

LARA Lakes Area Recreation Association **LARA**
Rookie League Baseball Rules - 2012

Rule #1:

- **All kids are to have fun.**

Team & Players:

- Participants are in the 3rd and 4th grade at the start of the season.
- All players on the team are in the batting order. Players who arrive late are added to the bottom of the batting order.
- All players must be on the team's roster provided by the LARA coordinator.

Game:

- All games will start at 6:30.
- No inning should begin after 8:30.
- A complete game consists of 6 innings. Once a game has started, it is the home field coaches' responsibility to call off the game in case of rain or darkness.
- **10 Run limit per inning**
- **Complete game is 4 innings - 3 1/2 if the home team is ahead.**

Umpires:

- LARA assigns the umpire for the game. If the LARA umpire does not show up, recruit an umpire from the stands.
- The umpire will go over ground rules with both coaches. Make sure that all parties agree on the playing area, foul area, and out-of-play area and the base running rules.
- In all cases the umpire's call will stand. It is the coach's responsibility to show support for the umpire and set a good example for his/her players.

Field:

- Distance from the home plate to the pitcher's mound is 42 feet. Baseline distance is 60 feet.
 - Note: The pitcher's mound is exactly centered in the diamond.
- Home coach will supply the bases and the pitching rubber.
- The home team will take the third base bench and will supply the umpire with a new game ball. The visiting team will provide the back-up ball, which must be in good condition. (We suggest using the ball from your last home game.)

Batting:

- **For the development of all players, there should be NO intentional walks.**
- Throwing a bat will be an automatic out.
- The count is a 4 ball, 3 strike count. (See strike zone rules below.)
- If the ball hits a batter, then he will advance to 1st base. With the exception if the umpire determines that he was not in the batting box or if he is leaning over the plate. As in all potential injury situations, make sure the batter is in condition to continue playing.
Instruction to the batter while the ball is being pitched will not be allowed. This includes giving a batter instruction as to location of pitch during their at bat.

- If the batter is receiving instruction from his coaches, teammates or fans during the pitch, he will be out. If the batter is receiving instruction for the opposing teams coaches, teammates or fans during the pitch he will be allowed to advance to first base.
- Bunting is permitted (only after player is appropriately instructed).
- If the catcher physically interferes with the swing of the batter, the offensive team has the choice of the play or allowing the batter to walk to 1st base.

Running bases:

- **If any pitched ball hits the ground, a base-runner is allowed to steal.**
- **Player can lead off (two steps) after the ball passes the plate but can only steal if the ball hits the ground. If the catcher cleanly catches the ball, the player must return to the base.**
- **The runner is out upon leaving the base early to steal.**
- **Ball thrown back to pitcher is still dead. No steal can take place at that time.**
- **Catcher should not throw to first base on a caught/dead ball.**
- **Once the ball is thrown into the infield AND secured in the glove or hand of a defensive player the play is dead. A ball sitting on the ground in the infield is still a live play.**
- **Runners can keep advancing until the ball is safely advance into the infield.**
- On a dropped third strike, the batter is out and the base runners may advance at their own risk.
- NO base runner will be allowed to steal home under ANY circumstances.
- Home is the only base a player cannot advance on a wild pitch or passed ball. (Note: If the ball is hit into play, the play is live and a runner may advance to home.)
- 10 run rule per inning is in affect, with the exception of the 6th inning.
- In the case of an injury, use the last out for a substitute base runner.

Fielding:

- Coaches are encouraged to teach players to play all positions.
- Coaches should use the FIELD POSITIONING sheet to check positions PRIOR to the game.
- Coaches need to rotate players at least every 2 innings. All players play at least 2 innings in the outfield or sit out 1 inning which counts as one of these 2 innings. No players shall sit out more than one inning in a game by coach's choice (injury or health issues are an exception).
- The 10 defensive players are positioned as follows: catcher, pitcher, 1st, 2nd, 3rd base and short stop for the infield, and 4 players in the outfield: left field, left-center field, right center field, right field. If a team is short of players, they may reduce the number of outfielders or have an infielder play a deep position. A pitcher and catcher are always positioned.
- If a team has 7 or fewer players, the opposing team must provide enough fielders during each inning to allow for a fielding team of 8 players. The opposing team will not fill the positions of pitcher and catcher. An opposing team's player cannot miss his turn at bat. It is recommended to use the last at bats to fill the opposing team's position in the field with the exception if a player is out in the field an exceptional amount of time. The bottom line is, each team needs the opportunity for its players to have fun.

Pitching:

- A pitcher is allowed to pitch only 2 innings per game. This includes extra innings. The innings do **NOT** need to be consecutive.
- Any part of an inning is considered to be a full inning. (even 1 pitch is considered a full inning pitching!).
- A coach receives only one time out per inning to consult with a pitcher without making a substitution. On the second time out, the pitcher must be replaced.
- The umpire determines the strike zone. A guideline is shin to nose and 4 inches inside and outside of the plate.

Fans:

- There is no smoking allowed on Chisago Lakes Area Schools property. It is the coach's responsibility to enforce this rule among fans.
- The coach should not allow any fan to boo or heckle the opposing team or individuals on the opposing team. No fan should be on the field. Only the players and coaches are allowed on the field during the game.