

## CALL AAA

### SANDLOT – “RULES”

- **Kids Run the Games:** The games are run by the players who are playing for the joy of the game!
- **Coaches “Host” the Games:** CALL Coaches for the applicable level (AAA or Majors) host the sandlot games on a rotational basis. CALL host coaches bring their equipment bags so that there is proper catcher’s gear and batting helmets available for players. They also help select captains and an umpire as noted. PLEASE NOTE: CALL host coaches do not instruct the players at the sandlot games. Once the game begins, the CALL host coaches are expected to stay in the background and let the players run the games, but they keep an eye out at all times for player safety.
- **Team Captains:** Two players are captains. The CALL host coaches help select the captains at the beginning of each sandlot game. The captains are generally the oldest players in attendance who have not yet been captains. A player will generally be a team captain only once during the sandlot season, regardless of the number of games they attend, so that several players will have the opportunity to be a team captain.
- **Umpires:** In our experience, the sandlot games run more smoothly if one of the older players in attendance volunteers to be the umpire for the game. The CALL host coach would assist in the selection of such umpire. The umpire would be positioned behind the pitcher throughout the game. The umpire’s decisions are final and the CALL host coach should not attempt override the umpires’ calls. However, the umpire can consult with the CALL host coach on a decision if the umpire chooses to do so. PLEASE NOTE: Players who volunteer to be umpires are not paid for this role in the sandlot game.
- **Rules:** Generally, the rules for the applicable CALL level will apply. However, it is acceptable to modify certain rules at the agreement of both captains and the CALL host coach (who is responsible for player safety). For example, baserunner lead-offs may be allowed at the agreement of both team captains and the CALL host coach.
- **Picking Teams:** The CALL host coaches assist the captains in picking teams as follows:
  - All players other than the two captains and the umpire are “counted off” with numbers from “one” to “four”. The “ones” go to first base, the “twos” go to second base, the “threes” go to third base and the “fours” go to home plate.
  - The two captains use “rocks, paper, scissors” to determine who has first pick.
  - The captain with the first pick (“Team One”) selects an entire group of players from one of the four bases.

- The captain with the second ("Team Two") pick selects two groups of players from the three remaining bases.
  - The players at the remaining base join Team One.
  - The captain of Team One gets first choice in selecting the dugout that they would like to use.
- **Batting Order and Player Positions:** Team captains set the batting order (often written in chalk on the dugout floor).
  - All players bat even if there are more total players on a team than there are positions to field.
  - Team captains rotate players every inning so that everyone plays a variety of positions.
- **Number of Players:** If sufficient players are in attendance, the number of players in the field at any one time should be consistent with the CALL house rules for such level (AAA or Majors).
  - Teams can include as few as five players: a pitcher, catcher, a first baseman, an infielder and an outfielder and the rules are modified accordingly. For example, if playing with only one outfielder on a team - play with only two fields, right and center for left-handers, left and center for right-handers. In this case, balls hit by right-handed hitters to right field are automatic outs and balls hit by left-handed hitters to left field are out. You hit the ball to a field that is out, you are ... OUT.
- **Pitching:** Although Sandlot games are intended to encourage pitchers to match their pitches to the skill level of the hitter (so that everyone has a chance to hit the ball) this is difficult to enforce in practice. To limit the impact of particularly skilled pitchers on the game, a pitching change will be made after any pitcher strikes out a total of two players from the opposing team.