

Instructional League Division Rules; 6 & 7 Year Old Division

Instructional Division Objectives: Instructional is a player's first introduction to baseball, and the main objective is FUN!

At Bat:

- Swing the bat
- "Hit a pitched ball"
- Run the bases (in the right direction!)
- Score the runs

In the Field:

- Catch or field the ball
- Force-outs and tag outs
- Learn all positions in the field
- Play in the right positions (no defensive shifting)

General Rules:

1. The safety of all players is the responsibility of both managers
2. Number of players:
 - a. Defensive Team - Complete roster (any logical arrangement is permitted)
 - b. Offensive Team - Complete roster
3. Batting Order - All players present are listed in the order in which they are to bat. The complete roster of players will bat according to this order.
4. Defensive Play - Each player present for the game must be given a position on the field for at least 4 full innings, and will not play the same position more than 2 innings per game. Each child must play minimum of 2 innings in the infield and 1 inning in the outfield in each game. Each child must be given the opportunity during the course of the season to play every position within his/her physical capabilities.
5. Pitching - The ball shall be pitched by one of the coaches of the offensive team. There are no walks or strikeouts. Players should make contact with the ball. Players will not pitch, but will serve as defenders. The player playing the defensive position of pitcher should stand even with the rubber and may not move closer to the plate until the ball is hit by the batter.
6. Base Running - Runners must stay in contact with the base until the ball is hit. When players have advance as far as possible without being put out, or having been retired, the offensive coach shall call "time". When all defensive players are in proper positions, the offensive coach shall return to the mound and the next batter takes his/her turn at bat.

7. Batting - There is a maximum of a complete roster of batters, six runs, or three outs per inning, whichever comes first. If the two teams do not have an equal number of players, the team with fewer players shall have a complete batting roster equal to the number of the opposing team. For example, if team A has 10 players and team B has 11 players; team A will be afforded a complete batting roster of 11 players. Managers should make an effort to rotate those players that may bat twice in an inning if possible. In the event that a team bats its complete roster; after the ball is hit by the final batter and the play ends, with the ball being returned to the pitcher's mound, the offensive manager will notify the defensive manager that the inning is over. This is done to promote proper and safe base running.
8. Termination of Play after each hit ball:
 - a. Ground Ball - after play has been attempted and ball is thrown back to pitcher.
 - b. Fly Ball - If caught, play ends. If not, play ends when ball is thrown to pitcher after play at a base or bases is attempted.
9. Foul - Same as conventional baseball.
10. Strike Out - There are no strikeouts in the Instructional Division. After six strikes, a coach will use a batting tee to assist a batter in hitting the ball.
11. Hitting - The batter shall not be allowed to bunt.
12. Coaching - Managers and coaches may stand near their batters or defensive players to give advice, but must not interfere with play. The manager or coach must call "time" before he/she attempts to demonstrate a technique or to explain a play to his/her players during the progress of the game. Only two coaches are allowed on the field with the defensive team. Only two are allowed to coach the bases.
13. Format – Teams will practice/warm-up at their official start time for 15 minutes in the field and 15 minutes at the soft-toss nets located behind the right field fence for instructional use. Coaches are encouraged to try various drills in the field and focus on skills development for fielding balls and throwing to a base. Batting work should include tee work, soft-toss and, when a cage is open and available, live batting practice.
14. Regulation Game - A regulation game shall be at least 2 innings; as the season goes on, team should be able to complete 3 innings and are encouraged to do so.
15. No inning shall be started that cannot be finished before 8 p.m. This includes both the top and bottom of an inning.
16. Scoring and Record Keeping - At the end of each ½ inning, the team that just batted will announce the number of runs scored. Each team will keep score for both teams.
17. Overthrow - One base on overthrow that travels out of bounds.
18. Fair Ball - Any ball hit between the first and third baselines is considered a fair ball.

- opponent will be stopped immediately by the umpire. No chanting may be timed to affect the pitchers wind-up and delivery to the plate. This behavior will result in a warning from the umpire for the first infraction and the batter being ruled out if it persists.
4. All managers, coaches, players and parents are expected to be supportive of the league. This extends to care of league equipment and facilities and actively participating in the league parade, Opening Day Ceremonies, fundraising, field work and working at the snack bar on their assigned right.
 5. Teams will shake hands at the conclusion of each game at home plate.
 6. Spitting should be discouraged.
 7. In the event of a lopsided game, managers are asked to dim the scoreboard indicating runs when the game is effectively out of reach.
 8. Managers are further encouraged to limit aggressive base running in lopsided games, which would result in humiliating an opponent.

B. Safety:

1. Teams shall refrain from warning up in common areas between fields. This is especially important on Saturdays when games overlap and many small children are around.
2. Any field maintenance tools, to include machinery, shall only be operated by authorized adults and/or approved employees/volunteers. Players shall not utilize any field maintenance tools, to include machinery, at any time.
3. Batting helmets must be worn by all players in the batting cages.
4. There will be no horseplay in the dugouts and no sitting on the support rails in the front of the dugouts.
5. Only the on deck batter is allowed in the on deck cage.
6. Coaches are not allowed to stand on the field unless coaching a base.
7. Base coaches are not allowed further than 5 feet down the baseline in front of the base they are coaching.
8. Players who warm up a pitcher must be wearing a catcher's mask.
9. In the Cooperstown, Majors and Babe Ruth divisions; all catchers, with the exception of left-handed players, are required to use a catcher's mitt while catching.
10. No one is allowed to pitch in a white long-sleeve undershirt.
11. Batting doughnuts and/or bat sleeves are prohibited.

12. If a batter strikes the catcher or any fielder with a thrown bat accidentally it will be cause for a warning from the umpire. In a second instance in the same game by the same player, the batter will be called out regardless of the result of the at bat. This rule will not apply at the Instructional or Farm Divisions; and managers should make immediate effort to teach the player the proper means to hold on to or discard the bat, as instruction is imperative at these levels.
13. If a player throws a bat or helmet in anger, the player will be either warned or removed at the discretion of the umpire. If the situation recurs the player will be removed from the game.
14. There is no smoking or tobacco use allowed at the Militia Park complex.
15. There is no alcohol consumption allowed at the Militia Park complex.

C. Equipment:

1. Each division will have an assigned official game ball, determined by the Executive Committee prior to the start of the season. Any substitutions during the season must be approved by the Executive Committee.
2. Catchers are required to wear protective athletic cups when playing the position. Catcher's equipment must be in compliance with Cal Ripken rules, to include at all divisions:
 - CATCHER'S MASK HELMET AND THROAT PROTECTOR (ALL DIVISIONS): Any player, manager or coach warming up a pitcher at any location shall wear a mask. An extended throat protector is considered part of the catcher's mask. PENALTY: If the catcher refuses to wear this equipment, he shall be removed from the game.
 - The catcher's helmet must cover both ears. Hockey style masks are approved. Two piece catcher helmet/mask combinations are not allowed.
3. Managers should not allow any illegal bats to be in the on-deck area or brought to the plate. All bats used should be official Cal Ripken approved bats. Any player using an illegal bat will be called out regardless of the result of the at bat.
 - All non-wood bats must have the USABat Marking.
 - The bat barrel may not exceed the maximum 2 5/8th inch diameter.
 - The bat may not exceed 33" in length.
 - No BBCOR Bats are permitted.
 - For T-Ball Division, bats must be marked with the USABat T-Ball Stamp
 - Wooden bats are legal to be used if approved by Cal Ripken standards; and display the imprinted approval of Cal Ripken. Wooden bats must also conform to the bat length and barrel size restrictions cited above.

D. Umpires:

1. All umpires have been given a clinic and are children ranging in age from 13 - 17 years. Many of the umpires are former EYBL players.

2. All participants will show the umpires proper respect. The umpires have been given the authority to remove any manager, coach, player or spectator if necessary to properly administer the game.
3. Easton Youth Baseball stands behind its umpires. Any one observed raising their voice, berating or intimidating an umpire shall be brought to the attention of the Executive Committee. The Executive Committee will have the authority to manage and/or resolve the issue as they deem necessary. Any action taken by the Executive Committee may be appealed through the Grievance Committee and the appropriate process. Managers and coaches are responsible for the behavior of players, parents, siblings and spectators.
4. Only a Manager may speak with an umpire regarding, and limited to, a rules interpretation. At that time, the opposing manager should be present. The Manager requesting the discussion should be prepared to cite the rule they think is being misinterpreted.
5. No judgment calls can be questioned. Do not delay the game by doing so. This behavior could be subject for removal. Balls and strikes, out/safe and fair/foul calls are included under judgment calls.

E. Protesting Games:

1. Game protests must be initiated by a letter (e-mail acceptable) to the Commissioner, League President, & respective Division Coordinator within 24 hours of the game in question.
2. Game protests will only be considered if playing rules are questioned.
3. Games may not be protested based on umpire decision of judgement calls.
4. Protest letters will be confirmed in writing (e-mail acceptable), as received by the Commissioner.
5. The Commissioner will engage the Grievance Committee to commence investigation & proceeding with the Grievance process.
6. EYBL will try to determine outcome of protest as quickly, but thoroughly, as possible.