

ANGELS NIKE RBI League

in Partnership with Anaheim Family YMCA

Information Sheet & League Rules

The Angels Nike RBI League is funded by the Los Angeles Angels of Anaheim. Angels Baseball has partnered with the Anaheim Family YMCA to provide the co-ed baseball league for participants ages 7-8, 9-10 & 11-12 years old.

Registration:

Opens Online: **March 2nd**

Opens In-Person @ YMCA Administrative Office: March 9th

Registration closes: April 6th

Age Groups: 7-8, 9-10, and 11-12 Years old

Season Dates:

- Opening Day: **April 25th** (Welcome, Skills Clinic & Team Formation)
- Week 2-7: 30-minute practice, 60-minute game
- Week 8: **June 13th** Closing Ceremony

Fees: \$0 includes an 8-week program, 6 practices and games, medal/trophy, and team uniform (shirt, pants, socks, hat and glove)

Practices/Games:

- Location: Zion Lutheran Church & Schools
- Practices/Games: Saturdays 8:00am-11:00am, Saturday 11:00am-2:00pm or 2:00pm-5:00pm

Team Formation

- Teams will be formed at the end of Week 1.
- Each team will consist of up to 14 kids and a coach.
- We form teams based on various skill levels. We do our best to make the teams as evenly matched as possible.

Code of Conduct

Players

- Bring your own water bottle.
- Only participants who are scheduled to play at that time will be permitted on the field during their scheduled time. The next group will not enter the field until the previous group has exited.
- Maintain a high level of sportsmanship and fair play.
- Respect the coach, the opponent and the referee and assistant referees.
- Be on time and prepared to play the game or participate in practice.
- Play within the laws of the game.
- Display self-control and do not use foul or abusive language. **(Absolutely zero tolerance for any form of physical abuse)**
- Avoid confrontation with any official, opponent, or spectator.
- Always do the best to uphold the YMCA pillars of character: caring, honesty, respect, and responsibility.

Parents/Spectators

- Be supportive; i.e. be sure the player attends practices; pick him/her up on time.
- Be positive or quiet at games.
- Set the example for children by exemplifying the highest standard of sportsmanship.
- Respect the coaches, and all players on each team.
- Respect the authority of the umpire and the assistant umpires.
- Expect your own children to be respectful.
- Avoid confrontation with any official or scorekeeper
- Do not enter the field of play without permission of the Y staff
- Never criticize the coach.
- Do not coach from the sideline.
- Do not use foul or abusive language towards anyone for any reason.
- Be calm and have good manners.
- Will only approach your child's coach when you have issues with another coach, umpire, or player.

Sideline Behavior

- The use or consumption of all alcohol, tobacco products, and illegal substances is strictly prohibited on any playing field or location, specifically prohibited or not, at all YMCA-sponsored or authorized events, including but not limited to YMCA games, practices, any team events, and games that involve YMCA teams in other playing circuits.
- Each YMCA coach, team parent, umpire, player, and spectator (from here on referred to as "participant") must strictly adhere to the YMCA Code of Conduct at all times.
- Each participant, especially the coaches and umpires, must strive to maintain the safety of the players, while at the same time encouraging clean competition within the match.

ANGELS NIKE RBI

COACH PITCH LEAGUE RULES

The ANGELS NIKE RBI league is where kids will learn the fundamental skills of hitting, base recognition, throwing, and how to field ground balls and pop flies.

Teams:

- Teams will be formed with the following considered:
 - Grade/Age at the start of the season (Opening Day)
 - Friend/Coach requests
- Players will remain on the same team throughout the entire season.
- Teams shall have no more than 14 players, unless specifically changed by the Program Director.
- Only players on rosters are permitted to participate in practices and games.
- Teams will be coached by Y staff and volunteers

Practices/Game:

- Week 1: Welcome and 90-minute session introducing basic skills like baserunning, fielding, throwing/catching, and batting in a clinic format to evaluate skill level.
- Week 2-7: 35-minute practice and then play a 3-inning game

Scoring:

- No score is to be kept during the season.

EQUIPMENT

Angels Baseball will supply helmets, bats, and baseballs. All batters must wear a helmet. Individuals will be allowed to use their own equipment if it meets approved standards.

Bat equipment bats must feature the USABat certification mark to be authorized for play in youth leagues within the participating. USABat Standard bats must be used For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit usabat.com. To view bats that have been decertified for use by USA Baseball, visit usabat.com/decertified bats.

UNIFORMS:

- Each player shall wear a team uniform provided by Angels Baseball.
- Each player shall wear a protective athletic supporter (cup) for safety. With a particular emphasis on the requirement for catchers.

PLAYING RULES:

- Innings – 3 innings or 60 minutes, whichever is first.
- Coach Pitch- Coach's pitch in an over motion) 30 feet from home plate (umpires' discretion). The batter is considered out and runners do not advance if a ball is not hit into fair play. The batter receives 3 swings of 4 pitches.
 - The hitter has 4 pitches to put the ball in play and there are no called strikes. The 4th pitch is the last pitch no matter what.
 - Starting week 6, 9-10-year-old teams will transition to team pitch. Players will learn proper pitching mechanics weeks 1-5 and will have the opportunity to display them with team pitch starting the 6th week of the league. We will teach the players 4 seam fastballs, 2 seam fastballs, and change ups. We will not teach breaking balls Ex. (Curveballs) as their arms are too young for the stress of breaking a pitch.
 - Each pitcher will attempt to face the whole line up but will be limited to a maximum of 50 pitches. Pitches will be tracked by a pitch clicker device. If a pitcher is facing a new batter on his/her 49th pitch they can finish the outing going over 50 pitches but will not be able to start with a new batter once over 50 pitches.
 - Once a pitcher reaches 50 pitches, they will be substituted for a new relief pitcher if the inning is not over. The new pitcher will then be able to throw until they reach 50 pitches.

- c. Starting week 6 during team/player pitch there will be strikeouts. However, each player will have an opportunity to bat in their respective orders. The inning will end once the last batter in the line up finishes at bat.
 - a. During team pitch the bases will be cleared once the defense reaches three outs. The inning will not conclude until the last batter in the lineup has had their chance to bat.
- d. Up to 10 players can play in the field every inning.
 - a. Defense Positions: pitcher, catcher, first base, second base, third base, shortstop, and four (4) outfielders.
 - b. A coach can cover home plate but cannot be involved in a play. All outfielders must be positioned in the outfield grass until the ball is hit.
 - c. Rotating players to new positions or from the bench between innings is required so everyone gets equal playing experience. The pitcher must remain in the pitcher's circle located around the pitching rubber until the ball is hit.
 - d. Players cannot play the same position for more than 2 consecutive innings, at least 1 inning infield/1 inning outfield.
 - e. SUBSTITUTIONS: No player can sit 2 innings. Everyone must play.
- e. The child playing catcher will be required to wear catchers gear at all times. The catcher is required to stand at the backstop until the ball is hit. After the ball has been hit, the catcher may move to cover home plate and assume duties of the catcher. This is to minimize injuries and protect players from possible flying bats.
- f. Baselines shall be set at 60 feet unless already determined by the playing facility.
- g. Each team is allowed one coach/volunteer in the infield and one in the outfield when their team is on defense.
- h. The ball is considered in play after it is hit into fair territory and continues to be in play until (a) a defensive player throws the ball to a teammate and makes an out, (b) the ball enters dead ball territory (c) a defensive player holds the ball above his/her head to show control after attempting to make an out.
- i. Excessive bat throwing is automatic after proper warning and instructions.
- j. No score is to be kept during the first 5 weeks of the season. However, we will keep individual stats of the players starting week 6.
 - a. Starting week 6 we will keep individual offensive stats which will consist of Hits, RBIs, and Runs.
 - b. Starting week 6 we will keep individual pitching stats which will consist of strikeouts and walks.
- k. Outs will be called at base, at which point the player returns to the dugout. No matter how many outs, every player on the team will continue to hit for the remainder of the inning.
- l. Force outs and tag outs will be called accordingly and progressively.

BATTING ORDER

All players present at the game will be placed in the order in which they will hit. The order will remain constant throughout the game.

1. The entire team is to rotate at bat until each player has batted each inning. Each player may bat only once per inning. The batting order should remain the same for the duration of the game. The last batter hits a grand slam to clear the bases.
2. Each batter will be allowed 3 swings on 4 pitches during an at bat. Foul balls will be considered a swing and will count towards the total number of swings for that at bat. If a player hits a foul ball

on the 3rd swing, he/she will be given one (1) additional swing which will then conclude the at bat regardless of the outcome.

3. For the first 5 weeks coaches will throw to a player until they make contact with the ball in the field of play. We will not be using the tee for this age group. After week 5 we will follow the rules of the game. A batter will be considered walked after 4 balls or will be called out if they accrue three strikes during an at bat.
4. The coach/volunteer will ensure that the batter is properly positioned in the batter's box before placing the ball on the Tee.
5. The coach will be responsible for removing the tee from home plate once the ball has been hit (if there are runners in scoring position) and will return it to the home plate area for the next batter after the ball has been declared dead.

BASERUNNING

Base runners may not leave the base until the ball has been hit. However base runners for 9–10-year-old age group will be allowed to advance as many bases as they can once the ball is put in play. The last batter in the lineup will advance to all four bases to end the inning.

1. Base stealing is not permitted. A base runner cannot take lead offs.
2. Intentional blocking of ANY base, including home plate, is NOT ALLOWED under any circumstances and is cause for removal from the game. If a player accidentally blocks or impedes a runner, the runner is given the extra base.
3. A base runner may advance any number of bases regardless of if the ball is hit in the infield or the outfield.
4. Sliding is allowed, although not recommended except when dictated by the regular flow of the game.
5. All players running the bases and at bat must wear a helmet at all times.