ROOKIE BALL RULES AND REGULATIONS

1) Goal: The purpose of the game is to have fun!!!! Coaches and parents should be positive and supportive role models, nurturing team work and build self confidence in all players as they learn the fundamental of baseball and sportsmanship.

2) Fields: The bases are approximately 60 feet apart. Pitching distance is roughly 45 feet.

3) Games are a maximum of hour and a half. no new inning shall start after 1 hour 15 minutes from the time the game started.

4) The batting order shall include all rostered players present. Bat entire roster during the game.

5) Batters and base runners must wear helmets at all times.

6) Each batter will receive a maximum of 8 pitches.

   a. First 3 pitches will come from opposing team pitcher, at this time the batter can't strike out (but don't forget to teach the difference between strikes and balls). If the batter does not hit the ball fair, the coach of the batting team will then pitch then come out.

   b. The coach can only pitch 5 pitches whether they are strikes or balls. A bad pitch by the a coach will count as a pitch.

   c. The batter only get 3 swings unless the final swing is a foul ball. It is possible that the batter may strike out in the first 3 pitches from the coach. Therefore is important to teach the difference between strikes and balls.

   d. A foul ball on the last pitch or the 3rd swing results in an extra pitch.

   e. Pitches must be overhand.

7) No variations to any portion of rule #6. It causes too much confusion and complaining by the coaches and parents.

8) 5 Runs rule per inning, unless 3 outs occur. Not every batter will bat every inning. Keep lineup just like real baseball. Nobody wins, so only keep track of runs per inning.

9) There is to be no leadoff or stealing by the runners. An advance to the next base can only take place when the ball is hit into fair territory.

10) No extra bases on overthrows. No extra bases on the infield hits. Extra bases only allowed when the ball is in the outfield. Play stops when the ball reaches the infield, and the player has total possession of the ball.

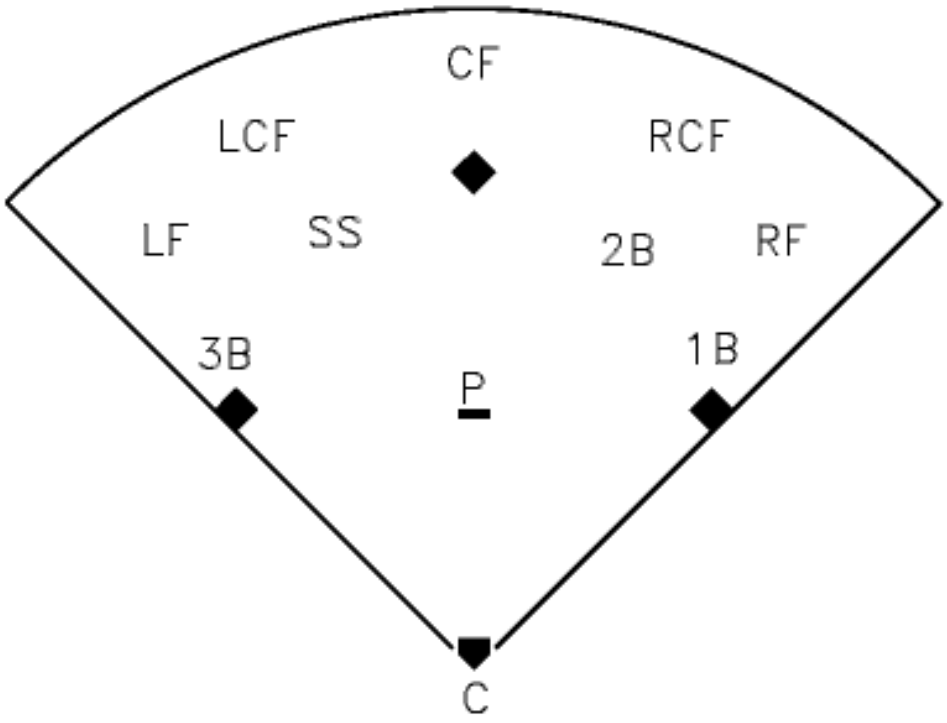
11) Sliding is okay. No Shorts.

12) Throwing of the bat is an automatic out. Any bat that travels more than 10 feet, or is thrown in anger, is considered a thrown bat.

13) Coaches are not permitted to touch a live ball, but only to instruct other players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.

14) Defense can have maximum of two coaches on the field (behind the infield) for instructional purposes. Coaches will handle all Umpiring from their respective positions on the field during play.

15) Maximum eleven players on the field defensively. Five in the outfield (see diagram). Outfielders must be on the outfield (i.e., they cannot play in so close that they look like extra infielders). The infielders cannot be more than six feet in front of the baseline (i.e., give the week hitters a chance and ***teach correct positioning to the players***).



16) Coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

17) Coaches wishing to schedule a make-up game will coordinate the make-up game with the opposing coach and the field scheduler.

18) Recommend that kids wear cups, critical for catcher.

Things you can do to help speed up the games:

- Be ready to start and take the field at your starting time.
- Have your players warmed-up before game time.
- Have your lineup made up before you arrive at the park.
- In the event you still can't get your games in on time we will discuss alternatives.