts. Any player has the option to use a batting tee in lieu of live pitching.
6. Advancing to a base – runners may not advance to the next base on overthrows to 1st base from an infield position.
7. Maximum base hits – The maximum base hit will be a triple.
8. When play is dead – Play is considered complete when the ball is thrown to a base in an attempt to make an out. This will include throws to the infield from any outfield position. Runners may advance (at their own risk) to the next base if they have already started to advance prior to the baseball reaching the infield.
9. A maximum of 2 offensive coaches may be on the field at any one time, a first base coach and a third base coach. An adult for the team at bat will catch (retrieve pitched balls) in order to assist players with batting stance and position.
10. Umpiring will be done mutually by the Managers. If there is a dispute on a close call, the Manager for the batting team will have the final say. (REMEMBER – this is for the kids to learn and score will not be kept. Arguments will not be tolerated).

Safety

1. All batters must wear a baseball association approved batting helmet, while face protectors are optional. Batters must continue to wear helmets while running

the bases. Players may use their own helmet if it is baseball association approved.

2. First Baseman and Pitcher **must** wear a helmet with face protector and a heart guard.
3. All players are strongly recommended to wear a protective cup. All pitchers **must** wear a protective cup.
4. If there are any concerns for safety or league rules, contact or refer the concerned party to the V.P. of the Instructional Division.