

DISTRICT 11
Spring Inter League
Rookie Division

The concept of the Rookie division is to further the player's knowledge and understanding of the game while developing their baseball skills, teaching good sportsmanship and having fun. The goals of the regular season games in this age group are to focus on learning the fundamentals of baseball, (i.e., throwing, catching, fielding, batting and base running).

Rules of Play

1. The host team is responsible for the following:

The home team shall be responsible for setting up and storing away the pitching machine, supply (2) game balls, a scoreboard operator and keep the official scorebook.

The machine shall be set 46ft. from the back of home plate. Approx. speed 43 mph

2. Time Limit and run limit of Games

To facilitate the consistent start and stop of games, and to provide equitable playing time for all player the following time limits will be observed. No new inning will start after 1 hour and 30 minutes has elapsed from the official start time. A new inning begins the moment the third out is made in the bottom of the previous inning.

Games will be 6 innings, time permitting. The offensive side is retired after three (3) outs or after four (4) runs have been scored each ½ inning, during innings 1-5. During inning 6 or extra innings if time permits, teams may score an unlimited number of runs. Games called because of the time limit will be considered regulation games regardless of the number of innings played.

The umpire will declare the official start time when the defensive team takes the field. The umpire shall notify the official scorekeeper of the official start time, and the official scorekeeper shall record the time in the scorebook. The umpire is responsible for keeping the official time.

3. Run Rule

In the Rookie Division all games will end when the game is official and either team has a ten (10) run lead after 4 innings(3 ½ if home team is ahead) unless time limit is reached then the game is official.

4. Tie Games

If both teams have the same number of runs at the end of an official game, the game is declared a tie. If a game is tied after 6 innings and there is still time left on the clock then extra innings can be played.

5. Player Requirements to Start a Game

Each team must have a minimum of nine (9) players at the "official start time" for a game to begin. In the event the minimum cannot be met, the game is considered a forfeit and the win goes to the team that has the required number of players. In the event both teams cannot field the minimum number of players, the game shall be declared a double forfeit.

If a forfeit occurs, both managers may petition their respective league presidents to reverse the forfeit and reschedule the game. Upon unanimous consent of ALL parties the game may be rescheduled, played, and counted in the standings.

Once the game is started a team may continue to play if the number of players falls below nine (9) but the minimum to continue play is eight (8). If a team cannot field at least eight (8) players, that team shall forfeit the game. A player who leaves a game due to injury or illness is skipped over in the batting order and is NOT considered an out when his or her turn at bat arrives.

If a player leaves a game for any reason other than injury or illness, that player must remain in the batting order and is considered an out when his or her turn at bat arrives.

If a team cannot field the minimum number of players for a scheduled game because it was scheduled on a recognized religious or school function, the game may be canceled and re-scheduled without penalty, provided notification is submitted to the respective league presidents at least 48 hours prior to the game date. Games cannot be rescheduled for any other reason.

6. Players Arriving after the Start of Games

If a player arrives after the start of the game, the player must be added to the bottom of the batting order. Defensively, a late player will be counted as playing a defensive inning for any inning that they missed. For example, if a player shows up after the second inning begins the manager will have to play that player for one inning to comply with the minimum play rules.

7. Minimum Playing Time Rules

Each player must play a minimum of three defensive innings and have at least one at bat per game.

8. OFFENSE

All players are required to wear approved batting helmets while batting. Face guards are optional. All players shall be in the batting line-up. A team's "at bat" will end when that team scores four runs within the inning or three outs are recorded, except for the sixth inning, play will continue until three outs have been recorded or the game is over.

A batted ball that hits the pitching machine, Sandbag or pitching coach will be considered a dead ball. The batter is awarded first base and all runners are advanced one base if forced. If a thrown ball hits the pitching machine, sandbag or pitching coach, it is a live ball.

Each batter will be allowed a maximum of four (4) pitches or three (3) strikes. If the ball has not been hit into fair territory, then the batter is out unless he fouls off the 4th pitch. In this case, his at bat continues until he hits a fair ball, strikes out, or takes a hittable pitch. Note: Per baseball rules, a foul tip is a strike and in play if caught by the catcher. See definitions of 'foul tip' and 'strike' in section 2.0 of the Babe Ruth League, Inc rulebook. This means that a caught foul tip on the 4th pitch or any pitch thereafter is a strike and the batter is out. There are no walks.

Any player hit by a pitch will be awarded first base by Umpire's judgment. A ball that is out of the strike zone (umpires judgment) will automatically considered a "no pitch" unless the batter swings at the pitch then it will be either a hit, foul ball or a strike.

Machine Adjustments should be made at the end of an inning, unless a ball or player hits the machine, or the umpire determines that the machine must be adjusted.

Managers from each team will be consulted during machine adjustments. The umpire can make adjustments at any time due to a machine malfunction.

The batting order can be the entire roster.

Bunting is allowed but no fake bunting. If, at the umpire's discretion, a batter fakes a bunt and swings, the ball is immediately dead and the batter is out. If a batter fouls off an attempted bunt with 2 strikes or on the 4th pitch, the batter is out.

No walks or intentional walks. No in-field fly rule.

9. BASE RUNNERS

No leading off or base stealing. Runners must stay in contact with the base until the ball has reached home plate. Penalty for leaving early is covered in the Babe Ruth rule book. Rule 0.08 2.

The ball will be declared dead (time out) when the defensive team stops the lead runner and all succeeding runners abandon their effort to advance.

When a runner stands off a base and fakes or feints back and forth, this is to be interpreted as not attempting to advance and time shall be called.

If a player cannot continue base running after his/her at bat. He/she will be replaced by the last batted out.

Speed up rule. A courtesy runner (last batted out) is allowed anytime but is encouraged for the catcher. Catchers should be geared up and ready to catch with 2 outs or 3 runs scored.

10. Defense

Not more than ten (10) players will be on the field defensively. The additional player will be in the outfield. Each team will have a fully equipped catcher. Outfielders must remain be in the outfield grass. There may be only normal infielder positions.

The pitcher must be located within arm's length of the pitching coach and must begin each pitch at that position. Pitchers may not leave that position until the ball is released from the machine. If the pitcher violates these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire will warn the violating pitcher's manager that if the same pitcher violates one of both requirements again, the player will be removed from the pitcher's position. The player can assume another position, but cannot re-enter as a pitcher in the game.

To develop and teach players, No player may play one (1) position more than two (2) innings. No player may play an infield position for more than two (2) consecutive innings. Exception: catchers may not catch for more than 3 consecutive innings. For field position changes, the catcher is NOT considered an infield position. **Catchers are required to wear a cup protector.**

11. Coach Placement

Only 1 manager and 3 coaches are allowed on the playing field/dugout.

Two coaches are allowed on the outfield grass for defensive player instruction.

One offensive coach shall operate the pitching machine and may not coach base runners or wear a glove. The pitching coach will be allowed to assist his batter.

One coach must be in the dugout when a player or players are in the dugout.

With two outs or 3 runs scored, managers are required to have catchers ready to take the field.