



Glen Allen Youth Athletic Association

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JR ROOKIE RULES

All playing rules are governed by the Cal Ripken/Babe Ruth rulebook, except for the General Rules Addendum and the specific rules below:

Ground Rules

- The Batter will receive 5 pitches from the Machine. If the ball is not put in play after 5 pitches, the batter will receive 2 attempts from the tee. If the ball is not put in play on the 2nd swing from the tee, the batter will be called out. The tee is positioned directly over home plate. Coaches shall not coach a player as part of their strategy to take a pitch in an effort to hit off the tee. The batter must make a reasonable attempt to hit the ball off the Coach. If a batter makes no attempt at the pitched balls, it shall be reported to the Division Commissioner and disciplinary action will be taken on the Coach.
- No player can play pitcher and first base for more than 2 innings per game. Violations will result in a forfeit and possible suspension of the manager.
- All players must play at least 1 inning in the infield and 1 in the outfield through the course of the game. Catcher position (for this rule) will NOT count as an infield position. Violations will result in a forfeit and possible suspension of the manager.
- There will be no stealing of a base.
- Bunting is prohibited.
- Base runners will not be allowed to advance on a return throw from the catcher to the pitcher. However, if in the judgment of the umpire, an attempt is made by the catcher to make a play on any base runner, any or all runners may advance at their own risk.
- If a team scores 5 runs while on offense, its half inning is completed and the team changes from offense to defense.
- When a batted ball is hit in fair territory, the play ends when the defensive team has the ball in the possession of a defensive player inside the baseline. (Outfielders should be taught to make a throw to get the ball in when appropriate, rather than run it in)
- No new inning can begin after the 90 minute time limit has expired. The game also ends if it is mathematically impossible for either team to tie or win.
- Only players in uniform, the manager, three coaches, umpires and league officials shall be allowed on the playing field during a game. During play, manager, coaches and players must remain in the dugout. No more than 4 adults are allowed in the dugout during a game. Managers or coaches of the offensive team shall occupy the base coach boxes.



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- A soft baseball, "Incrediball", will be used during the season.
- All base runners must remain in contact with base until the batter hits the ball. The defensive team will have two (2) options if a runner leaves too soon. First option is to take the result of the play. Second option is to make all runners return to their base and do the play over. Whatever the pitch count was for the batter will remain the same.
- Base runners may advance at their own risk on any overthrow that remains in fair territory. Base runners may advance one base on any overthrow into foul territory. Base runners may advance to the base they were heading, plus one base on any ball thrown into a dead ball zone. The dead ball zone includes the dugout, batter's cage and any area outside the fence.
- In hitting from the tee, batters shall use a proper parallel batting stance in the batter's box. A batter within the batter's box may move toward or away from either the pitcher or the plate. However, any batter using an opened or closed stance for the obvious purpose of aiming a hit in a particular direction will be automatically called out.
- A team will be warned the first time any player throws a bat. Once a team has been warned, all other bat throwing incidents will result in the batter being called out.
- A hash mark will be placed on each side of the mound, which identifies the location of the pitcher when a pitch is made. Managers may position the pitcher on either mark. The pitcher must remain behind the mark and must have at least one (1) foot in contact with the mark until the ball is hit. If a violation occurs, the offensive team is given two (2) options: o Take the results of the play; or o No pitch and the count remains the same
- Defensive teams will field 10 defensive players, with 4 players in the outfield position. Catchers must be in the catcher's box in a catcher's position. Catchers must wear a protective cup.
- A team may play with a minimum of 8 defensive players if it does not have 10 available players. The pitcher and catcher positions are mandatory. If a manager cannot field 8 rostered players for a game, the opposing team manager may allow team members to play for the other team so that there are enough players on each team to play the game. Any team playing with only 8 players will be charged an out every time the 9th batter was due up. A team cannot finish a game with less than 8 players.