



# EAST BOISE YOUTH BASEBALL LOCAL PLAYING RULES ROOKIES DIVISION

v1.2

The following local league rules and options have been adopted by the East Boise Youth Baseball and Softball Executive Board for the East Boise Babe Ruth and Cal Ripken youth baseball programs.

The following items will apply to all playing rules, ground rules, and field conditions, superseding all other rules. In all instances not covered by these rules, the Official Babe Ruth, Cal Ripken Division, Rules and Regulations will apply.

Reviewed *January 2017*



## EBYBS Rookies Division

*Designed primarily for players ages 7 and 8, this division makes use of a pitching machine to allow for more hittable balls at the plate and more action in the field. Fear of actually being hit by a pitched ball is diminished. It makes the game safer and improves the playing confidence and ability of all participants. Among teammates of their own age and experience level, players continue building and refining their fundamental skills while they begin to understand game strategy.*

1. **KEEP IT FUN.** At this age it is all about development and making baseball as exciting as possible! Rules should be followed, but make sure the rule violated should be explained to the players involved so it is a true learning experience.
2. No score will be kept. Winning is not the focus of this division.
3. Coaches should talk before the game to discuss the level of experience of their team and play accordingly.
4. Any issues that arise should be worked out between the coaches in a professional manner. If they cannot be resolved, then the Rookies Division VP needs to be contacted.
5. Games are to be no more than six (6) innings long. No new inning may start after one hour and thirty (1:30) minutes of play.
6. Cleats: If cleats are worn, they must be of plastic or rubber material only. No metal cleats are allowed.
7. The Rookies division shall have each team play a 12 game season. Rain-outs will only be made up if time and field availability exists.

### Lineups

- Consecutive batting order will apply.
- This is a developmental level of play and all kids should play every position unless a safety issue exists.
- Try to limit it to 2 innings max per position. Be fair in distributing positions for players, meaning not the same infielders each game with the same players relegated to the outfield every game.
  - During the regular season, all players MUST play at least one (1) inning per game in the infield. The infield shall consist of C, P, 1B, 2B, SS, or 3B.
- Every kid should play at least half of the game.
- Kids sitting out should be rotated so the same three to four kids are not always the same ones only playing half the game.
- Only 9 defensive players should be on the field at one time.

### Game Play

- Pitching will be done using a pitching machine fed by a coach from the offensive team. Use the provided pitching machine balls with the EBYBS pitching machine. Do **not** use normal baseballs. If a pitching machine is not available, or not functioning properly, then pitching shall be done by the offensive team's Coach or Manager, using underhand front toss.
- The catcher must begin play in the catcher's box.
  - The coach pitching and any other adult should be watching the positioning of the catcher to ensure he will not get hit with the bat.
  - Catchers are required to wear a protective cup.
- The player pitcher must begin play behind the front of the pitching machine until after the ball is pitched.
- Outfielders must begin play approximately fifteen (15) feet behind the base line and may not pass it until the ball has passed the front of home plate.



- A batted ball that hits the pitching machine or manager/coach shall be declared a dead ball. The batter will be awarded first base and all runners will advance one (1) base.
- Play will be stopped when the lead runner is prevented from advancing by natural stoppage of play (such as a player in control of the ball and physically ready to make a play). Don't coach your players to provoke a throw/error from the defense.
- A ball that remains in the infield (from a hit or poorly thrown ball from a defender) will keep runners from being able to advance multiple bases.
- If a batted ball to the outfield reaches the infield and the runner is less than halfway to the next base, the runner must return to the previous base. If the runner is farther than halfway to the next base then he/she may proceed.
- Runners can advance one (1) base per play on an overthrown ball. An overthrow is a thrown ball that a) is thrown after fielding a batted ball, b) is thrown from one player to another in an attempt to make an out, and c) is thrown over the head of that receiving player and beyond the infield diamond. Runners may only advance on that first overthrow and are not permitted to advance on any additional overthrows in the same play. The defense can attempt to make an out on an advancing runner, but the play is dead once the runner(s) have safely advanced one base and may not continue to advance if additional errors are made.
- The pitching machine should be set to 40% (pitches will read around 30 MPH) about 35' from the batter. The only machine adjustments permitted during games shall be micro-adjustments to improve accuracy and limit arc in the ball.
  - **It is important that all teams set the pitching machines at the prescribed speeds to ensure consistency between games, practices, and teams.**

Hitting:

- Each batter will be allowed five (5) pitches, foul tips on the last pitch shall keep the batter alive as if he/she had one strike remaining.
  - If there are no hits, then max of three (3) swings off a batting tee. No soft toss or adjusted pitching permitted.
- No walks will be allowed.
- Strikeouts are not permitted. If a player cannot make contact with a pitched ball or a ball on the tee, they will simply take 1B.
- Use discretion if the machine is wild.

Base Running:

- The runners, including the batter, can advance the bases until the ball is returned to the infield (does not need to be in possession of any player). This rule is to reward the hitter for a strong hit, not demoralize the team on defense. Be responsible and respectful with this rule.
- Runners may only advance one base on the play's initial overthrow, regardless of whether the ball has been recovered by the defense. A poorly thrown ball that stays within the infield is not considered an overthrow. Only one overthrow will be recognized per play. Runners cannot advance on a second overthrow. Be responsible and respectful with this rule. This rule is to show kids on both offense and defense that baseball is not always played one base at a time.
- Base stealing is not permitted.

Sliding:

- If the kids are capable then they should be sliding into home, judgment call per kid.

**End of Offensive Inning**

- 3 outs and switch sides or bat through the order once:



- Outs will count. If someone is called out at any base, then they are expected to go back to the dugout.
  - Strikeouts are not permitted and will not count as a defensive out.
- Teams will switch sides once three (3) defensive outs are made or once the team on offense has batted through the entire line-up, whichever comes first.
- Never bat more than once through your line-up.
  - When the last batter in the inning comes to the plate, treat the batter like any other batter. If they reach base safely, once the ball is in control, the inning is over. If the batter, or any runner, is ruled out, the inning is over. **Note:** Do not have your team continue to advance around the bases to score. If an overthrow occurs on the final batter, the runners may advance one base, and then the play is dead. Otherwise, the play is dead once the defense has the ball in the infield.

#### **Player Field Presence**

- A maximum of six (6) players will play infield positions (includes catcher).
- Nine (9) defensive players will be allowed on the field.
- No player can sit out for more than two (2) consecutive innings on defense.

#### **Coach Field Presence**

- During the season, two (2) defensive coaches will be allowed in the OUTFIELD to instruct players when the ball is not in play. At no time are they to assist the youth in retrieving the ball.
- One (1) team parent is allowed, and strongly recommended, inside the dugout.
- All other parents/coaches must remain outside of the fenced playing area and dugout.
- During game play, no more than three (3) coaches shall be permitted within the confines of the playing field. All others MUST remain outside the fenced confines as a spectator.

