

Rookie League Rules

2/26/10

Philosophy:

The philosophy of the “Rookie League” remains that of a stepping-stone from T-Ball to Minors. Instruction on basics of catching, throwing, and hitting remain most important. Rules added from T-ball play move closer to Minor play but keep instructional play safe and fluid for this age group.

General:

1. There is a maximum of 12 players per team.
2. All games during the week will start at 6:15pm.
3. The length of the game will be 6 innings. (4 complete innings make the game official.) There is a 2 hour and 15 minute time limit per game.
4. Each team must have at least 8 players to start the game.
5. All players arriving late to a game must bat at the bottom of the batting lineup and must play defense prior to batting.
6. Home team is responsible for making sure the pitching machine is set-up, bases are on the field, and recording the game in the official score book. Please have a towel or rag with the machine during play in order to wipe the wheel of the pitching machine free of dust. This will ensure more accurate pitches to each batter.
7. Coaches Positions: When your team is on defense, one of your coaches will feed the ball into the pitching machine plus one coach will be located in the outfield. When your team is on offense, one of your coaches will be located behind the batter by the backstop. They will help with foul balls and positioning of the batter. Two other coaches will be in the coach’s boxes.
8. The defensive coach that is feeding the pitching machine is the official umpire. They can ask for help from the coach located behind the plate if needed. The umpire’s call is final and cannot be contested. Any concerns regarding a call or umpire must be brought to the attention of the Player Agent and/or the Board of Directors.
9. ***Pitch speed will be set to the following:***
 - 4/19 - 36 mph***
 - 5/10 - 38 mph***
 - 5/31 - 40 mph***

Fielding:

1. All players will be located on the field while on defense. Six infield positions and the rest will be located in the outfield.
2. Each player will play a minimum of 2 consecutive innings in the infield per game. The only exception to this is if there are not enough players to achieve this. Please try to create equal playing time in the infield for all players on the team.
3. The pitcher will play off to the right or left side of the pitching machine before each pitch is made.
4. No player can be in the catcher position for more than 4 innings in one game.
5. If a ball strikes the pitching machine, the generator, or the umpire, the ball is dead and the batter is awarded first base, all other runners move up 1 base. If the pitcher is fielding the ball close to the pitching machine creating a dangerous situation, the coach should call him off the play. This is also a dead ball.
6. End of Play: The rule of holding up the ball in the infield does not apply in the Rookie League. Encourage your players to make the play. If the play is an overthrow into foul territory, the play is dead. The runner will be awarded one base. There is no dead zone for your infielder to throw the ball to. (I.e. if a ball is hit into the outfield and the outfielder makes the play and throws the ball into the infield, once an infielder has the ball and establishes themselves in the infield (inside the baselines), he or she can call time. Runners over halfway may continue to the next base. Runners that have not reached the halfway point must go back to the previous base. This is the umpire's call.
7. There is no infield fly rule.

Batting / Base Running:

1. Each batter will receive 6 pitches. If the batter fouls the 6th pitch, then the batter will receive a 7th pitch. The ball must be put into play or an out is recorded.
Starting May 17th each batter will receive 6 pitches. If the batter swings at 3 pitches anytime during the at bat and fails to put the ball in play (with the exception of the third swing being a foul ball), the batter is out due to a strikeout. (Maximum pitches per batter is 6 + 1 if 6th is foul.)
2. An inning ends when 3 outs are made or the offensive team scores 7 runs in the inning. (Maximum of 7 runs per inning.)
3. On an overthrow to either first or third base that travels into foul territory, the play is dead and runners move up 1 base.