

City of Carson
Community Services

Sandlot and Rookie Baseball Rules

The following rules have been adopted for the 2019 T-Ball Season. With the exception of the following rules, the 2019 City of Carson Boys Baseball Rulebook shall govern all other play.

A. FIELD REQUIREMENTS / EQUIPMENT

1. There will be a 15 foot arc from home plate. This line will indicate the area the ball must be hit past in order to be fair.
2. The arc will extend to the out-of-play line or fence line. If a ball is thrown into or crosses the boundaries of this area, the play will be dead and runners that are at least halfway to a base or home plate will be awarded that base.
3. If possible, bases will be fifty (50) feet apart for Sandlot and sixty (60) for Rookie.
4. All batters, on deck batters, and base runners must wear protective batting helmets at all times.
5. Tennis shoes or rubber cleats must be worn.

B. STARTING AND ENDING GAME

1. A regulation game is limited to five complete innings with no new inning beginning after 45 minutes
2. In Sandlot, all team members will play the entire game, both offensively and defensively unless injured, requiring rest, etc. In Rookie, there will only be 8 players (no catcher) on defense, and players can be freely substituted.
3. Only 1 player is allowed to play at the pitcher's plate and no other player is allowed inside of the base line. In Rookie, 4 players (3B, SS, 2B, and 1B) are allowed in the infield in addition to the player at the pitcher's plate and the remaining 3 must play the three outfield positions.
3. Late-running games can be ended early at the discretion of either the head umpire or a staff member in charge of supervision.

C. BATTING

1. In Sandlot and Rookie, every player present on both teams will bat once in the first inning. If they are put out they will leave the bases. This will repeat in subsequent innings in Sandlot.
2. In Rookie, starting with the second inning, a team's turn to bat will end after three outs are made.
3. There will be no coach-pitch in the Sandlot division. In Rookie, a coach may elect to pitch to a batter, but if he/she fails to put the ball in play after 3 pitches, the player will get a maximum of 3 swings from the tee. If he/she fails to put the ball in play, the batter will be called out.
4. The batter may not throw the bat. PENALTY: Batter is out, ball is dead, and runners may not advance.

D. BASERUNNING

1. There will be no stealing or leading off base. PENALTY: Runner is out, ball is dead.
2. There will be no plays made at home plate (i.e. beyond the 15 foot arc).

E. COACHING

1. All coaches will be allowed on the field prior to the start of their defensive inning, to set their players in position. Three coaches may remain on the field thereafter in Sandlot, one behind 2B and the other two behind the infielders on the left and right side of the infield, to encourage and coach his/her team defensively. In Rookie, only two coaches behind the infielders on the left and right side of the infield are permitted. It is the coaches' responsibility to ensure that his/her presence on the field does not hinder any live ball play.
2. Only coaches and their assistants will be allowed in the 1st and 3rd base coach's boxes.
3. A base coach shall not interfere by, holding or pushing a runner in such a way as to assist them in returning to or leaving a base.

F. GENERAL

1. The goal of this league is to encourage and teach the proper fundamentals of baseball and softball and for all participants to have fun and learn good sportsmanship. Coaches and parents shall at all times set good examples for their children.
2. Bad sportsmanship by coaches, players, or fans will not be tolerated. The team manager or coach is responsible for the conduct of everyone associated with his/her team.
3. The umpire's decision is final! NO PROTESTS will be allowed.
4. As in all clinic division sports in the City of Carson, this is a fundamental league only. NO SCORES WILL BE KEPT.
EVERYONE IS A WINNER!
5. No rolling of the ball to make a play is permitted. PENALTY: Runner is safe.
6. No pre-game warm ups will be permitted on the field.

NOTE: Umpire's, like coaches, are there to help players learn the fundamentals of the game. Calling every infraction that they see arise not only slows down the pace of the game, but sometimes takes all the fun out. When an infraction arises, umpires should use their judgment as to whether an infraction needs to be strictly enforced or if a warning would be sufficient. Umpires should also take the time to explain a foul or penalty to a player and/or coach.