

## WINTER PARK BABE RUTH

Rookie Division Local Rules v7.0 Material Revisions highlighted below

*The purpose of the Rookies Division is to further the players' understanding of the game while developing their baseball skills. Games are intended to focus on development of all players, in all aspects and positions of the game. While competition is part of the game of baseball, in Rookies we hope to limit this competitive experience in favor of player development.*

- RK 1.** Player Age: The Rookies Division will be made up of “League Age” seven and eight -year-olds.
- a.** League age is defined as the player’s age on April 30th of the calendar year.
  - b.** League age six-year-olds may play in the Rookies Division, at the discretion of the Rookies division commissioner and VP of Baseball. Interested six-year-olds should attend one of the Rookies division tryouts for consideration.
  - c.** League age nine (9) year-olds may play in the Rookies Division at the discretion of the District Commissioner.
- RK 2.** All games will be five (5) innings, time permitting. If a game is tied at the end of 5 innings, extra innings are permitted as long as the no-new-inning time limit hasn’t passed. There are no special rules for extra innings. Games may end in a tie, and extra innings need not be played unless both coaches agree.
- a.** Any inning not completed shall not count. The score reverts to the last completed inning.
- RK 3.** Each team must have a minimum of 8 players at the official start time of the game. A team without the required number of players to start the game will forfeit. If both teams do not have the required number of players, the game will be a double forfeit. **(NOTE)** – It is permissible after a forfeit has been declared to play the scheduled game as a scrimmage. Player’s may be shared as necessary, but player’s playing for the opposing team should play the outfield.
- RK 4.** Once the game has started, a team may continue to play as long as they can field 8 players. If at any point, a team cannot field the minimum number of players, the game shall be declared a forfeit.
- RK 5.** Regular season games will be considered complete regardless of the innings played.

- RK 6.** All games shall start as scheduled.
- a.** For weeknight games, no new inning may begin 75 minutes (1.25 hours) after the league scheduled start time of the game and a drop-dead time limit of 1 hour and 30-minutes (1.5 hours) will be enforced.
  - b.** For weekend games, no new inning may begin 90 minutes (1.50 hours) after the league scheduled start time of the game and a drop-dead time limit of 1 hour and 45-minutes (1.75 hours) will be enforced.
  - c.** Weather delays are the only type of delay that will push back the league scheduled start time.
- RK 7.** Rainouts and suspended games will **not** be made up unless mutually agreed by both team managers, and with the consent of the Rookies Division Commissioner. It shall be the home team's responsibility to contact the Commissioner to reschedule games.
- RK 8.** Each team will be allowed three (3) outs or not more than five (5) runs in each inning. The 5th run may be scored as the result of a hit. The 5 run max rule applies to all innings, including the 5th inning.
- RK 9.** If a team is up by ten (10) runs after three (3) innings, the game can be ended. If the game is ended by the above mercy rule, the League recommends that the scoreboard be turned off and the teams continue to play until the allotted game time has elapsed.
- RK 10.** Regular season records and standings shall not be kept during the fall season.
- RK 11.** Games may not be rescheduled without prior consent from the division commissioner.

## **THE PITCHER**

- RK 12.** The adult pitcher may pitch from the pitcher's plate or any space directly in front of the pitcher's plate, but no closer than 35 ft from home plate.
- RK 13.** The adult pitcher must throw overhand but can do so from one knee if they choose.
- RK 14.** The pitch should be firm enough to be a flat pitch. Lobs are not permitted.
- RK 15.** The adult pitcher is not permitted to coach the players, batter, or base runners.
- RK 16.** Pitching changes are only permitted between innings.
- RK 17.** The adult pitcher must work to avoid interfering with the play. The umpire will have discretion to call interference and reward bases or award outs.

**RK 18.** If a ball is thrown and hits the adult pitcher, the ball is live and play continues unless the umpire rules that there was obstruction on behalf of the adult pitcher.

**RK 19.** The adult pitcher must be 18+ years old

## **RULES ON DEFENSE**

**RK 20.** Not more than ten (10) players will be on the field defensively. The additional player will be in the outfield.

**RK 21.** Outfielders must be at least 15 feet behind the infield/outfield grass line.

**RK 22.** Each team will have a pitcher and a fully equipped catcher each inning. The catcher is permitted to use a glove in lieu of a catcher's mitt in the Rookies Division.

**RK 23.** There may be only normal infield positions (1B, 2B, SS, 3B).

**RK 24.** Infielders, including the Pitcher, are not permitted to "crash" on the pitch. They must hold their position until the ball is put in play and may start the play no closer to the batter than 1 step in front of the baseline. The Player pitcher should start on or astride the pitcher's plate but can move an arm's length off the rubber so as not to be directly behind the adult pitcher

**RK 25.** No player may play in the infield for more than two (2) consecutive innings.

**RK 26.** No player may play in any position for more than two (2) consecutive innings.

**RK 27.** Every player will play an infield position for at least one (1) inning in the first four (4) innings.

**RK 28.** Each player must play at least nine (9) defensive outs for a five (5) inning game, and six (6) outs for a four (4) inning game.

**RK 29.** The Catcher is not considered an infielder.

## **BASE RUNNING RULES**

**RK 30.** On a batted ball that stays in the infield, the batter and any runners on base may only advance a maximum of 2 bases regardless of the defensive outcome.

**Example:** Runner on 1B, batter hits a groundball to SS. SS throws the ball into RF that rolls to the fence. The runner from 1B must stop at 3B, and the batter must stop at 2B. Even if a subsequent play is made on the advancing runners after the initial error, runners are not permitted to advance beyond the bases prescribed above.

**RK 31.** Runners may tag-up on fly balls caught by infielders. (**Note:** this is a specific exception to the “controlled by an infielder” rule). In the event of an overthrow after the catch, or a dropped fly ball, rule RK 30 still applies..

**RK 32.** On a ball hit to the outfield, once the ball is in the possession of an infielder, on the clay or infield grass, and in fair territory, the base runner may only advance to the base in front of them, at their peril. A play may be made on the advancing runner without the risk of additional advancement.

## **BATTING RULES**

**RK 33.** A batter is out after three (3) swinging strikes or five (5) total pitches.

- a. A foul ball on the 3rd swing is not an out unless it is caught by a defender.
- b. A foul ball on the 5<sup>th</sup> pitch is not an out. The at-bat continues until a no swing, a swing-and-miss, or the ball is hit into fair territory.

**RK 34.** A batted ball that hits the adult pitcher is a dead ball, and is also ‘no-pitch’. All runners return to their previously occupied base and the batter resumes their turn at bat.

There are no walks, no stealing, no bunting, no leading off, and no advancing by a hit batter.

## **GAME RULES**

**RK 35.** The following Speed Play Rules shall be in effect for all Rookies Division games:

- a. When the offensive team has reached two (2) outs, the Catcher should be getting into his/her gear.

If the Catcher is on base, a pinch runner will be used. The pinch runner should be the last recorded out.

**RK 36.** Four (4) coaches are permitted on the field or in the dugout during the game (manager and three assistants), one (1) of which must remain in the dugout. No other adults should be on the field, or in the dugout.

**RK 37.** For defensive instruction, two (2) coaches are allowed on the field. Coaches must stay in foul territory.

**RK 38.** On offense, two base coaches are permitted. A third coach may assist with on-deck hitters, foul ball retrieval, passed ball retrieval, etc.

**RK 39.** If a player is unable to finish an at-bat due to illness or injury, then the last-recorded-out will complete the at-bat and inherit the count of the player that is unable to continue. The vacated spot in the batting order will be skipped on subsequent turns through the lineup.

**RK 40.** No music will be allowed during warm-ups or games, including “walk-up” songs.

#### **GAME DUTIES**

**RK 41.** The Home Team is responsible for:

- a. Keeping the official scorebook at all games (GameChanger)
- b. Operating the scoreboard (and retrieving and replacing the remote control in the concession stand).
- c. Bringing two game balls to each game

**RK 42.** The Visiting Team is responsible for field maintenance

**RK 43.** Regular Season rules will govern tournament play with the following exceptions:

- a. All tournament games must be five (5) full innings to be considered complete.
- b. Games that cannot complete the necessary five (5) innings due to weather, darkness, or reasons beyond normal control shall be continued as designated by the Division Commissioner through five (5) innings (unless extra innings are required).
- c. Tournament games may not end in a tie.
- d. There is no run maximum in the last inning.

#### **Document History**

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V1	01/15/2017
V2	12/29/2017
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