



# Simi Valley Baseball League

## *Rookie Division Rules*

*Board Approved February 5, 2025*

**The Rookie Division shall be played in accordance with the rules stated in the Babe Ruth Rule Book and the SVBL Local Rules with the following exceptions:**

### **1. Purpose**

- 1.1. The Rookie Division is designed primarily for 7-year-olds with League discretion to allow 6-year-olds or 8-year-olds to play in the division as well, controlled pitches from a pitching machine, thus creating more action at the plate and in the field. Fear of being hit by a pitched ball is diminished. It makes the game safer and improves the playing confidence and ability of all participants. It removes the boredom - which is often the result of either overpowering or inadequate pitching - by throwing only strikes. Fewer errors and greater throwing accuracy are the result of increased activity. The Rookie Division is an excellent way to continue teaching the fundamentals of the game and building player confidence.
- 1.2. Although, more advanced than T-Ball/Coach Pitch, the Rookie Division is considered highly instructional baseball in which every player will play a minimum of 6 consecutive defensive outs. More than 6 defensive outs are highly encouraged. All players will be in the batting order for all games.
- 1.3. Standings are kept and win/losses are recorded at this level. The Rookie Division is not competitive to the point that any player should be discouraged for his/her lack of ability.
- 1.4. Although the desire to excel and win games is a part of the Rookie Division, the focus of our league objective must be foremost in the minds of participants.
- 1.5. The objective of SVBL shall be to support the ideals of good sportsmanship, honesty, loyalty, courage and respect for the nurturing and edification of the youth in our community in the hope that they may grow to be well adjusted, decent, healthy, and trustworthy citizens.
- 1.6. Pitching Mound: 38' Bases: 60'

### **2. Playing Rules**

- 2.1. 4 Innings per game or 1 hour 30 minutes. Once the inning starts it must be finished.
- 2.2. There will be NO 10-run rule in effect for Rookie Division games.
- 2.3. Each half inning will end when five (5) runs have scored or three (3) outs are recorded, whichever comes first.
- 2.4. **A maximum of 10 Players on Defense are allowed.** 6 infielders, 4 outfielders.

2.5. Players must be assigned to regular fielding positions (1B, 2B, SS, 3B, LF, P, C, CF, RF, LC, or RC--pitcher plays to either side of pitching machine; catcher must wear full catcher's gear behind home plate).

2.5.1. Infielders may not play any closer than 3 feet from baseline. Outfielders must be at least 15 feet away from infield.

2.6. No player can play any one position more than 3 consecutive outs; each player must be rotated from infield to outfield each game by the end of the 3<sup>rd</sup>inning. Failure to do so results in an automatic out during teams next at bat. If Manager continues to fail to rotate players, they will be served with a one game suspension. For safety concerns, please contact your commissioner.

2.6.1. Each team will bat its entire roster of players present. Once a batting is order is established, it will remain the same throughout the entire game.

2.7. Each Rookie Division team must play with a minimum of 8 players. Players that show up late for a game will be placed at the end of the established batting order and will bat in their appropriate position.

2.8. Any position player who is removed from the playing field may re-enter at any position.

2.9. Pitching Machine: A pitching machine will be employed for the first half of the regular season. Regulation baseballs will be used in the machine. One (1) coach from the offensive team will manage the machine each half inning. The second half (after Spring Break) of the season will be partial machine pitch and player pitch, which is optional at Managers discretion. A batter will receive a standard at bat; if player is walked during that at bat, a coach will throw 3 pitches to the player.

2.9.1. Pitching Machine must be set at no less than 3. Both Managers must agree on the setting before the game starts.

2.9.2. If Managers agree with the partial machine pitch / player pitch, then the machine will be set for the first 2 innings and can be removed thereafter for player pitch.

2.9.3. If Managers agree prior to the start of the game, they can choose to forego the pitching machine and coach pitch. The coach pitcher must throw from no more than 3' from the edge of the pitching mound dirt area. The number of pitches the coach can throw will be the same as what is referenced in item 2.12 below.

2.10. In addition to the offensive coach managing the pitching machine, the team in the field on defense may have one coach in the outfield to help instruct players during each half inning of the game. Any coach assisting in the field who intentionally interferes with a live ball will result in the play immediately being declared "dead" - the batter is awarded first base while all baserunners advance 1 base.

2.11. The player fielding the pitcher's position shall begin each play either behind or to the side of the pitching machine with one foot in the dirt area of the mound BUT NEVER IN FRONT OF THE MACHINE

2.12. Five (5) good pitches from the pitching machine and two (2) swing off the tee. Batter strikes out if he/she doesn't hit within five (5) good pitches and two (2) swing off the tee. If a

foul ball or tip occurs on the final pitch, the batter gets another pitch, etc. If the final pitch is declared “un-hittable” by the umpire ONLY, the batter will receive an additional pitch. No walks will be awarded in the Rookie Division.

2.13. If a batted ball strikes the pitching machine the play is ruled “dead” – the hitter is awarded first base, and all players advance one base from the base they occupied prior to the pitch.

2.14. No bunting. No slashing. A slash is when a batter attempts to deceive the defense by showing bunt but pulls the bat back and swings at the pitch.

2.15. There will be NO stealing of any base at any time at any point during the season.

2.16. A player must keep one foot on the base until the ball is hit. Base runners may advance on bases until the ball is back to the pitcher and the pitcher has control of the ball with one foot on the pitcher’s circle. The play is then considered “dead” and any runner more than halfway to the next base will be awarded that base. One (1) base is awarded for overthrow. All players on base advance one base per batter. Coaches must remember that this is a judgment call, and the umpire cannot be challenged regarding his/her ruling.

2.17. If the fielders are throwing the ball to the pitcher and the ball hits the pitching machine, then it is considered a dead ball, and all runners stay where they are. If that base runner is more than halfway to the next base, then they can advance to that base.

2.18. Headfirst sliding is not permitted. When a base runner makes a move back to a base he once occupied, diving is permitted. If a base runner slides headfirst into a base or home plate, the runner will be declared out.

2.19. There is one (1) base awarded to a player on an overthrown ball.

2.20. At the team’s discretion, a temporary fence set at 150’ can be installed prior to game.

**These rules apply for Spring and Fall season and may not be changed by any manager, coach, or umpire without the consent of the SVBL Board of Directors. Recommendations for rule changes should be forwarded to your commissioner. The Local Rules Committee and/or Board of Directors reserves the right to amend these rules during the season should it be deemed necessary.**