

## ROOKIE LEAGUE

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## ***ROOKIE LEAGUE***

### **Article 12.00 - Rookie League Rules of Play**

#### **12.01 - Game Rules**

Cal Ripken Rules will be used for the Rookie League except as noted in the following sections.

#### **12.02 - The Game**

- A. A game will consist of 5 innings or a 1 hour and 15 minute time limit.
- B. No new inning may be started after the time limit has expired.
- C. An inning that has started prior to the expiration of time will be played until completion.

#### **12.03 - Forfeit**

- A. A team must have 9 players to start a game.
- B. A team must have 9 players to finish a game.
- C. A team will be granted a 10 minute “grace period”, beginning at the scheduled start time for the game, to allow for late arrivals.
- D. If, after the “grace period”, a team still does not have 9 players to start the game, it shall be declared a forfeit.
- E. The score documented in the Official Score Book will be 7 - 0 for the winning team.
- F. In the event a game is forfeited, the 2 teams scheduled to play will be allowed to scrimmage for the remaining time in the Game Time Limit.

#### **12.04 - Regulation Game**

- A. A regulation game is one that has completed 5 full innings of play or the 1 hour and 15 minute time limit.
- B. In the event if inclement weather (i.e., rain, lightning, etc.) a game will be considered an Official Game if 3 ½ innings have been completed and the Home Team is ahead in the game.

### **12.05 - Suspended Game**

- A. If a game is stopped in the 4<sup>th</sup> inning due to inclement weather and the Visiting Team tied the score or scored the go ahead run in that inning, it is not an Official Game and must be completed.
- B. If the inclement weather persists and the game cannot be completed immediately, it shall be considered a Suspended Game and made up under the guidelines set forth in Section 8.09 of these rules.
- C. Detailed notes should be made in the Official Score Book as to the game statistics (i.e., inning, game score, outs, batter at the plate and ball/ strike count to the batter, runners on base, base runners positions, time remaining in the time limit, etc. at the time of the game suspension).

### **12.06 - Rain Out Game**

A rain out game is one that never started due to inclement weather or did not complete 3 ½ innings of play before being stopped due to inclement weather.

### **12.07 - Tie Game**

It is preferred that there will be no ties in Rookie League play. If after 6 innings a game is tied, extra innings will be played until the game time limit has expired.

### **12.08 - Per Inning Run Limit**

- A. The 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> innings of a game will have a 6 run limit. The inning is over when the 6<sup>th</sup> run crosses the plate.
- B. The 5<sup>th</sup> inning will be considered the “Open Inning” with a 10 run limit.
- C. Any extra innings played after the 5<sup>th</sup> inning will also be considered “Open Innings” with a 10 run limit. .

### **12.09 - Mercy Rule**

- A. 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.
- B. If there is time remaining in the 1 hour and 15 minute time limit, the score board will be reset to “zero” and the 2 teams allowed to scrimmage for the remainder of the time limit.

### **12.10 - Rescheduling Rain Out or Suspended Games**

- A. Any game that has been rained out or suspended must be made up within 7 - 10 days of the original date.
- B. If that is not possible for any reason, the game may be cancelled from the schedule.
- C. If the rain out or suspended game will affect either the League or Division Standings; it shall be rescheduled at some point prior to the League Championship Game or the beginning of the League Tournament.
- D. A Suspended Game will begin at the exact point in the game that it was at when stopped and played until completion.

### **12.11 - Team Lineup/ Batting Order**

- A. Each Team Lineup/ Batting Order is to be turned in to the Official Score Keeper by the Manager as soon as the teams enter the dugout for their game. This lineup will be complete with each player’s number, position in the bating order and the defensive position for the 10 players that will start the game.
- B. Prior to the start of the game both Managers will meet with the Umpire. The Umpire will be given a Team Lineup/Batting Order as submitted to the Official Score Keeper from each Manager. The Managers will also exchange Team Lineup/ Batting Orders as submitted to the Official Score Keeper at this time.

### 12.12 - Batting Order

- A. The Batting Order shall be the entire team lineup for the game in the order they will bat.
- B. If a player is absent at the start of the game, the Manager should place that player at the end of the order with "Absent" noted next to the player's name.
- C. This absence must be communicated with the Official Score Keeper when the Team Lineup/ Batting Order are turned in to them. Both the Umpire and the opposing Manager should also be informed of this prior to the start of the game.
- D. If the absent player should arrive late, but prior to their spot in the batting order, they will be permitted to participate in the game. Again the Official Score Keeper, Umpire and opposing Manager should be informed of their arrival.
- E. At this point the "Absent" notation in the **official score book** will be removed.
- F. If a player that is marked "Absent" on the Team Lineup/ Batting Order has not arrived by the time their spot in the batting order is reached, they will be stricken from the Team Lineup/ Batting Order. **No out will be recorded.** The Manager must communicate this with the Official Score Keeper, Umpire and the opposing Manager when this spot is reached.
- G. Once a player is stricken from the Team Lineup/ Batting Order; they are not eligible to enter the game.

### 12.13 - Injured Player

- A. If a player is injured during the course of the game and is unable to continue play, **no out will be recorded when their turn at bat is reached.**
- B. Once an injured player misses their turn at bat, they may not re-enter the game. A note should be made in the Official Score Book as to their removal from the game due to an injury.

### 12.14 - Pitching

- A. All pitching will be done by a coach.
- B. The Pitching Coach will not be allowed to coach from the mound. They are to be a silent participant in the game.
- C. The Pitching Coach must exit the field of play after the ball is put into play.
- D. The Pitching Coach may exit to either side, but must take a position outside the foul lines near the fence.
- E. Each Pitching Coach will receive 1 warning per game for violation of this rule.
- F. On the 2<sup>nd</sup> violation of this rule they will be removed from the game, only as the pitcher. They do not have to leave the dugout and may assume another role in the game.
- G. If a Pitching Coach is struck by a batted ball, the play shall be declared dead at that point by the Umpire. The batter shall be awarded 1<sup>st</sup> base and all base runners will advance 1 base from their original position.
- H. 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.

### 12.15 - The Batter

- A. Each batter will receive 5 pitches to put the ball into play.
- B. If a batter swings and misses 3 times it is a strikeout.
- C. After the 5<sup>th</sup> pitch, if the ball is not put into play, the batter shall be called out. Regardless of whether the batter swung or not.
- D. No pitches from the Pitching Coach will be deemed not able to hit. A ball or strike on the 5<sup>th</sup> pitch, if the batter swings and misses or watches it go by, they are out)
- E. A foul ball on the 5<sup>th</sup> pitch **does** keep the batter alive at the plate.
- F. There are no walks in Rookie League.
- G. A batter who intentionally or unintentionally throws a bat is automatically out. A thrown bat is one that presents a safety concern in the judgment of the umpire.

### 12.16 - Bunting

Bunting is not allowed in Rookie League.

### 12.17 - Infield Fly Rule

The infield fly rule is not in effect for Rookie League.

### **12.18 - Side Retired**

- A. The offensive side is retired when 3 outs are recorded or 6 runs are scored in any of the first 4 innings.
- B. In the 5<sup>th</sup> inning or any inning thereafter, the offensive side is retired when 3 outs are recorded or 10 runs are scored.

### **12.19 - Base Runners**

- A. Base runners must stay in contact with the base until the ball is hit.
- B. 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.
- C. Each team will receive 1 warning for this violation per game.
- D. On any violation after the team warning, the runner will be called out and removed from the base.
- E. 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.**

### **12.20 - Slide Rule**

- A. **A player may not slide head first into any base.** However, a player may slide head first when returning to a base that has been overrun.
- B. There is a mandatory slide rule for any base runner when an attempt is being made to put them out.
- C. There are 2 exceptions to this rule.
  - 1) A runner advancing to 1<sup>st</sup> base on a batted ball does not have to slide into 1<sup>st</sup> base.
  - 2) If a runner is advancing to home plate and the catcher or the player covering home plate moves outside of the batters box up the 3<sup>rd</sup> base line, toward 3<sup>rd</sup> base, the runner is not required to slide.
- D. A base runner that causes intentional or malicious contact with a defensive player shall be called out and possibly ejected from the game if in the umpire's judgment the offensive player gained an advantage by failing to slide.

### **12.21 - Offensive Coaches**

- A. Each team may have 2 Offensive Coaches on the field. Positioned as traditional base coaches at 1<sup>st</sup> and 3<sup>rd</sup> base.
- B. These Coaches are permitted to instruct players either verbally or through the use of signals.
- C. As defined in Section 8.17 - Rule E, an Offensive Coach shall not have contact with a base runner.

### **12.22 - Defensive Players**

- A. Each team will field 10 players defensively.
- B. There will be 6 defensive infield positions.
- C. The player that plays the pitchers position shall stand within 1 foot of the pitching rubber when a Pitching Coach is being used.
- D. The remaining infielders will play traditional infield positions. (1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and shortstop)
- E. The outfield will consist of 4 outfielders. No Rovers are permitted.
- F. Infield rovers are not permitted.

### **12.23 - Required Playing Time**

Every player on a Team Lineup/ Batting Order is required to play a minimum of 2 defensive innings.

### **12.24 - Defensive Coaches**

Defensive Coaches will not be permitted on the field.

### **12.25 - Game Protests**

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.