

# NM District 5

## 2024 Rookie Interleague Rules

These rules are meant to be a supplement to the 2024 District 5 Interleague rules. Please make sure you have read and understand the larger interleague rules document. Refer to the 2024 rule book for clarification on rules or regulations not mentioned in this handout. Local league rules do not apply to interleague games.

### GAME RULES

1. Only 1 manager and not more than three coaches shall occupy the bench or dugout during the game. This includes the person pitching to the players
2. The person pitching the ball is not allowed to coach the players in any way
3. All approved coaches and managers must have a valid background check from their home league
4. The offensive team shall station two base coaches on the field during its time at bat

### RUNS PER INNING/TIME LIMITS

1. There is a 5 run limit per inning. There will be no run limit in the last regulation inning (6<sup>th</sup> inning) or later. No new innings shall start after 1 hour and 45 minutes, and there will be a drop-dead time limit of 2 hours

### ADDITIONAL RULES

1. A powered (Jugs style) pitching machine shall be used for the machine pitch rookie division
2. The pitching machine shall be set to 35 MPH through the month of April. On May 1<sup>st</sup> and afterwards, the machine shall be set to 40 MPH
3. The batter will be declared out on a called third strike
4. In the umpire's judgment, a no pitch may be called for a pitched ball that is clearly out of the strike zone
5. Bunting is not allowed in the rookie division
6. A batter may only receive 4 pitches, unless the 4th ball is fouled off. If it is fouled off, they will get another ball until it is either put in play or the batter strikes out
7. A batter hit by a pitched ball is **not** awarded 1<sup>st</sup> base. The ball is dead, and all runners must return to their bases

8. The pitching machine is in play. If a batted or thrown ball hits the machine, it is a live ball. **Exception:** if a ball comes to rest immediately below or directly in front of the pitching machine, the umpire shall call a dead ball and play will stop
9. A base runner may only advance 1 extra base, at their own risk, on an overthrow by a fielder attempting an out at a base. They are otherwise able to run until they score or are put out
10. Players must be placed at their respective positions. (I.e. the 2<sup>nd</sup> baseman must be near 2<sup>nd</sup>, 1B must be near first base, etc.)
11. Outfielders must be reasonably placed in the outfield. This is usually, at a minimum, in the outfield grass