

# **PAYSA Senior Rookie League Rules (2021)**

*(Highlighted text is new for 2021)*

1. Games will be six (6) innings or two (2) hours in length. No new inning may be started after one hour and forty-five minutes (1:45). The last inning must be completed in its entirety, meaning the home team must bat if they are behind or the game is tied.
2. Games can end in a tie.
3. Both teams are responsible for setting up the field before the first game and/ or putting everything (equipment & bases) away after the last game (unless there is a travel game, then the bases can remain out).
4. Each team will bat their entire lineup. The lineup at the start of the game can only include players who are present. Any player who shows up after the game has officially begun has to be added to the end of the lineup.
5. All batters must wear an approved helmet (preferably one with a face mask).
6. All catchers must wear the full set of catchers equipment and a cup.
7. A team must have a minimum of six (6) players to avoid a forfeit, but the game itself should still be played even if a team has less than six (6) players.
8. Outs will not be recorded for any player who has to leave a game early for any reason when it is his/her time to bat thereafter; that player will just be skipped in the lineup.
9. Each inning will end after three outs are made, after five runs have been scored, or after a team has batted through their entire lineup (whichever comes first). **Beginning in the fourth inning, a team that trails by more than five runs may continue batting until three outs have been made or the score is tied.**
10. A mechanical pitching machine will be used for **the first three innings of games**. The front of the pitching machine will be placed 44 feet from the back of home plate and **the machine will be geared to 30-35mph**.
11. Each batter will receive a maximum of five pitches from the machine per at-bat. The only exception being if the last pitch is fouled off, then the batter gets another pitch. Strikes will be counted for swinging & missing

and for foul balls. If a batter swings and misses a third strike he/she is ruled out. A batter must swing at the fifth pitch otherwise they will be ruled out. The umpire can deem a pitch un-hittable and allow a replacement pitch to be delivered; the original pitch is not counted towards the maximum of five.

12. Beginning in the 4th inning, the defensive team must field a pitcher who will pitch to the batter from a rubber that is 46 feet from home plate. The umpire will call balls and strikes. Accordingly, the batter may be called out on strikes or advance to first base on four balls, except when the bases are loaded, in which case the at-bat continues; no runner may be forced home via a base on balls. A batter may not advance to first on a passed ball strike out.

13. The strike zone will consist roughly of the area over home plate from the batter's knees to his/her chest. Umpires shall call hittable balls adjacent to the strike zone as strikes to encourage hitting.

14. A new pitcher or pitcher at the start of an inning may have four warmup pitches.

15. The pitcher must wait to pitch until the batter steps into the batter's box and then commence the pitch without delay. There are no balks.

16. The pitching team's coach shall monitor pitch counts. Once a pitcher has reached 50 pitches, s/he may not face any additional batters but may complete the current at-bat.

17. There is no limit to the number of pitchers a team can use. Pitching changes may be made between batters and at the start of the inning with the exception of an injury change which may be made at any time. A pitcher once removed from the mound may not return as a pitcher but should continue playing in the field.

18. A batter may not throw the bat after or during a swing. The umpire shall issue up to two warnings to any batter who throws the bat. Subsequent instances of that batter throwing the bat in the same game will result in the batter being called out.

19. If a batted ground ball or line drive hits the pitching machine or the pitching coach, the batter will be awarded a ground-rule single. Any pop-up that lands near the pitching machine can be ruled a ground-rule single by the umpire.

20. A batter cannot advance further than second base on an overthrow to first

base, even if a play is made on the batter-now-runner at second base. All other existing base runners can also only advance one extra base on an overthrow of first base.

21. Only one extra-base will be awarded on an overthrow to any base. The batter may not advance home on an overthrow to third base that stays in the infield.
22. After a ball is hit into play, the play will continue until such time that the ball has been secured by an infielder standing anywhere within the dirt infield or the base runner reaches the next closest base. Base runners who are less than halfway to the subsequent base when a ball from the outfield is secured by an infielder must return to the previous base.
23. If a thrown ball hits the pitching machine or the pitching coach the ball is ruled dead and any base runners are sent to the base to which they were the closest at the time of impact.
24. If the Pitcher, SS or 3B hit the pitching machine or the pitching coach while throwing to first base to get the batter out, the ball is ruled dead and the batter is awarded first base. All other base runners are granted one base from their original base at the time of the at-bat.
25. All base runners must slide feet first on close plays at 2B, 3B or Home. Any base runner who intentionally collides with a fielder without sliding at a play at 2B, 3B, or Home will be ruled out.
26. First base and third base coaches may not touch any base runner when the ball is in play; doing so will result in that base runner being ruled out, the play will be called dead at that point and all other base runners will return to the base they were closest to.
27. If there is no umpire identified for any game, the pitching coach for each team will act as the umpire for the half innings they are on the field.
28. The pitching coach must do everything possible to avoid getting in the way of the play.
29. Stealing third base is allowed. There is no leading off of any base. The base runner may not leave the base until the pitched ball crosses home plate and may not advance home on an overthrow. If a player leaves early and is thrown out, s/he is out. If s/he is safe, s/he must return to the previous base. The second offense by the same player in the same inning will result in an automatic out. If the ball is hit, the defensive team has the option of the result of the play or a dead ball and runner returns and hitter hits

again. If ball is not hit, result of pitch (ball or strike) will count.

30. Bunting is not allowed. A ball that travels a few feet in from of home plate because of a check swing or slight contact from the batter is not a bunt and is permitted.
31. Teams will use ten players in the field. No more than six players can play the infield and they must be located at the traditional positions of Pitcher, Catcher, 1B, 2B, SS & 3B. All remaining players must play in the outfield and be positioned beyond the edge of the dirt infield.
32. The infield fly rule is not in effect.
33. All other regular baseball rules apply.