

PAYSA Rookie League Rules (2018)

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 preferably 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).
10. A mechanical pitching machine will be used for all games. The front of the pitching machine will be placed 43 feet from the back of home plate.
11. Each batter will receive a maximum of five pitches 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 thrown; the original pitch is not counted towards the maximum of five.

12. 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 dead ball by the umpire and/or pitching coach; the batter then gets another pitch. That pitch is not counted towards the maximum of five.
13. 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 2B. All other existing base runners can also only advance one extra base on an overthrow of first base.
14. Only one extra base will be awarded on an overthrow to any base.
15. 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.
16. 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.
17. 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.
18. All base runners must slide feet first on 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.
19. 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.
20. 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.
21. The pitching coach must do everything possible to avoid getting in the way of the play.
22. There is no base stealing and base runners are not allowed to take a lead. Base runners must remain on the base until the machine-pitched ball crosses the plate and/or the batter hits the ball. Any player leaving a base early will

be given an initial warning. The second time will result in the runner being called out.

23. 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.
24. Teams will use all of their 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.
25. The infield fly rule is not in effect.
26. All other regular baseball rules apply.