

PVAA Baseball Rookie League Rules

1. A spring-loaded Louisville Slugger Portable Pitching Machine will be used for games placed at 46 feet from home plate. Settings are 8 for fall and American (spring) league and 10 for National (spring) league.
2. Age: 8 and under. Players cannot turn 9 before May 1st (2016).
3. A team is allowed to have ten of its players on defense. Infield positions include a pitcher, catcher, first baseman, second baseman, shortstop and a third baseman. Four outfielders are allowed and must be in the grass prior to the ball being hit. Pitchers will take their place on either side of the pitching machine and must have both feet inside the pitcher's circle until the ball is hit. The catcher will take his/her normal position in full gear.
4. Game length is 5 innings or ninety minutes.
5. Each batter receives five hittable pitches. The umpire must call "no pitch" after any non-hittable pitch. If the batter strikes out, or if the ball has not been hit into play after five hittable pitches, the batter is out. The at-bat will continue as long as the last pitch was hit foul (unless caught). [Note: Any fouled bunt after two strikes is an out.] The half inning is over when three outs are made or seven runs have scored.
6. Field dimensions: Standard Cal Ripken Division base length of 60 ft.
7. Dead ball:
 - A. The ball will be declared dead and play is over when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged.
 - B. The ball will be declared dead when a player is injured and in the umpire's judgment is unable to continue the play.
 - C. If a batted ball hits the pitching machine, the ball will be declared dead and the batter will be awarded 1st base. Base runners will advance one base, only if forced.
8. There is no infield fly rule.
9. Bunting is allowed. However, **NO FAKE BUNTING IS ALLOWED**. If the batter offers to bunt, then he must bunt or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back and then swings at the pitch, the batter will automatically be called out by the umpire.
10. Every player at the game shall be put in a batting order. That batting order will stay the same throughout the game unless a player is removed from game due to injury or illness.

11. A team on defense may have two coaches stationed in the outfield in foul territory and a coach at the dugout. A team on offense may have two base coaches and a coach pitching to his batters using the pitching machine.
12. There will be no walks, base stealing or leading off.
13. Each player must be given a position in the infield for at least two innings per game. *CATCHER IS AN INFIELD POSITION.*
14. In order to field a team and play a binding game, teams must place eight players in the field. If a team is unable to do so, for whatever reason, then the game will result in a forfeit and a forfeit must be called before the game begins. However, at the discretion of the coaches, the game may be played as a practice game. Teams shall be given a grace period of 10 minutes from the scheduled start of the game within which to produce the required number of players; however, game time begins at scheduled starting time.
15. Only registered players are allowed to bat and/or play the field.
16. All batters and base runners shall wear approved batting helmets.
17. Only Cal Ripken approved bats will be allowed. **NO BIG BARREL BATS.**
18. Shirts are to be tucked in at all times and hats worn properly.
19. No tobacco or alcohol products will be allowed on the field, the dugout area or in the stands. The method of enforcement, including the possibility of exclusion of the attending party, coaches, or forfeiture, shall be determined by the umpire on the field.
20. Head coaches or acting head coaches are responsible for the behavior of their fans, players and coaches.