

Grand Slam Baseball League

The Grand Slam Division is a non-competitive program for children under the age of 10 years. The purpose of the Grand Slam Division is for players to develop basic baseball skills and an understanding of the game, to encourage participation and success, and to prepare players for competitive baseball at the Mosquito Division.

1.01 Equipment

- a) A pitching machine is recommended.
- b) If a pitching machine is not available then the coaches shall pitch overhand to their own team at a reasonably fast pace (no lobbing the ball).
- c) Pitching machine (ATEC Super soft or equivalent), T-Balls or Flexball are used.
- d) Catcher's need full equipment (mask, chest protector, shin guards, cup).
- e) Bats cannot exceed 32 inches in length or a diameter of 2 ¼ inches.
- f) Batting helmets with chin straps must be worn by batters, base runners, and on-deck hitters.
- g) Batting helmets must have double ear-flaps.
- h) Rubber cleats only are permitted.

2.01 Field Dimensions

- a) Base paths of 60 feet.
- b) Pitching machine set 40-42 ft feet from the back of home plate.
- c) Unless clearly marked, the infield is the area approximately 15 – 20 feet past the baselines. This is the area marked by the parent helpers to define the home run range.

3.01 Team play

- a) A team will normally consist of 6 players, maximum of 8 players.
- b) 6 players are positioned in the infield. Parents or assistant coaches will handle balls hit into the outfield.
- c) Up to a maximum of 8 players can be on the field each inning. The seventh player is a second defensive pitcher and the eighth player is behind second base.
- d) The player or players acting as defensive pitchers must be no more than eight feet away from the pitching machine in any given direction prior to the pitch
- e) Throughout the season rotations should be made so that all players play at all positions.
- f) All players on the team are placed in a continuous batting order.
- g) Players arriving late are to be inserted at the bottom of the batting list.

4.01 Game and inning length

- a) The game will consist of a maximum of six innings.
- b) Teams are to start at 6:30 P.M.
- c) Both teams will perform a 30 minute warm-up (practice plan) followed by a one hour game
- d) Games are to begin at 7:00 P.M. and continue until 8:00 P.M
- e) No new inning is to start after 7:45 P.M.
- f) An offensive inning is completed when all batters have batted (maximum 8)
- g) Teams are scheduled for two games a week on either a Monday, Wednesday or Sunday night
- h) Teams are strongly recommended to have a third night of the week for a 1 hour practice
- i) On Game nights:
 - a. Two teams will be scheduled to share the diamond
 - b. The home team will set up the field and supply bases/pitching machine, etc
 - c. Teams should work on a common practice (either out of the manual or by consensus), alternately a learning 'game' may be played however the focus must be on skill development

5.01 Pitching and hitting

- a) There are no base on balls (walks)
- b) Each batter will receive a standard baseball count (4 balls or 3 strikes) from the pitcher (coach). *Coaches before the game may agree to provide more than five pitches in order to promote player development. This usually will be done early in the season or if teams have less experienced players.*
- c) If either a walk or a strikeout occurs a tee is brought to home plate and the batter hits off the tee. Alternately the offensive coach may elect to soft-toss (limit 3).

TEE PLACEMENT- Most Tees are made incorrectly, with the ball in the middle of the plate. The ball should be placed on the front of homeplate, so the batters are hitting the ball out in front of the plate.

- d) If the player still has not hit the ball, the offensive coach will yell 'Ready Positions' and throw the ball into play and the batter will drop the ball and attempt to run to first base.
- e) No bunting of the ball is allowed.
- f) The batted ball is declared dead if it hits the pitching machine or a coach in fair territory. The batter is credited with a hit and the base runners advance one base.
- g) When the home team has a pitching machine, both the home and visiting teams must use the machine to play the game. The speed setting must be fixed at the beginning of the game by the coaches from both teams and it cannot be adjusted again to any different setting unless agreed to by both coaches
- h) The coach from the defensive team shall control the pitching machine. He/she shall also act as the umpire. Remember you are trying to encourage hitting.
- i) Fouls are to be called by the first and third base coaches of the batting team.
- j) The coach feeding the pitching machine or pitching may declare a "no pitch" if in his/her opinion the ball is outside the normal hitting area (pitching machines allow for more control of the strike zone however it may take one or two pitches to 'dial in' the strike zone). The normal hitting area is designated as above the knees, below the armpits and over the plate. The pitching coach should strive to send the ideal pitch at belt level and over the middle of the plate to encourage hitting.

6.01 Base running

- a) Balls hit into the infield are **singles**.
- b) Ground balls into the outfield (line drives) are **doubles**.
- c) Balls hit into the outfield are **home runs**.
- d) No stealing is permitted. Base runners may not leave the base until the ball has been hit. Base runners will be called out for leaving the base early.
- e) The base runner can advance only to the base he is running to on an overthrow (one base).
- f) Base runners must stay or return to the last base they touched once the play is declared dead.
- g) Defensive outs are not tallied as all batters bat each inning, but players that are put out must return to their dugout.

7.01 Fielding

- a) The catcher shall retrieve any pass ball which remains in play and is not otherwise ruled dead.
- b) Play is dead once the ball thrown from the outfield hits the ground in the infield.
- c) Once the batter successfully reaches base on a hit to the infield and all base runners advanced one base, the play is declared dead when the ball is picked up by the defensive team.
- d) The infield fly rule does not apply.

Amended by Resolution of Board of Directors on April 21, 2016.