

# 5u & 6u Rookie Machine Pitch Divisions

NKB will follow NFHS rules unless otherwise specified below. Coaches are prohibited from agreeing on “special” rules at the beginning of the game.

1. Game Schedules
  - a. The League game schedule, as published by the League, will be strictly adhered to. Coaches will not be allowed to reschedule games for any reason, unless authorized by, and handled by, the Division Director, Director of Fields & Scheduling, League Operations Manager or League President.
  - b. Postponements
    - i. All games not completed due to weather or other situations must be reported to your division director within 24 hours.
  - c. Scorekeeping
    - i. Games can be scored, but no standings are kept.
2. Playing Time, Roster Batting & Defensive Positioning
  - a. All players attending a game are required to play a minimum of six (6) outs in the field.
  - b. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured/ill player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.
  - c. Roster Batting: A team’s entire roster will bat in order, throughout the entire game. There will be no maximum number of batters per inning. A half inning will end only when one of the following conditions is met:
    - i. Three outs are recorded.
    - ii. Four runs are scored.
  - d. The defense will play a maximum of 10 positions – six regular infield positions (including catcher) and four outfielders (LF, LC, RC, RF).
  - e. Outfielders must stay a minimum of 20 feet behind the bases at the time of the pitch.
  - f. Defensive players may be moved freely throughout a game.
  - g. Two Defensive coaches are to position themselves in the shallow outfield to coach.
  - h. Coaches are required to rotate players through different defensive positions to help their development, however due to player safety, players are not required to rotate to every defensive position.

3. Team Coaches
  - a. A maximum of one manager and four coaches are allowed in the dugout.
4. Safety
  - a. All players should remain in the dugout when not in the game.
    - i. Players (except defensive players in positions) are not permitted to be on the field of play without a batting helmet on.
  - b. All players will carry bats down at their side.
  - c. Bats should not be thrown.
  - d. All male players should wear a protective cup.
  - e. All catchers are required to wear a protective cup.
  - f. Cleats – Rubber or molded cleats can be worn. Metal cleats are not allowed.
  - g. On Deck Batters are not permitted.
5. Players
  - a. A player may “play up” a maximum of one year from his/her league age, which is the players’ age as of May 1st. To illustrate, a player with a league age of 9 may play on a 10U team; however, that player is not allowed to play on an 11U team or higher. Pitching limits will be based on the player’s league age, not actual age.
  - b. A team must consist of a minimum of eight (8) players in order to start a game. Teams not having at least eight (8) players at the start of a game will forfeit the game. Forfeit time is fifteen (15) minutes after the scheduled start of a game. A game may NOT begin until both teams have at least eight (8) players present.
  - c. If a team is not going to have the minimum number of players for a game, then the team is allowed to pick up players to fill in during that game up to a total of 9 available players. A substitute player cannot be on another team in your same division or any division higher than your team participates. For example, if you are in the Majors division then your fill in player must come from the Minors division or the age group directly below your age division. If you are in the Minors division then your substitute player must come from the division directly below your age division. A substitute player is NOT allowed to pitch for your team. All substitute players MUST be a current NKB registered/paid player. They don't have to be on your roster; however, they must be on a current NKB roster. If a team uses a substitute player and does not abide by the established rules, then the team will forfeit that game, and the head coach will be subject to suspension.
6. Official Game & Time Limit
  - a. A new inning will not be started after 1 hour 30 minutes.
  - b. There are no maximum number of innings.
7. Safe/Out Calls
  - a. Base coaches will call safe/out at first base and third base.
  - b. The coach running the pitching machine will call safe/out at second base and home plate.
    - i. This is the honor system and games should be called fair.

## 8. Field Layout

Division	Pitching Distance (front of machine to tip of plate)	Base Distance	Distance Home to 2nd
5u & 6u	40'	60'	84'10"

## 9. Pitching Machines

- a. 5u & 6u division settings
  - i. 5-Power Level
  - ii. 4-Release Block
  - iii. 3-Micro Adjust
- b. A coach for the batting team will operate the pitching machine.
  - i. This coach should only coach the batter.
  - ii. The coach must get down and out of the way when the ball is in play.
- c. After two hittable pitches (two strikes) and a maximum of three pitches, the batter must hit from a tee.
  - i. The goal is to put the ball in play and keep the game moving for the kids. Do not avoid using the tee.
- d. Machines are to be regulated by the coaches to ensure the children have good experiences at the plate. The spring-loaded machines require cooperation between the coaches to ensure proper performance in the games.
- e. A batted ball that hits the machine or the coach feeding the machine is considered an immediate dead ball. If either of these situations occur, the batter is awarded first base and all other base runners remain on their base (at time of pitch) unless they are forced to advance by the batter/runner.
- f. The player occupying the “pitcher” defensive position must remain beside the machine (on either side) until the ball is pitched.

## 10. Bats

- a. Bats shall not be more than thirty-three (33) inches in length and not more than 2 3/4 inches in diameter.
- b. Bats must be stamped with either BPF 1.15 or with the USA Bat logo.
- c. Any bats listed on the current year’s USSSA “Withdrawn and/or Non-Compliant Baseball Bat Models” listing are not allowed.

## 11. Base-running

- a. There is no stealing.
- b. Leaving a base before a pitched ball has crossed home plate is not allowed.
- c. Base runners on third base are not permitted to steal home on passed balls.
- d. Base runners may advance until one of the following occurs:
  - i. The ball comes back to the infield and is thrown to the pitcher in the “circle” around the pitching machine.
  - ii. The ball is received in front of the lead runner.
- e. When sliding, all base runners must slide feet first, when advancing to a base. Headfirst slides are not allowed. Players who violate this rule should be given a warning.

## 12. Batting

- a. The ball must travel 15 feet in a fair direction before it is considered in play.
- b. Bunting is not allowed.

## 13. Sportsmanship

- a. Players, coaches and/or spectators are not allowed to bait or taunt and are required to always show good sportsmanship.
- b. Failure to maintain a high level of sportsmanship is to result in ejection from the game.
- c. Encouragement for your own team is to be the focus of all concerned with the game.

## 14. Code of Conduct

- a. All individuals involved (players, coaches, spectators) should show respect for all of our umpires, players, coaches and spectators.
- b. Abuse of umpires in any form, verbal or physical, will not be tolerated by NKB. Individuals found to be abusive to the umpires, whether it is coaches, players, or spectators, will be asked to conduct themselves in an appropriate manner. Where the abuse continues, the offending individual will be asked to leave the area surrounding the ball field.
- c. During the game, if a conversation with an umpire is necessary regarding a disputed call – these must be handled by the Head Coach exclusively in a quiet and professional manner.
- d. Individuals and/or teams who commit egregious and/or repeated violations will be subject to suspension or removal from the league.

## 15. Weather & Darkness

- a. Relating to weather, the goals of NKB are:
  - i. Safety of all participants and spectators first and foremost
  - ii. Attempt to “complete” games when possible
- b. With the above goals in mind, the following guidelines should be observed for all games:
  - i. Before the game begins, the coaches may discuss and decide if conditions are suitable for the game to commence. The coach of the home team is responsible for the final decision. Once the game has begun, the umpire is responsible for all decisions pertaining to suspension, resumption and/or cancellation.
  - ii. At the FIRST incident of lightning OR thunder (REGARDLESS of how far away it seems), all persons will immediately clear the field and seek safe shelter, and the game will be suspended. Scorebooks should note inning, outs, count on batter, and time. The Managers/Coaches and umpire shall decide whether the remainder of the game will be cancelled OR if a 30-minute delay will be observed. (Safe shelter is a building or vehicle preferably)
  - iii. The 30 minute waiting period can be observed if it is likely that threatening conditions will dissipate.
  - iv. The 30 minute clock resets with each occurrence of thunder or lightning.
  - v. During the delay players are strictly forbidden from any activity and must remain in safe shelter area.