



Rookie League Division Rules

Updated: Jan. 2018

1. Teams will consist of a minimum of 10 players with a maximum of 13 players.
2. All players present will be in the batting lineup but only 10 defensive players per inning on field. Infield positions are catcher, 1st base, 2nd base, pitcher, shortstop and 3rd base. Outfield is left field, left-center, right-center and right field. Rover position is not permitted.
3. The pitcher must stand with 1 foot inside the circle. If safety becomes an issue, the player may be moved back toward 2nd base if agreed upon by both managers.
4. Teams must have at least 8 players to start and finish a game. The 9th position would be an automatic out. A 9th and/or 10th player can be added at anytime. If the need arises, a player from the tball division may be called up to play.
5. A team may be granted a 5 minute "grace period", beginning at the scheduled start time of the game to allow for late arrivals. If after the "grace period", a team still does not have 8 players to start the game, it shall be declared a forfeit. The score documented in the Official Score Book will be 7 - 0 for the winning team. In the event a game is forfeited, the 2 teams scheduled to play will be allowed to scrimmage for the remaining time.
6. Each team lineup / batting order is to be submitted to the official scorekeeper before teams enter the dugout. This lineup will be complete with each players last name, number and position in the batting order.
7. Every player on the roster is required to play at least 2 defensive innings.
8. Each game will be 6 innings. Games will have a time curfew of **65** minutes. No new inning will be started after the expiration of time. An inning that has started prior to the curfew will be played until completion. Extra innings are at the determination of the coaches of each team, the time curfew and umpire(s).
9. A run limit of 5 runs per half inning has been set in place for this division.

10. Mercy rule will be in effect. If a team is leading by a score that is mathematically impossible for the opposing team to overcome, the game will be stopped and the team leading the game declared the winner.
11. Bases are to be set at 60'. Pitching rubber is at 35'. Lead offs and steals are not permitted in rookie.
12. All pitching will be done by a coach. He must maintain contact with the pitching rubber until the ball is pitched. Minimal verbal contact is allowed with the batter. If this becomes excessive the umpire may intervene and prohibit further communication.
13. The pitching coach must exit the field of play after the ball is put into play. He/she may exit to either side of the field, but must take a position outside the foul lines. Each pitching coach will receive 1 warning per game. On the 2nd violation the pitching coach will be removed from the game, only as pitcher
14. If a Pitching Coach is struck by a batted ball, the play shall be declared dead and a no pitch. All runners must return to base and replay the pitch. .
15. If a Pitching Coach intentionally comes into contact with a batted ball, the batter will be called out and all base runners will return to their original bases.
16. Each batter will receive 5 pitches to put the ball into play.
17. If a batter swings and misses 3 times it is a strikeout.
18. After the 5th pitch, if the ball is not put into play, the batter shall be called out. Regardless of whether the batter swung or not.
19. No pitches from the Pitching Coach will be deemed not able to hit. A ball or strike on the 5th pitch, if the batter swings and misses or watches it go by, they are out)
20. A foul ball on the 5th pitch does keep the batter alive at the plate.
21. There are no walks in Rookie League.
22. Bunting is not allowed in The rookie division
23. Base runners must stay in contact with the base until the ball is hit.
24. If a player leaves a base prior to the ball being hit, the Umpire shall call "No Pitch" and all runners will be returned to their respective bases.
25. Each team will receive 1 warning for this violation per game.
26. On any violation after the team warning, the runner will be called out and removed from the base.

27. A Coach may not touch a base runner at any time. If an attempt to start a runner moving or to stop them from running, a Coach touches a runner, that runner will be called out. Coaches will not be warned regarding this matter.
28. Base runners may obtain 1 base at the risk of being put out on an overthrown ball from the infield. An overthrow from the outfield is a live ball and base runners may advance at will until the lead runner is stopped.
29. Time will be called when the lead base runner has quit trying to advance.
30. Courtesy runner for the catcher will be allowed with 2 outs in the inning. The courtesy runner must be the player who committed the second out. The player receiving the courtesy runner must catch the next half inning.
31. The Infield fly rule is not in effect for Rookie.
32. NO head first sliding except for returning to a base. Players must slide at plate in event of (possible) play. No running contact with catchers will be permitted.
33. Home run balls must clear the fence. A ball which hits the top of the fence and remains in play is a live ball.
34. Any team where a batter unintentionally throws a bat will be given one team warning. A second offense will result in the player being called out. Any player who intentionally throws a bat will be automatically called out. This action could also result in ejection from the game.
35. Batters are to wear batting helmet at all times included on base paths.
36. Base coaches are to be adults. If necessary to use a player, the player must wear a batting helmet.
37. Catcher is to wear all catchers gear, including leg guards, chest protector and helmet while on the field **or** warming up any pitcher anywhere.
38. The home team will occupy the 1st base dugout.
39. Home team is responsible for lining the fields before the game.
40. The home team is responsible for providing a bookkeeper for the game. The visiting team is responsible for providing someone to run the scoreboard. These individuals should set together at the scorers table.
41. All coaches are expected to remain inside their dugout once gameplay has begun. A coach may walkout of the dugout to demonstrate or communicate something to a

player and return to the dugout. Time must be called prior to entering the field of play for any reason once the umpire has declared "Play Ball".

42. Only rostered players, coaches and approved volunteers may be in the dugout during the game. Parents of injured players are also permitted to enter to care for their child.
43. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the division Vice-President. Repeated violations of this rule may result in a game suspension for the violating coach.
44. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. (The ejected individual will not be permitted to have any involvement with his / her team inside the fenced-in area of the playing field on the game day they are suspended for.) In the event that a second ejection occurs involving the game individual during the season, that player or coach will not be eligible to participate again until he / she has been given permission by the JCYB Board of Directors.
45. Any individual ejected from a game or the park by an umpire or league official must leave the field area for the remainder of the day in which the ejection occurs. The individual must vacate all park facilities, including the parking lot. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in a forfeit of the game for the team affiliated with that person.
46. There will be no protests at this level of play. Managers and Coaches are not to question a judgment call made by the Umpire. If there is a question regarding a particular rule, the game should be momentarily stopped to consult with the Umpire regarding this matter. After consulting with the Umpire and resolving the issue, play will resume. When the Umpire makes his decision as to the ruling, that decision is final.
47. Any rule not covered here will be covered by the Babe Ruth League rulebook and / or ruled on by the game umpire.