

## 2012 Rookie Ball Rules

- 1. BASE COACHES** – Only adult coaches (18 years or older) will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his advancement to or from the base, the runner will be called out. Note: Runner is not out if the coach congratulates the player.
- 2. FORFEITED GAME** - If a team has less than 9 players to start the game after a 10 minute grace period, they lose by forfeiture.
- 3. PROTEST** - All protests must be made before the next pitch in order to be considered. **If the plate umpire deems it necessary, a board member may be called to clarify a call or rule. All decisions made by that board member, will be the final decision.**
- 4. RAINOUT** - The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game. No team will be required to play more than three games in one week.
- 5. TEAM STAFF** - 1 manager, 2 coaches and 1 team parent are allowed in the dugout (no batboys or batgirls). No player may be physically moved or adjusted by the coach at the tee once inside the batter's box. The Coach will be warned for the first offense and ejected for the second offense. The team will then be without a Tee coach for the remainder of the game. This rule can be called by either umpire.
- 6. CONDUCT** - If manager, coaches or children are thrown out of a game the following penalties will be levied: 1st time sit out next game, 2nd time sit out the next 2 games and the 3rd time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional penalties may be levied by the Board of Directors.
- 7. TIME LIMIT** - A game will consist of 5 innings. No inning shall start 1 hour and 50 minutes from the start time. If time permits, tie games will be broken. Four innings (three and one half if home team is ahead) constitute a complete game in case of bad weather or time limit. If after four innings (three and one half if home team is ahead) one team is ahead by ten or more runs, the manager of the team with the least runs shall concede victory to the opponent.
- 8. DEFENSIVE POSITION CHANGES** - Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch.
- 9. RUN DOWNS** - No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base.
- 10. UMPIRE CAN CALL TIME-OUT:**
  - A. When requested by a coach or player.
  - B. When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in judgment of the umpire).
  - C. Until the defensive team is ready. Then in the interest of safety, the umpire will give the ball to the pitching coach to put in play.
- 11. OVERTHROWS** - Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases. Runners may advance one base on balls going over or under the fence.
- 12. FENCE RULE** - Whenever a batted ball rolls under the fence in fair territory, all runners may advance 2 bases.
- 13. OFFENSIVE TEAM:**

Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order although they may not be in the game defensively. The coaches will turn in their lineups to the scorekeeper at least 10 minutes before game time.

**The first three innings:** A five run limit will be observed. Once five runs are scored, the offensive inning is over.

### **The remaining innings:**

When 3 outs are made or 10 batters have batted, an inning is over. **When the 10<sup>th</sup> batter of an inning is about to hit, it will become the offensive team manager's responsibility (or his representative) to declare "last batter" to the umpires prior to the ball being batted fairly.** Failure to do so will negate any runs which cross the plate after the ball is under control by any defensive player in the infield area. The number of runs which are negated will be determined by the best judgment of the home plate umpire. It may benefit the defensive coach to keep up with the other team's batting order. The batting order will pick up where it left off from the previous inning. If a player shows up late, he or she automatically goes to the bottom of the lineup. Each team hits with a continuance batting order.

### **14. DEFENSIVE TEAM –**

Each team will Position 1 Pitcher, 1 catcher and 4 traditional infielder positions. Remaining players will be spread throughout the outfield. There must be 9 players to begin a ball game or a forfeit will be awarded to the other team. (See Rule 3)

**A. Pitcher** – Must keep 2 feet in contact with the rubber until the ball is hit. Can only make a tag play on a runner going home if the ball stays within the 15' line (or judgment of the home plate umpire when no line is present) or the batted ball is near the 3<sup>rd</sup> base line thereby creating a natural play for the pitcher.

**B. Infielders** – Must stay near their assigned position and not come in on the traditional grass area of the infield until the ball is hit. Infielders may not make a play on a ball batted into the outfield that would be beyond the normal range of an infielder of that position.

**C. Outfielders-** Must stay in the outfield until the ball is hit. Outfielders may not tag a base or a runner.

**D. Catcher** – Must stay behind home plate on the opposite side of the batter until the ball is hit. **FIRST ATTEMPT RULE:** The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe.

**E. Coach** – 1 Coach must stand in the outfield, however there may be a maximum of two. These coaches must be behind the players until play is stopped.

**15. SLUNG BAT** - For the 1<sup>st</sup> offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2<sup>nd</sup> violation and any subsequent violation the batter will be called out.

**16. STRIKEOUT** - Is constituted by three missed swings. Foul balls on the third strike are an out.

**17. BUNTING** - Is illegal. A full swing must be used. If in the judgment of the umpire, the batter is intentionally bunting the ball, the manager and player will be warned and a strike will be called. If the same batter attempts another bunt later in the game, the batter will be called out. If an unintentional swinging bunt occurs, the ball will be fair if it reaches the infield grass outside of the batter's circle provided it is in between the baselines.

**18. LAST BATTER** - 2 out baseball rules apply. Any fielder can also throw or run the ball home and tag home plate. Then the inning ends, and all trailing runners do not score.

**19. OVERTHROWS** - Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases. Runners may advance one base on balls going over or under the fence.

**20. FENCE RULE** - Whenever a batted ball rolls under the fence in fair territory, all runners may advance 2 bases.

**21. SLIDING** – A runner who slides headfirst going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.

**22. ROLLING Ball** – Runners will be called safe if a fielder intentionally bounces or rolls a ball to obtain an out.

**23. UMPIRING DUTIES - UMPIRING DUTIES:** Each manager and a coach from that team will umpire "T" League games! If a manager and/or coach must be absent, it is their responsibility to find a qualified replacement. In order to be considered qualified; the replacement must be reported to and approved by the Umpire-in-chief (Joey Stella) at least 24 hours prior to the game. It will not be acceptable to pick a parent out of the stands when showing up alone. This puts the parents, coaches, players, and Board in difficult situations that could have been avoided with proper planning. These cases will be reported to the B Ball Player Agent to determine proper action. Fines for not showing up for an umpiring duty:

**1<sup>st</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next game**

**2<sup>nd</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next 3 games**

**3<sup>rd</sup> offense: Removal of managerial duties from League**

This rule or violation of will be taken into consideration when appointing All-Star managers and coaches.

**24. OPTIONS** - Each team has one manager and one coach option. The options will be weighted based on age as follows: two 6 yr olds will be taken in rounds 3 & 4; a 5 yr. old & an 6 yr. old in rounds 4 & 5; and two 5 yr olds in rounds 5 & 6. Any brother/sister options will go in next available round.

**25. DRAFT** - Teams will draw numbers for drafting positions. The draft will wrap, meaning the team picking 1<sup>st</sup> in the first rounds will pick last in the 2<sup>nd</sup> round.