

## KINDERGARTEN PETBALL

Welcome to the Kindergarten Instructional program. The purpose of this program is to provide kindergarten age children an opportunity to play ball in a highly *instructional* program. The emphasis is on learning the rules and skills of the game and on having *fun*. Winning on the scoreboard is *not* the objective. Coaches are strongly urged to play their players at a variety of positions in each game. The children are much too young to be pigeon-holed into any one position. Keep it casual. Keep it fun.

1. Boys will use the "RIP 5" baseball and girls will use the "RIF 1" baseball. The first team listed on the schedule is the home team and is responsible for providing a good ball and bases.
2. Pitching distance – any distance from which the kids can hit. Base distance – 45 feet.
3. Games will be seven (7) innings or 60 minutes, whichever comes first. Start no new inning after 60 minutes.
4. Catchers must wear a mask, full flapped helmet and a chest protector. Shin guards are optional.
5. Teams should field ten players but may play shorthanded or borrow from the other team. There is free substitution. Try to even out all playing time in the field as much as possible. The kids won't learn by sitting on the bench.
6. Both teams will use roster batting order. (All players are in the batting lineup.) Batters and runners must wear full flapped helmets. The runner is not out if the helmet accidentally falls off. Six pitch limit per batter. The batter hits or sits after six pitches. Six pitches count as an out. No called strikes or balls. The batter stops at first base on all balls hit to the infield (even on an overthrow). Batters may try to run to second or beyond only on balls hit to the outfield. All bats should be taped or have a safety grip to prevent slipping.
7. Coaches mutually agree on rescheduling games due to rain or other reasons. All teams are to notify the other team and the field manager if your team cannot make a game.
8. No balks, leadoffs or stealing. Play stops when the ball is returned to the infield.
9. The hitting team will provide a coach at home plate to serve as home plate umpire, batting coach and back-up to the catcher. The 1<sup>st</sup> base coach umpires 1<sup>st</sup> base. A coach will pitch to his own team (try to utilize the same coach who pitches at practice). Two defensive coaches are allowed on the field, one between 1<sup>st</sup> and 2<sup>nd</sup> base (who umpires 2<sup>nd</sup> base) and one between 2<sup>nd</sup> and 3<sup>rd</sup> base (who umpires 3<sup>rd</sup>).
10. **Five (5) runs or three (3) outs per inning, whichever comes first.** Keep track of runs only to know the end of the inning, not to determine who wins or loses. Everybody wins. Help the kids learn and love the game.