

## 2019 Rookie League Local Rules

1. **Coach pitch from distance marked (Anywhere from 30'-35' away from the plate) standing or kneeling. The pitching rubber is located at 35' to the plate.**
2. Free substitution-a player may reenter as many times as needed except for the pitcher. Once a pitcher leaves the game as the pitcher he may not reenter as the pitcher.
3. Every player bats-Each team shall bat all players in a continuous batting order.
4. Each player must play a minimum of 2 innings.
5. A team must have at least 8 players to play a game. If a team has less than 8 players, that team may "recruit" a player from the T-ball League to fulfill this requirement for that game only. A coach may NOT recruit a player from the Minor League or from another team in the Rookie League to fulfill this roster requirement. If a team is unable to field a minimum of 8 players that team will forfeit the game.
6. Visitors are responsible for raking and dragging field after each game. Visitors are also responsible for putting the bases up if you are the last game of the day.
7. Home team is responsible for keeping the official book and for providing a scoreboard operator.
8. Games are scheduled 90 minutes. A new inning may not be started after the 75-minute mark.
9. Regular season games – 6 run maximum per inning for every inning.
10. Tournament games are to be a full 6 innings, no time limit. 6 run maximum per inning, until the 6<sup>th</sup>. Three outs must be made in the 6<sup>th</sup>.  
Mercy Rule: 15 after 4. 10 after 5.
11. Both teams are to email the league head or text with final score after each game. This will hopefully provide real time correction of any discrepancies.
12. Coaches will umpire their own games except playoffs. Regular season games the outfield coach will call bases. The home plate coach will call batted ball fair or foul. During the tournament coaches from other teams not involved in the contest will serve as the umpires.
13. Defensive team will have outfield coach and home plate coach and the offensive team will have a pitching coach, first base coach and third base coach allowed on the field only.
14. Seven pitches or four strikes given to each batter. The batter must swing at the 7<sup>th</sup> pitch. If the 7<sup>th</sup> pitch is hit foul another pitch will be used in succession until the at bat is concluded
15. **10 players are allowed on the field defensively. 4 outfielders (must be positioned in the grass behind what is deemed to be the infield on various fields) w 6 infielders**

(defensive pitcher per identified area), catcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, and shortstop. The player playing the pitcher position defensively must start behind or even with the adult coach that is pitching and have one foot within the pitching area identified.

16. SIGNAL time to stop play. An INFIELDER (not an outfielder) can call time to stop play. Once time has been awarded, no outs can be made. The infielder must be in fair territory within the identified infield to signal time. At the point time is signaled, any base runner at or past the half way line marked between bases will be awarded the next base. If they have not reached the half way point identified the runner will return to the previous base. A runner cannot “push” a runner ahead a base if the lead runner has not reached the half way mark identified.
17. No shifts are allowed defensively on hitters. A defensive line up must utilize the “traditional positioning” as identified in rule #15. Coaches may change defensive positions in the middle of an inning one time per game. After the change the players playing in that position must stay the same until the end of the inning.
18. If a base runner is interfered with by a defensive player and the adult coach responsible for making the judgement call deems the runner would have reached the next base safely, the runner will be awarded that base. It is important to know that the runner must make an attempt to advance to the next base before a judgement of success can be determined by the adult coach. If the runner doesn’t attempt to move forward after the interference, no advancement will be granted.
19. Any dispute or rule interpretation needs to be addressed by the coaches collectively first and then with the League Head if needed. If no decision can be made at this point the Director of Baseball has the final decision.

**Bat Rules:** Batesville Youth Baseball goes by its own baseball bat governed rule. Please see below for accepted dimensions, make ups or identification for acceptance and penalty if not followed.

CALRIPKEN BASEBALL DIVISION  
The bat may not exceed 33" in length, and the bat barrel may not exceed 2 5/8" in diameter. Only up to 2 5/8" barrel non-wood bats marked BPF 1.15 and stamped “USA” will be allowed. Wood 2 1/4" barrel bats are allowed.

## PENALTY

- If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.