

2024 ROOKIE LEAGUE LOCAL RULES

1. Coach pitch from distance marked (anywhere from 30-35' away from the plate) standing or kneeling. Ball should be "thrown".
2. Free substitution - a player may re-enter as many times as needed throughout the game.
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 and should not sit 2 innings in a row.
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 T-Ball to fulfill this requirement for that game only. A coach may not recruit a player from Minor league or from another team in the Rookie league to fulfill this requirement. If a team is unable to field a minimum of 8 players (with enough advanced notice) we will try to reschedule. If it is not possible the team will forfeit the game.
6. Visiting team responsible for operating the scoreboard.
7. Home team responsible for keeping the official book.
8. Games are scheduled for 90 minutes. A new inning may not be started after the 75 minute mark.
9. Regular season games - 6 run max per inning every inning.

Tournament games - Same as above.

10. **Mercy Rule: 13 after 4. 7 after 5. BUT YOU CAN PLAY THE REST OF THE GAME, JUST TURN THE SCOREBOARD BACK TO 0s**

11. *******ONE BASE ON OVERTHROW*******

12. **Home team should text JOHNSON (765) 748-8091 after the game with the score.**

13. Coaches will umpire their own games except the playoffs. Regular season games the outfield coach will call bases. The home plate coach will call batted ball fair or foul.
14. Defensive team may have 2 outfield coaches positioned in left and right field and home plate coach and the offensive team will have a pitching coach and two base coaches at first and third.
15. No coach shall interfere with a live ball. Incidental - dead ball. all runners get the next base. Non-incident - dead ball, all runners get the next base +1.
16. Seven pitches or **4** strikes given to each batter. The batter must swing at the 7th pitch. If the 7th pitch is foul, another pitch will be used in succession until the at bat is concluded.
17. Outfielders must be positioned in the grass with 5 infielders in their traditional positions (no shifts).
18. **SIGNAL TIME TO STOP PLAY.** An INFIELDER 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 baserunner at or past the halfway line marked between bases will be awarded the next base. If they have not reached the halfway 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 halfway mark.
19. If a baserunner is interfered with by a defensive player and the 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 coach.
20. **ANY DISPUTE OR RULE INTERPRETATION NEEDS TO BE ADDRESSED BY THE COACHES COLLECTIVELY.** 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.

BATS

USA Baseball Stamped bats only

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.

Weather - The decision to postpone or cancel games after they have begun will come down to the Board Member on Duty. This person will have to decide on a game by game basis. The following are the decisions they can make:

1. Wait and see if the game can resume. If the board member thinks the fields will still be playable, they can decide to wait until the weather passes and resume the games where they left off.
 - Lightning Delays: If we pull players from the field due to lightning (but NOT wet/sloppy/unsafe fields), we should always plan to resume those games immediately, once we have the all-clear based upon the lightning policy (restart on the same night). We should stop the timers at the moment the play is stopped and restart them as soon as the field and both teams are ready to play.
 - In the case that an early game incurs a lightning delay, a judgement call may have to be made about the late game. Most likely that late game will either need to be cancelled/rescheduled or moved to another field. The moving to another field may not be a legitimate option, depending upon umpire availability, etc.
 - We should communicate to all families that as long as the on-site board member believes it is safe to continue playing, we will continue to play in the rain. We should not pull players just because it is raining. Players should only be pulled from the field in the case that it is unsafe to continue play. This can be because of lightning (as mentioned above) or because of degradation of the playing surface (slick/smearly surface that does not afford good footing).
 - If pulled for lightning alone, then we cover that by the lightning policy with regards to resuming a game, unless it appears the lightning will not be stopping with sufficient daylight to allow the game to be resumed. In that case, the board member will need to make a call.
 - If pulled because the playing surface has deteriorated, the probability of being able to resume is probably small since it is unlikely that we will have time to allow the field to dry after the rain has stopped. In that case, I would suggest jumping directly to options 2, 3, 4.
2. Declare the game as final. This means that the game will be over, and no makeup is needed. A game can be declared final if one of the following criteria is met:
 - Lopsided games
 - 2nd inning or later - one of the teams is ahead by more than the run-rule
 - The coaches can agree that the score is too much and declares the game over
 - "Completed" games
 - If 3 full innings have been played and > 60 minutes of game play have elapsed, the game is complete. Winner is team ahead at the end of the last completed inning.
3. Declare the game as Suspended. This means the game will pick up exactly where it left off on another day. This should only be used in special cases where the game has meaning to standings or playoffs.
 - Suspended games will be continued at the discretion of the League Head and President
 - The pitchers pitch count still counts for the week of the original game and of the makeup game.
 - Any player who cannot make the resumed game will not be counted as an out in the lineup.
 - Players who were not at the original game may not be added to the lineup unless the opposing coach agrees to this. If they are added, they must go to the bottom of the lineup.
 - Players who were not at the original game may not pitch in the resumed game no matter what.
4. The game is cancelled and started over. This game will not count and a new one will be rescheduled.

- Games still in the 1st inning should just be cancelled and restarted.
- T-Ball games where not everyone has gotten to bat at least once, just reschedule it.