



Pioneer Division 2013

GUIDELINES

- 1) The purpose of Little League Baseball at the Pioneer level is to achieve the following
 - a) Introduce players the basics of the game and hitting live pitches from an adult.
 - b) Develop the concepts of team play and sportsmanship
 - c) Develop the skills of all players to enable them to play at higher Little League levels
 - d) Make it fun so players will want to continue to play baseball.
- 2) To help achieve these goals Serra Little League will do the following
 - a) Strive to provide experienced and enthusiastic managers and coaches who will place learning and development of players over winning.
 - b) Measure the success of this level by the improvement of the players over the course of the season, the excitement and enthusiasm of the players and their families, and the number of players who return to play at higher levels
 - c) Do not keep standings.
- 3) Lower division player agent will manage the Pioneer division
 - a) Serves as the contact for managers to Serra Little League's board of directors.
 - b) Address issues arising from player, managers, or parents that cannot be resolved at the manager level. Will elevate issues to President of Serra Little League if cannot be resolved by lower division player agent.

TEAM FORMATION

- 1) Players are assigned to teams by the lower division player agent.
- 2) Players may request to be on a certain team with a certain player, manager, or coach. Reasonable accommodations will be made by the lower division player agent to honor these requests, but there is no guaranteed that a request will be granted.
- 3) The player agent will make every effort achieve the following
 - a) Ensure that the assignment of Players is as equal as possible in terms of age and experience.
 - b) Ensure that a player is not isolated by school (i.e., only one Player from a school on a team)



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RULES OF PLAY

1) Game

- a) No score is kept.
- b) The game will last for 3 innings. An additional inning may be played if both managers agree and time permits.
- c) Players must be seated behind the backstop with batting helmets while their team is at bat.
- d) Only the current batter is allowed to be holding a bat. A good practice is to set up the bat rack inside the backstop.
- e) Players must not be allowed to roam freely, play catch, eat food or visit with parents while the game is in progress.

2) The following rules shall be observed for 2013

a) Offense

- i) All players bat through the order once each inning.
- ii) Mix up the lineup throughout the season.
- iii) Coaches will pitch to their own team (underhand or soft-toss overhand). After the approximately 6th pitch, for expediency of the game, it is recommended that the batter use the Tee until a fair ball is hit.
- iv) There are no strikeouts.
- v) The batter becomes a base runner regardless if the defense makes a play that would result as an out in Farm level and above.
- vi) Base runners advance 1 base per hit.
- vii) Last batter is the "home run hitter". After hitting the ball, the home run hitter clears the bases and gets to run around all the bases. Defense should wait until all runners have touched home plate.
- viii) After the Spring Break, "doubles" may be introduced where a runner may be sent to second base by the first base coach on a hit to the outfield. Only implement if agreed to by both managers.

b) Defense

- i) Every player plays defense
- ii) No catcher. Usually the coach for the batting team will serve as catcher.
- iii) Player rotation on defense is mandatory each inning.
- iv) Each player should play infield at least one inning.
- v) Keep track of defensive positioning so that every player plays infield an equal amount of innings over the course of the season.
- vi) While there are no outs, be sure to praise kids who make a play that would be an out in Farm division such as catching a fly ball or fielding a ground ball and throwing to first beating the runner.