

# **DOWNERS GROVE YOUTH BASEBALL**

## **ROOKIE LEAGUE**

### **RULES**



**Effective 2018 Season**

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## Downers Grove Youth Baseball Rookie League Rules

### **A. Rules Interpretation**

- 1. Rules will be interpreted using Pony League Rules except where there are differences with the specifics within this document. Where there are differences, this document will supersede.**
- 2. A play is considered dead when the ball reenters the infield and crosses the vertical plane of the infield "skin" regardless of whether an infield player has control of the ball. Any runner that is at least  $\frac{1}{2}$  ways to the next base when the ball crosses that plane may advance to that next base. Otherwise, the runner will need to return to the previous base.**
- 3. No infield fly rule will be enforced.**
- 4. No dropped third strike rule will be enforced.**
- 5. No stealing or lead-offs permitted.**
- 6. No bunting permitted.**
- 7. No balks will be called.**

### **B. Season Schedule**

- 1. 10 - 13 game season. Make up games are optional, scheduled at the discretion of affected managers and must be completed by end of the season.**

### **C. Age Rules**

- 1. Rookie League is comprised of players who are (i) eight (8) years old by 8/31 of the playing season and/or (ii) in the second grade as for the season in play. These players will be separated into teams by grade school affiliation, but modified as necessary by**



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the League Directors based on the number of players available per school.

### **D. Fields**

1. Base paths are 50 feet.
2. Pitching rubber is 42 feet from home plate. Players who are unable to throw it the 42 feet may move up based upon both managers' discretion.
3. Home team is designated to prep and shut down the field. The visitor team is encouraged to help.

### **E. Pitching**

1. Pitchers may pitch 1 inning per game.
2. Pitchers may pitch 2 innings per week.
3. A "week" is defined as Sunday through Saturday.
4. All players must pitch in continuous rotation as with the batting order.

### **F. Equipment**

1. All (male) players are required to wear a cup.
2. All teams must carry ice packs.
3. All batters must wear a helmet with a cage.

### **G. Games**

1. Games will be a maximum of 6 innings or 2 hours long and no inning may start after 1  $\frac{3}{4}$  hours.
2. Continuous batting orders should be enforced and roll over from game to game (i.e. no permanent leadoff hitter).
3. There are no limits on bases taken, but once a ball crosses into the infield runners must adhere to rule A.2.



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4. There will be a maximum run limit of 4 runs per half inning.
5. Strike zone is VERY generous. It is defined as shoulders to knees and as wide as two baseballs on each side of home plate. This must be enforced across all teams.
  - i. The league utilizes a liberal strike zone to encourage the players to swing at close pitches.
  - ii. Players should not intentionally wait for the Coach Pitcher to enter the game.
- 6.
7. Batters can strike out, but no walks will be issued.
8. When possible, the league will supply an umpire to call balls and strikes.
  - i. These umpires are new to their role and will not make calls in the field, just balls and strikes.
  - ii. If an umpire is not available for a game, the Manager or coach ("Coach Pitcher") of the offensive team shall serve as the umpire and stand behind the player pitcher.
  - iii. The Coach Pitcher shall call balls and strikes whether or not the batter swings.
  - iv. Base out are called by the 1<sup>st</sup> and 3<sup>rd</sup> base coaches.
9. Player pitcher will pitch to each batter until:
  - i. the ball is batted into play
  - ii. the batter strikes out, or
  - iii. the player pitcher throws 4 balls to the batter.
10. After the player pitcher throws 4 balls, the Coach Pitcher shall pitch to the batter.



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- i. If the player pitcher had two strikes on the batter at the point of the Coach Pitcher's entry, the count reverts to "1 strike".
  - ii. If the player pitcher had 1 or 0 strikes on the batter at the point of the Coach Pitcher's entry, the strike count remains the same.
11. Player pitchers who hit 2 batters must be removed from pitching that game. A batter hit with a pitch will continue as batter – no base awarded.
12. During the school year session, if a manager comes in 3 times for pitcher, the manager will pitch the remainder of the inning.
13. Players must play different positions each inning and alternate between outfield and infield; players should not sit out 2 innings until all other players have sat out at least once.
14. Defense may use up to 10 players in the field. The 10<sup>th</sup> player must be placed in the outfield (4 outfielders).

### **H. Substitutions**

1. There are an unlimited number of substitutions allowed per game.