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## 2023 PGCBGC ROOKIE (MACHINE PITCH) LEAGUE RULES

The Babe Ruth League Inc. Baseball Rules and Regulations and Official Playing rules will govern play. In case of conflicting rules, the PGCBGC "Ground Rules and Definitions" (Rev. 11/24/2021) will supersede.

### 1. Age Classification

- a. To participate all players must be 7 and 8 years old January 1<sup>st</sup> of the current year. NO EXCEPTIONS!
- b. Any player not meeting the age requirement set forth herein shall be ineligible and may not participate in league play. Any game in which an ineligible player participates shall be forfeited.
- c. Players may not simultaneously participate in T-ball and Rookie. Penalty will be forfeiture of game.

### 2. Playing Field

- a. The field will be set up and marked consistent with Cal Ripken **60 Ft. Division Field Layout diagram** (Babe Ruth Official Playing rules manual).
- b. The pitching machine will be placed **46' from home plate and set to 40 MPH**. The distance should be measured from the back tip of the plate to the release point of the machine.
- c. Umpire will designate unmarked field boundaries and foul areas before the commencement of the game.

### 3. Uniform and Equipment

- a. **All catchers must wear protective gear to include a facemask, chest protector, knee/shin guards and protective cup** (male only). The home plate umpire will ensure that the catcher is wearing all required protective gear before play can begin.
- b. **Home team is responsible for providing a pitch machine** and setting up the field.
- c. **Home team must provide game balls** (official leather baseballs only, no polyurethane). Game balls will be returned to the home team at the end of the game.

\*\*\*\*\*OVER\*\*\*\*\*

## Rookie Rules (cont'd)

### 4. Game Rules

- a. A game will consist of six (6) innings or 105 minutes, whichever occurs first. No inning will start after 105 minutes have elapsed. Teams, however, will be allowed to complete an inning started provided it started before the 105-minute time limit.
- b. The PGCBGC will supply an umpire for the game.
- c. **Suspension of play**: When a fielder in the infield securely holds the ball and, in the judgment of the umpire, all immediate play is apparently completed, the umpire will call "TIME" and the ball will become dead. Runners will return to the last base they occupied before the ball became dead. **There will be "NO" half-way rule.** Normally, play is completed when all runners have stopped trying to advance to the next base.
- d. After three (3) swinging strikes, the batter is out, regardless of whether the catcher makes the third strike catch or not. There will be no walks or free bases for a batter struck by the pitch. **Each batter will receive a maximum of (5) pitches.**
- e. There will be no bunting or extremely short swings. The batter must take a reasonably full swing at the ball. The home plate umpire will be responsible for enforcing this rule.
- f. Adjustments to the pitching machine must be made between innings. No adjustments to the pitching machine will be made during innings by the pitching coach unless authorized by the umpire after a request is made by the pitching coach.
- g. The person pitching (or running the pitching machine) shall not coach the batter or the base runners.
- h. The person pitching must try to avoid obstructing or interfering with the defensive team in any way.
- i. **If a batted ball strikes the person pitching or the pitching machine, the ball becomes dead.** The batter must return to home plate and all base runners must return to their previous base. This situation will be treated as if no pitch occurred.
- j. There shall be no base stealing. Base runners may not leave the base or run until the batter hits the ball. No head first slides are allowed except returning to a base.
- k. If the ball is overthrown from either the outfield or the infield and goes out of play, the base runners are entitled to the base they are advancing to PLUS one additional base. However, if the ball is only in the foul ball area and does not get completely out of bounds, the base is not automatic, and the runners may advance at their own risk.
- l. The infield fly rule is not in effect.
- m. Every player must play at least two (2) innings per game, **all players present will bat whether playing in the field or not.** The batting order will not be changed once the game has started. Late arriving players will be added to the end of the batting order. Once a player is in the batting order, he/she has to stay there regardless whether he/she is playing a field position.
- n. A team may carry up to fifteen (15) players, but only **field up to 11 players defensively.** All players present on a team must be placed in batting order. (Game can start with 8 players). A fourth outfielder and fifth infielder will be placed on the field defensively. **The fifth infield player is placed on one side of the pitching machine with the regular pitcher on the other side and the catcher in their normal position.** The head coach must rotate the team players to ensure that every player plays at least two (2) innings defensively.

## Rookie Rules (cont'd)

- o. A team must have at least 8 players present to begin a game and at least 7 to finish the game. Game time is forfeit time. If a team cannot field 8 players at game time, the game is considered a forfeit by the short team. If one team has more than the required players to start a game, it is encouraged to “loan” players to the shortened team so that an unofficial game may be played.
- p. Outfielders must be at least 25 feet away from the infield baseline until the ball is hit.
- q. End of Inning – An inning will be completed and no more runs scored after either **3 outs have been made or the 10<sup>th</sup> batter has batted in an inning or five runs have been scored in an inning by the team at bat, whichever occurs first.** When the last inning is played, the tenth (10<sup>th</sup>) batter rule and the 5 run rule are suspended. The fielding team must get three (3) outs to retire the side or end the inning.
- r. Bat throwing is not allowed. If the batter throws the bat, the first such occurrence will result in a TEAM warning; however, the second such occurrence will result in the batter being out. The umpire will make such calls and notify the opposing coach and scorekeepers of the offense. In both cases the ball, if struck, will be a dead ball with all runners returning to their bases.
- s. **Each team will have a scorekeeper.** All coaches and/or scorekeepers must maintain their own team score sheets and be aware of the other team’s players and score. At the end of each half inning, the scorekeepers will meet and adjust their scorebooks if needed.
- t. Coaches are allowed one conference call at the mound per inning.
- u. Game inclement weather policy will be governed by the Prince George’s County Boys and Girls Club weather line at **301-927-0822.**
- v. No one will be allowed to degrade abuse or harass any player, coach, or umpire. Any person the umpire or coach feels is doing this will be ejected from the field immediately.

