

AYLMER PIRATES



Jr. Rookie Ball Parent Guide

April 25, 2024

Schedule

Date	Time	Home	Visitors
Session 1	8:45am	Giants	Guardians
25-May	10:00am	Diamondbacks	Mariners
	11:15am	Cardinals	Practise
Session 2	8:45am	Cardinals	Giants
01-Jun	10:00am	Guardians	Diamondbacks
	11:15am	Mariners	Practise
Session 3	8:45am	Mariners	Cardinals
8-Jun	10:00am	Giants	Guardians
	11:15am	Diamondbacks	Practise
Session 4	8:45am	Diamondbacks	Mariners
15-Jun	10:00am	Cardinals	Giants
	11:15am	Guardians	Practise
Session 5	8:45am	Guardians	Diamondbacks
22-Jun	10:00am	Mariners	Cardinals
	11:15am	Giants	Practise
Session 6	8:45am	Giants	Guardians
29-Jun	10:00am	Diamondbacks	Mariners
	11:15am	Cardinals	Practise
Session 7	8:45am	Cardinals	Giants
06-Jul	10:00am	Guardians	Diamondbacks
	11:15am	Mariners	Practise
Session 8	8:45am	Mariners	Cardinals
13-Jul	10:00am	Giants	Guardians
	11:15am	Diamondbacks	Practise
Session 9	8:45am	Diamondbacks	Mariners
20-Jul	10:00am	Cardinals	Giants
	11:15am	Guardians	Practise
Session 10	8:45am	Guardians	Diamondbacks
27-Jul	10:00am	Mariners	Cardinals
	11:15am	Giants	Practise

Team Lists

Kinsmen - Giants (Purple)		Inclusive Communities and Consulting Services - Guardians (Orange)	
Coach: Abe Fehr		Coach: William Vanraes	
Player First Name	Player Last Name	Player First Name	Player Last Name
Sebastian	Fehr	Jay	Tait
Hope	Abbey	Atourina	Vanraes
Silas	Ross	Bella	Cabral
Connor	Broadbent	Allen	Manchuk
Juliette	Fiveash	Oliver	Hermans
Clayton	Fehr	Aiden	Peters
Blair	Thompson	Reid	Monteith
Luka	Pellegrino-Wavell	Connor	Pressey
		Lauren	Klassen
Kebbels - Diamondbacks (Grey)		Millers Your Independent Grocer - (Green)	
Coach: Tim Thiessen		Coach: Kevin DenHarder/Jonathan Dyck	
Player First Name	Player Last Name	Player First Name	Player Last Name
Greyson	Ashford	Beckham	Dyck
Tucker	Thiessen	Royden	Hepburn
Ira	Thiessen	Carter	Johnston
Brielle	Pileggi	Ainsley	Den Harder
Liam	Edwards	Korbin	Den Harder
Ryan	Ens	Reed	Donkersgoed
Adalynn	Chilcott	Lina	Beni
Dawson	Robilliard	Cara	Beni
Charlie	Fish	Dawson	Redecop
Holly Marr RMT - Cardinals (Gold)			
Coach: Andrew Barons			
Player First Name	Player Last Name		
Reid	De Sutter		
Nash	DeSutter		
Harrison	Barons		
Nolan	Marr		
Hayden	Driver		
Bowen	Provoost		
Knox	DeSutter		
Edwin	Clarke		

Introduction

Welcome to Aylmer Minor Baseball's Jr. Rookie Ball program. This is a non-competitive, instructional program with an emphasis on teaching the fundamentals of baseball, having fun and stressing good sportsmanship.

Each Jr.Rookie Ball session will be 75 minutes in length. The first session will consist of mostly practice time in order to re-introduce the participants to the fundamentals of the game and also serve as an evaluation session to ensure the teams are evenly matched. Teams are kept intentionally small as most players cannot hit past the infield so outfielders are not required.

Player Equipment

Players are required to wear running shoes or cleats. AMBA recommends players wear baseball pants but any athletic attire will suffice. Through the generosity of our sponsors players are provided with a baseball hat and jersey. Players require a baseball glove and should bring their own water bottle. Shared bats and helmets are available but players are welcome to bring their own. Only baseball approved bats allowed, no softball bats.

Field Equipment

Jr.Rookie Ball is played on a regular diamond with regular baseball equipment. Balls will be pitched by coaches and by a pitching machine.

The following equipment will be given to each team or made available at each session:

- Bats (not exceeding 2 ¾ diameter)
- Bases
- Hitting tee's
- Helmets
- Baseballs
- Catchers equipment
- Assorted training equipment
- Pitching machine
- Electrical cord

The Game

Most of the standard Rookie Ball Rules published in the 2023 Baseball Ontario Constitution and By-Laws manual shall apply with some exceptions. The main rules and exceptions are as follows.

Pitching Machine

- Pitching machine is placed a distance of 44 feet from home plate.
- An 8ft diameter safety circle shall be marked off around the pitching machine. No player shall enter this safety circle. Any ball that lands inside the safety circle shall be declared a dead ball and will be retrieved by a coach.
- The pitching machine can be altered only at the end an inning. Machine speed should be set to a maximum of 35mph and a minimum of 25mph. Height can be adjusted at any time.
- A ball that contacts the pitching machine will be called dead. The hitter will be given first base and each base runner will advance to the next base.
- One offensive coach will be required to feed balls into the pitching machine. This coach must avoid the live play and must not make contact with a hit ball or any defensive player.

Hitting

- The batting order will be determined prior to the start of the game and will not change during the game. The batting order should be rotated each game to ensure each player gets to hit at the top of the batting order.
- A hitter will receive a maximum of 5 strikes to hit the ball. A foul ball does not count as a fifth strike. If the player does not hit the ball after receiving 5 strikes they will hit from the tee.
- Batters must not throw the bat (intentional or unintentional) upon hitting the ball. After a thrown bat the play will be called dead. Players will receive one warning and a chance to hit again from the same strike count. Any further instances by the same player will result in the player being called out. All base runners will return to their starting base.
- No bunts or walks.
- Infield fly rule does not apply.
- Bats shall not exceed 2 ¾ diameter. Players may use their own bats if they are baseball approved. No softball bats will be used.

Fielding

- One defensive coach will be allowed on the field to assist players. The coach must stand just outside of the infield.
- Defensive player in the pitching position must wear a helmet with a mask and be positioned behind the release point of the pitching machine.
- Defensive player in the catcher's position must wear catcher's equipment. A defensive coach may fill this position in the event there are not enough defensive players.

- There will be a maximum of 10 defensive positions consisting of 6 infielders and 4 outfielders.
- All players must play a different position from game to game. A player does not have to play certain positions such as catcher, pitcher or first base if they are not comfortable or not able to safely play the position.

Base Running

- Runners cannot leave the base until the batter makes contact with the ball. Infractions will result in a dead ball and one warning. If player continues to lead off they will be called out. No stealing.
- In the case of a passed ball the base runner may only proceed to the base they are heading to. No extra base shall be awarded.
- Once a defensive player has gained control of the ball in the infield the base runners may only proceed to the base they were on path to.
- If the ball is hit into the outfield the base runners may advance until the ball is brought back into the infield.

General

- If a team has less than 5 players they may borrow enough players from the opposing team to field 7 players.
- Each half inning will end after all players have hit. The batting teams coach must announce their last batter.
- A regulation baseball or any ball approved by the AMBA board will be provided for all games.
- No new inning shall be started after 60 minutes have been played.
- Maximum number of innings to be played is 7 with a full game being 5 innings.
- No smoking or inappropriate language shall be used on the baseball grounds.
- The home team shall help setup the field.
- The diamond may remain setup after the early game for the late game to use.
- Home teams use the first base dugout and visitor teams use the third base dugout.
- Infield practice can be held prior to the start of the game. Coaches should coordinate to share the field. Teams can practice together.
- A copy of the lineup should be shared with the other teams score keeper prior to the game.
- **Players shall be called out and will leave the base if the ball beats them to the base and is caught by the baseman or if a ball is caught in the air (normal baseball rules).**

Field Setup

- Pitching machine setup 44 feet from the back of home plate.
- Bases are 60 feet apart.
- An 8 foot diameter circle will be drawn around the pitching machine.
- Standard batters boxes and foul line marking.

Tips and Fundamentals

The below tips and fundamentals are to be used as a guide and should not be considered absolute.

Hitting Fundamentals

- Bat selection – the proper bat size for the average Rookie Ball player should be between 25-28 inches and 16-19 ounces
- Batters should stand adjacent to plate in an athletic position (feet shoulder width apart, back straight, and bent slightly at waist with butt out). Hands holding the bat should be together (not spaced) and above shoulder. Be sure to have players stand back far enough to be able to extend arms as the tendency at this age is to stand too close to the tee or plate.
- Beginners should swing in balance without spinning around, starting with the weight back. Follow through over opposite shoulder. Do not let the bat go.
- Advanced players can be taught the use of a timing step. Transferring power from the back leg forward.

Baseball Grip



Bat grip – knuckles aligned.

Catching and Fielding Fundamentals

- Be prepared - knees slightly bent and weight on the balls of their feet
- Balls thrown above the waist should be caught with thumbs together.
- Balls thrown below the waist should be caught with pinkies together.
- Ground balls should be fielded with 2 hands either in the “alligator” position or with pinkies together with palms up starting with hand(s) on the ground.
- Move to catch the ball
- Proper ground ball fielding stance

Throwing Fundamentals

- Grip ball along the seam with two or three fingers along with the thumb.
- Point shoulder to target when setting up to throw.
- Throwing arm should be even or above the height of the shoulder.
- Step with opposite leg toward target when throwing.
- Follow-through to opposite pocket when throwing.
- Ball should be held with finger tips, not touching palm of the hand.



Proper 4 seam grip

Base Running Fundamentals

- After hitting the ball, lay bat down – do not throw bat!
- Run directly through first base. Tail to the right for close plays, turn to the left if there is a chance for additional bases.

Remember to keep the fundamentals fun, basic and simple. The key to learning is by doing!
Thank you for choosing Aylmer Minor Baseball. If you have any questions or comments please do not hesitate to contact us. / www.aylmerminorball.com