

## ROOKIE Division Rules

### COACHES:

1. Only four adults on the field per team, including in the dugout. While batting, this usually looks like one coach running the pitching machine, one on each corner base, and one in the dugout keeping peace and preparing batters.

### PITCHING MACHINE:

1. The pitching machine should be set at 42 mph, with the round piece at the bottom of the stem directly over the pitching rubber. Please get the pitching machine right, with good pitches, before the game. Please do not adjust the machine in the middle of innings. You may not make special adjustments for individual batters. A coach from the batting team will run the machine. After the batter makes contact, the coach at the pitching machine should try to duck down, be still, and stay out of the way of the play. **The coach at the pitching machine may not coach baserunners.**
2. Any baseball that hits the pitching machine, batted or thrown, shall be a live ball.
3. Batters hit by a pitch (while standing in the batters box) may continue batting with the pitch not counting towards their allotted five pitches. If the player does not want to continue batting, then they may be replaced by the on-deck batter who will start with a new pitch count.

### BASERUNNING:

1. On a ball hit out of the infield, base runners may not advance past the base to which they are running once the defense returns the ball to the infield. **The moment the ball crosses the plane of the infield (i.e. the plane where the outfield grass meets the infield dirt), the runner may not continue past the base to which he was headed. The umpire should indicate the ball crossing the plane by raising his arm up.** However, runners are still in position to be put out unless they are safely on a base, regardless of the position of the ball. If a runner chooses to ignore his base coach and this rule by continuing to run through bases while the ball is in the infield, he is at risk of being put out. If he is not put out, the umpire will send him back to his proper base. Base coaches are expected to police their runners by helping them learn not to run through bases when the ball is in the infield.
2. Runners may only advance one base on batted balls that remain in the infield.
3. Runners may not advance past the base toward which they are running on balls overthrown in a put-out attempt.
4. There is no base stealing allowed in Rookies. Baserunner may not leave the base they occupy until the pitch is batted into play.

### SCORING:

1. Only five runs will count per inning. Once the fifth run in an inning is scored, the ball is dead and the inning is over, regardless of outs. **This rule is not in effect in the sixth inning.** The rule is still in effect in the fifth inning, even if the fifth inning is deemed to be the last inning. So, yes, a team could essentially be prevented from having the opportunity to come back from a six-plus run deficit in their last at-bat in the game.
2. Mercy rule is in effect in the Rookie Division. If a team is ahead by ten runs or more after the fourth inning, the game is won.

### PLAYERS ON THE FIELD:

1. A fourth outfielder will be placed on the field defensively. (This now means 10 players have been placed on the field defensively.)
2. A player is placed on either side of the pitching machine assuming the defensive position of the pitcher. They should be positioned even with the pitching rubber with one foot on the mound.
3. The catcher takes his/her normal position.

### GAME RULES, OTHER RULES AND PROCEDURES:

1. Games are 6 innings long with a 1.5-hour time limit. If the time limit is reached during the top of the inning the home team will be permitted to bat in the bottom of the inning.
2. There should be no infield fly rule.
3. No bunting, intentional or unintentional, shall be allowed.
4. Each batter shall receive five pitches from a pitching machine. Any pitch not swung at is considered a ball, but there are no walks. Players may see more than five pitches IF they foul off the last pitch. If a player fails to swing at the fifth or subsequent pitch, he/she is out.
5. If the game is tied after 6 innings and the time limit has not been met, teams will play 1 extra inning.
6. At the start of the extra inning, a runner is placed on second base- the runner will be the last recorded batter of the previous inning.
7. The rookie division will be allowed to have FOUR rostered coaches. There will be no rotating coaches in and out; no exceptions.

### TOURNAMENT RULES:

1. Game rules do not change during the tournament. The two top teams coming out of each division's tournament will play each other on Championship Day. The two top teams in each division are the two teams with the best tournament win/loss record. Since we have to

account for tie ball games at the youth baseball level, if any tournament games end in a tie, a tie shall be worth a third of a win. Think of it as a win being valued at three points, a tie at one point, and a loss at no points.

2. To be eligible to participate in tournament play, a player, manager or coach must be listed on the regular season roster and on tournament rosters before competing in the first level of tournament play.