

REEDVILLE BASEBALL, INC.

ROOKIE LEAGUE RULES OF PLAY

The Rookie League of Reedville Baseball provides players with the chance to learn the fundamentals of baseball and to experience team competition in a friendly, cooperative and sportsmanlike atmosphere. The environment is positive and supportive and is designed to develop confidence and self-esteem. The program is designed to prepare the young players for upper division play.

Positive motivation, understanding and good sportsmanship is encouraged and expected of all players, coaches and families. Special emphasis is placed on the example the coaches set for their young players.

The following rules are adopted by the league for use by the coaches and players. Rules and situations that are not covered herein should be referred to the official rules of JBO Baseball.

ELIGIBILITY

1. All children 6, 7 or 8 years old are eligible to play in the Rookie League. A player should be a 1st or 2nd grader and must not turn 9 until August 1st or later. Exceptions to this rule are at the sole discretion of the Director of Recreational Baseball for Reedville Baseball. All decisions made are final.

EQUIPMENT AND FIELDS

1. **Sportsmanship:** Coaches, parents and spectators are expected to exhibit good sportsmanlike conduct. There will be no name-calling, swearing, or intimidation of the opposing team or spectators. No alcoholic beverages will be allowed at or near the fields during practices or games. Those in violation of the above will be asked to leave the premises and must be reported to the Recreational Director.
2. **Equipment:** The league provides shirts, hats and pants to all players. Each player will keep his or her shirt, hat and pants. Each player is expected to have his or her own baseball glove. Athletic shoes or rubber cleats are recommended. **Cups are a requirement for catchers.**
3. **Helmets:** The ear-flap type batting helmet shall be worn by all batters and runners at all times while they are in the "On-Deck Circle", at bat or on base. If the player removes his helmet intentionally, the team will receive a warning. The next player from that team to remove their helmet will be called out and all other runners will return to the base they occupied prior to the start of play.
4. **Field Setup:** The **home team** is responsible for setting up the bases and lining the field with chalk prior to the start of the game. The **visiting team** is responsible for putting the equipment away and locking the shed.
5. **Cleanup:** All teams are responsible for picking up litter around the dug-out and field areas prior to and after the game.
6. **Game Balls:** Each team should provide 6 game balls together with a total of 12 game balls. Place one bag at the mound and the other bag at the plate. After each pitch the parent umpire places

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the ball into the bag. After each batter the parent umpire empties the plate bag into the mound bag. This will keep the game moving efficiently.

7. **Offensive Coaching:** Offensive coaching will be done from the bench and the first and third base coaching boxes. The adult pitcher may coach the batter but not the base runners.
8. **Defensive Coaching:** Defensive coaching will be done from the bench, and 1 coach behind the shortstop or between 1st and 2nd. No other parent will be allowed on the playing field.

GAME

1. **Umpires:** Umpires are parental volunteers. They will control the game. **The home team will provide the umpire.** The umpire must be 18 years old or older, preferably a parent. In the event of a dispute, the coaches and the umpire will confer and resolve the dispute. Each coach should stress to the spectators watching the game that the umpires are parents that volunteered to umpire. They are there to help keep the game moving and should receive all our support.
2. **Team Gatherings:** To minimize impact to families, there will be a maximum of 3 team gatherings (games or practices) per week from the beginning of practice in April until the completion of the season in June except during the rescheduled rain make-up week. The Jamboree and Rookie Tournament is excluded from the count of these team gatherings.
3. **Game Time:** A game is complete at the end of 5 full innings or 1 hour 45 minutes, whichever comes first. Once an inning is started it must be fully completed. No new inning will be started after 1 hour 30 minutes.
4. **Innings:** There will be a maximum of 5 runs or 3 outs per team per inning, Games may end in a tie.
5. **Sliding:** There will be no sliding into bases. This rule is to avoid injury to runners and fielders alike. The runner will be given a warning on the first infraction; but will be called out thereafter by the umpire.
6. **Defensive Team Positions:** The defensive team will consist of 9 players on the field at all times. Each player must play a minimum of 3 innings in the field for that game. Every player must play at least 2 inning in the infield. No one player will play more than 2 innings at catcher during the game. No one player will play more than 1 innings at defensive pitcher during the game. No one player will play more than 1 inning at first base during the game. The goal is to let the players experience all of the positions.
7. **Player Pitching:** The player pitcher will throw 3 pitches to each batter in that inning. After that, it will revert to coach pitch. The pitcher line is set at 40 feet from the plate. The player pitcher may pitch anywhere between 35 feet from the plate to the pitcher line. The goal is to help the player get up to 40 feet, which is the pitching distance for the next level up (Minor). Only

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overhand pitching is allowed. If hit by a player pitch, the batter may choose to take a base or go straight to coach pitch (5 coach pitch limit still applies).

8. **COACHES ARE NOT TO TELL THEIR KIDS NOT TO SWING AT KID PITCHES!!!!**
9. **Player Pitcher Limitations:** No player may pitch more than 2 innings in a week and 1 inning in a game. This rule is to develop and give every player a chance to pitch. However, coaches will need to use their own judgment as to whether a child should pitch or not. Safety will be the main factor. Some children may hurt the kids with a wild, but strong arm; others may get hurt when the ball is hit if they have trouble fielding the ball.
10. **Coach Pitching:** Coach pitching will be done by the coach or an assistant to their team. Batting tees are not used. The pitcher line is set at 40 feet from the plate. The coach pitcher may pitch anywhere between 35 feet from the plate to the pitcher line. Only overhand pitching is allowed. It is ok if the coach pitcher goes to one knee while pitching but still must be the correct distance from the plate.
11. **Pitches:** There is a limit of 5 good coach pitches to each batter. If the batter has let good pitches go by without swinging, it is up to the umpire and the batter's coach to remind the batter how many pitches remain. Pitches hit into foul territory are part of the 3 player pitch limit and 5 good coach pitch limit.
12. **Pitch Quality:** A good pitch will be determined as a pitch close enough to swing at and not necessarily a strike. The umpire will determine the quality of each pitch.
13. **Batting:** There are no called strikes, balls, nor will a base be awarded for a hit batter, except when hit by a player pitch if chosen. Missed swings and foul balls will be counted towards the pitch limit. If the batter fouls off the last pitch he/she will receive another pitch until either gets a hit, or swings and misses.
14. **Bunting:** Bunting is not allowed. A batter must make an effort to swing at the ball.
15. **Batting Rotation:** The batting rotation should be set at the beginning of the season. This allows all players to have equal at-bats by the end of the season. For example, the player who bats last in a game on Wednesday would be the last batter in rotation in the following game on Saturday. This randomness is the most fair. No change in rotation can be made once the game has commenced. Late arrivals will be added to the bottom of the rotation; early departures will move the next batter up in the rotation, without costing the team an out.
16. **Infield Live Ball:** The ball is considered live until the ball has been possessed in the **infield** by an **INFIELDER**. The infield is considered the dirt portion of the field. The ball is still considered possessed in the **infield** by an **INFIELDER** if the infiedler fields the ball and then throws it to a base. If this happens, the players may not advance past the base they are running towards (e.g. 3rd baseman fields ball and overthrows 2nd base). The runner cannot advance past the base they were running towards. The goal is to teach the players to throw without fear of an overthrow causing the runners to advance. When the ball is in the field of play and has never

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been possessed in the **infield** by an **INFIELDER**, runners may advance at their own risk until the ball is possessed in the **infield** by an **INFIELDER**.

17. **Outfield Live Ball:** If the ball is hit into the outfield, it is considered live until the ball has been possessed in the **infield** by an **INFIELDER**. The ball may not be run in by an outfielder into the dirt, THE BALL MUST BE THROWN. Remember the goal is for the players to throw and catch the ball, not to run in, to prevent the runners from advancing.
18. **Outfielders:** All outfielders will remain on the grass until the ball has been hit.
19. **Infielders:** All infielders except the defensive pitcher will remain within 5 feet of the baseline until the ball has been hit. The defensive team's pitcher is positioned behind the pitcher line either to the right or to left of the coach pitcher. The defensive player must not play near the other infielders but be within 5 feet of the coach pitcher.
20. **Leading Off or Stealing:** There is no leading off or base stealing. Runners must stay in contact with the base until the batter hits the ball. If the runner leaves the base prior to the ball being hit, the umpire will give his/her team a warning and call the next runner on that team that leaves the base early out.

GENERAL

1. **Score:** No league standings will be kept, as the purpose of this program is not wins and losses, but development of player skills, knowledge, and self-confidence. The Rookie Tournament will keep score for the only purpose of determining a winner for advancement. The tournament bracket will be randomly generated and distributed to all coaches before league games begin. This tournament is organized at the sole discretion of the Recreational Director.
2. **Rain:** The Recreational Director determines if a game is rained out 2 hours before game start time. Any make-up games will be rescheduled by the Recreational Director. If the game is not rained out but weather becomes unplayable, the coaches decide among themselves if the game should end.
3. **Thunder or Lightning:** If thunder is heard or lightning is seen, suspend play and take shelter. Wait 30 minutes from when there was last thunder or lightning. Any subsequent thunder or lightning resets the clock at 30 minutes.
4. **End of Practices/Games:** Coaches are not to leave the field until all players have left or are in the care of their parents. This applies to both games and practices. Coaches will insure that all equipment is secure and in their possession after each practice and/or game.
5. **PLAY SAFE AND HAVE FUN!**