

Prep League Purpose

Prep League is an instructional program based on the continuation of learned skills from Tee Ball and Coach Pitch. The purpose is to provide a skill level transition from Tee Ball/Coach Pitch to the Minor League.

Prep League Skill Objectives

Upon completion of Prep League, a player should have been instructed in the following areas and had opportunities to demonstrate the ability to perform these fundamental baseball skills.

- **Hitting:** feet and bat in position to allow the bat to contact baseball. Recognize bad pitch vs good pitch
- **Running:** know which base to run to and when to run. Aware of base coach instruction.
- **Throwing:** grip on baseball, feet and arm location to complete throw in direction intended
- **Catching:** glove in correct location for grounder or fly ball. Catch throws from another player.
- **Fielding:** experience in all positions around the field. Know the difference between force outs and tag outs

Prep League Overview

Prep League often consists of players with drastically different skill levels. Some players are transitioning from Tee Ball, while others are about ready to play at the Minor League level.

- **First Half Rule Modifications-**
 - No Stealing bases
 - Players will receive all 5 pitches and only strike out after a missed fifth pitch
 - Catcher's box needs to be chalked to get catchers used to keeping the ball inside of the box to prevent stealing in second half.
- **Second Half Rule Modifications-**
 - Runners can steal second and third base only if the ball leaves the catchers box and a coach/umpire behind home plate raises their hand above their head.
 - Batter strikes out on third strike or fifth pitch if it is not put into play.
- **The Catchers Box-**
 - We will follow Town and Country rules for the catchers box. This will help develop catchers for future teams.
 - The catchers box extends to the front of the batters box and then one full batters box behind the batters box.

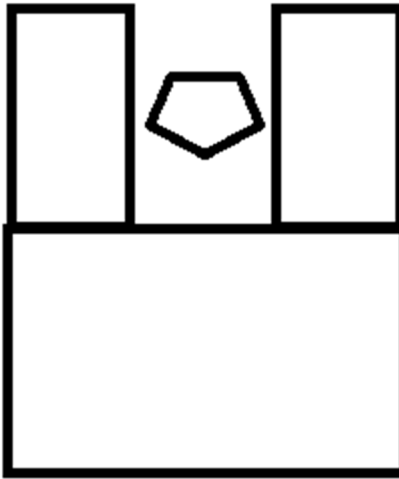


Diagram of Catchers Box

- **Player eligibility**
 - First year prep players are baseball age 7 or 6, if they have played at least one year of Tee Ball/Coaches Pitch.
 - Players of any other age are taken on a case-by-case basis and must be approved by Leo Grabill Baseball Board.
- **Game Rules**
 - Six innings shall constitute a game, or a 2 hour hard stop time limit. No new inning shall be started after 1 hour, 35 minutes. If the inning is not complete by the 2 hour hard stop, score shall revert to last full inning played.
 - Innings are complete after 3 outs, 5 runs cross the plate, or completion of one turn in the batting order, except for the last inning. Only 5 runs allowed except the last inning, even if a sixth comes in on the same play as the fifth. No run limit exists in the last inning. Last inning must be declared to both teams and umpire before time limit.
 - The pitching machine shall be set at 38 miles per hour. On windy days or if the machine is erratic or having trouble consistently reaching the plate, the machine can be used at up to 42 miles per hour. To keep gameplay fair, a pitching machine must be used during games for both teams.
 - The pitching machine's speed can be adjusted, as needed, and upon agreement of both team managers during the game. Keep in mind, you must wait for the beep from the machine between pitches to allow the wheel to come back to full speed for consistent pitching.
 - "Aim of the machine" can be adjusted anytime to allow for consistent pitching. Please avoid adjusting between every player.
 - There are no walks. Each batter will receive 5 hit-able pitches or 3 missed swings (strikes). If the 3rd swing or 5th pitch results in a foul ball, the batter will receive additional pitches until a hit, strike, or taken pitch occurs.
 - Two runners may not occupy the same base, but if, while the ball is live, two runners are touching the same base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

- Each player is to rotate from infield to outfield throughout the game. A minimum of two innings per player should be played in the infield, including catcher, each game. During the first half of the season, players should play no more than two innings in any one position in a game. Each player shall rotate infield and outfield during a game. During the second half of the season, players should play no more than three innings in any one position in a game.
- Defensive positions are as follows: Pitcher, Catcher, First Base, Second Base, Short Stop, Third base, and up to 6 outfielders to a maximum of 12 players on the field. If agreed upon by managers prior to the game, additional outfielders may be added to avoid a player sitting on the bench. Outfielders must start in the outfield grass at the beginning of each pitch.
- The catcher position must be played during all innings. One key purpose of this league is to develop catchers to move to the Minor division.
- Defensive players playing outfield positions must start each pitch in the outfield grass. The defensive coach shall not instruct his outfielders to assume an infielders position once the pitch is delivered.
- No player may advance when the pitcher has control of the ball with both feet inside the pitchers circle, unless the runner has advanced beyond the halfway mark at that time with both feet. The ball is not dead when an infielder has the ball in the circle – the pitcher must be in control of the ball. Base runners not past the halfway mark when the play is dead must return to the preceding base.
- In the event of an overthrow to any base, runners may advance only one base and the play is considered complete. Only exception to this is when stealing, catchers are encouraged to throw down to bases. On a steal, the run can only advance to the base they are stealing.
- **General Rules**
 - Teams will be formed based on pre-season skills assessment facilitated by the league. Skills assessments from previous season coach can also be considered.
 - If there are no umpires, each coach involved with coaching on the field and on the bases must work together to make the calls.
 - There must be 8 players present to start the game. If a team does not have sufficient players present to field a team by 10 minutes after the scheduled start time, an official game shall not be played.
 - Teams may “borrow” an opposing player to occupy a position in the outfield only but said player will bat for their own team.
 - Teams may also use a player from a team they are not playing, if player is a member of a team in the same division or lower division (plays in Prep League or Coaches Pitch). This player must always play in the outfield and bat last in the batting order.
 - Players must remain on the bench, except for to bat. A coach is required to be in the dugout during the game. Bench coaching takes precedent over base coaching.
 - The same batting order must be followed throughout a game.
 - Each team shall provide a manager, coach, or parent to operate the pitching machine when their team is batting. Teams may also designate one person to run pitching machine for both teams if agreed upon prior to start of the game.
 - Only players and team coaches are allowed in the dugout areas.

- A ball that bounces over, under, or through the outfield fence or is stuck in the fence, providing the fielder does not attempt to free it, allows runners to advance two bases.
- The base runner must avoid an impending collision providing the defensive player has possession of the ball or is in the process of making a play. This rule is mandatory. The defensive player cannot block or occupy the plate or base without possession of the ball or while not participating in a play. If no play is being made, infield players cannot impede a runner by blocking the baseline. If runner does not avoid a collision, they will be called out and given a warning. Upon the second incident, player will be ejected from the game.
- No lead-offs.
- No infield fly rule.
- Only one bunt per inning.
- Batters will receive one warning for throwing a bat. On the second occurrence in a game, the batter will be called out and the ball becomes dead. All runners return to originating base.
- Throwbacks after a pitch from the catcher to the pitcher are to be considered dead balls.
- The pitcher must wear a batting helmet with a front cage (provided by league) and be positioned beside, but not ahead of the pitching machine when the pitch is delivered to the batter. They can start on either side of the machine. Players must start with at least one foot inside the circle when the ball is pitched.
- If the pitching machine is inoperable, a manager or coach must pitch to their team to finish the game.
- A batted ball that hits the pitching machine is an automatic single. All players on base move up one base.
- A thrown ball that hits the pitching machine shall be considered in play, unless it leaves the playing area. In such a case, the ball is considered dead and the runner(s) may advance one base from the base they occupied when the ball left the playing area.
- **Game Day Duties**
 - Field prep and set-up is a shared responsibility by both teams. Field prep takes priority over team prep. Use common courtesy. If one team preps the field prior to the game, it is common courtesy for the other team to take care of the field after the game. These are your fields, take care of them.
 - Baselines, halfway lines, and pitchers circle (a 10 foot diameter chalk circle around the pitching machine) must be chalked prior to the game.
 - Bases must be secured before the game starts.
 - Pitching machine must be set-up before the game and put away at the completion.
 - **DO NOT ROLL THE PITCHING MACHINE ON THE WHEEL.** There is a wheelbarrow in the equipment room should it be too heavy or awkward to carry.
 - After the games, areas around the bases, home plate, and pitcher's mound must be raked to even out the dirt and fill in depressions.

- Both teams are to supply one game ball. A total of 5 game balls in good condition can be used to help speed along play.
- Both teams will ensure all trash is out of the dugout and bleacher area with the trash bucket emptied after each game.
- **Post Season Play**
 - Teams will be seeded by League Record.
 - Tournament is a single elimination tournament following the regular season
 - Umpire will be provided for the games.
- **All Star Teams**
 - The number of All-Star teams shall be considered on year-by-year basis by the league board.
 - Players are elected by consensus of managers and board members involved with that league.
 - All-Star team schedules and game locations are completed by the Baseball Board and are subject to change at their discretion.