

## Southdale Rookie Ball League

### 2007 League Draft Rules

House league play is based on a philosophy of **FUN!** More than winning every game, we want all our players to develop skills in a fun and supportive surrounding, while learning to play a game that they can enjoy throughout their lives!

**In order to help with this, in addition to the standard ROOKIE BALL RULES (Q3-3) from the Ontario Baseball Association, the following additional interpretations of the rules will be applied in regular and playoff play (Assuming agreement). Coaches should ensure umpires are aware of these rules prior to the start of each game.**

1. By mutual agreement between the two teams or by the umpire's judgment, a game may be called due to rain. Note: Rule 6 applies here.
2. In the event of a game rain cancellation before the game begins, the **home team** will contact the opposing team's coach no later than 4:30 PM.
3. No game is to begin or continue where lightning is in the area.
4. Games will begin at 6:00 PM (*unless otherwise noted*) on the schedule.
5. No inning will start after 8:00 PM (8:15 for 6:30 starts).
6. Games will be considered "official" after 5 full innings are completed.
7. After 5 innings, if one team leads another by 10 or more runs, the game will be declared complete ("mercy rule").
8. Runners will advance **a single base** on an overthrow at **any** base.  
(For example: While a runner is approaching second base, the defending team throws the ball over second base. The runner will advance to third and stop. I The umpire will call time).\*

\* This rule was developed to teach the proper plays in baseball while taking skill level into consideration. This will avoid kids "throwing the ball around" and scores being run up.

### Summary of Standard Rookie Ball Rules

1. A standard full game will be 7 innings in length.
2. Each batter will receive **5 hittable pitches** from a pitching machine. A pitch that is outside of the knees and shoulders range will be declared "no pitch" **unless the batter swings**.
3. After 5 hittable pitches the batter is out unless a foul ball is called. In this case the batter will continue until a hit or a final strike is called.
4. There are no walks, leadoffs, steals or **intentional** bunts in Rookie Ball.
5. Base runners may not leave the base prior to bat contact with the ball. Infractions will result in a warning from the umpire. *Repeated infractions may be called as out at the umpires discretion.*
6. The pitching coach may adjust the height of the pitching machine at any time.
7. The pitching coach **may not adjust the speed** of the pitching machine. Only the umpire may adjust the speed of the pitching machine.
8. A ½ inning will consist of either 3 **declared outs** or **10 batters**.
9. The 10<sup>th</sup> batter must be declared to the umpire and defensive team.
10. If there are less than 2 out with the 10<sup>th</sup> batter at the plate, the **catcher or pitcher** must have the ball and touch home plate to end the inning. Runs scored before this count.
11. Defensive team can field 4 outfielders for a defensive team of 10 players including a player positioned outside of the circle surrounding the pitching machine. The pitcher is required to wear a helmet with a fastened chinstrap (a face guard is recommended).

12. The umpire will call time when the ball is in control of any infielder where there is no active play.
13. Only the pitching coach is allowed inside this safety circle.
  - a. If the pitcher enters the circle, the play is immediately dead, and the batter goes to first base. Other players advance if forced.
  - b. If the pitching coach interferes with an attempted play, the play is immediately dead, and the batter is called out and all runners return to their last occupied base.
14. If a batted ball hits the pitching machine, comes to rest in the safety circle, or hits the pitching coach, the ball is immediately dead. The batter is awarded first base and other runners will advance, if forced. This rule applies even on the 10th batter.
15. Runners will advance a single base on an overthrow. (For example: While a runner is approaching second base, the defending team throws the ball over second base. The umpire will call time and the runner will be awarded 2<sup>nd</sup> base).\*

\* This rule was developed to teach the proper plays in baseball while taking skill level into consideration. This will avoid kids "throwing the ball around" and scores being run up.

\* During playoffs, these same Rookie Ball rules apply.

### **Coaching Concession**

During the first 5 games of the season one coach, on the defensive side, will be allowed in the grass part of the field to assist his/her players. After the fifth game, no coaches will be allowed on the field of play with the exception of the pitching machine operator.

### **Home teams will:**

- Provide the umpire(s).
- Install bases and line the diamonds.
- Provide a properly set up pitching machine.
- Reschedule any rainouts through their area convener.
- Keep the official score.
- Email the official score to the league convener within 48 hours of the game completion to [bdunc@rogers.com](mailto:bdunc@rogers.com)
  - Subject Line: Rookie Ball Game #
  - Date of Game
  - Home score = ##
  - Visitor's Score = ##