

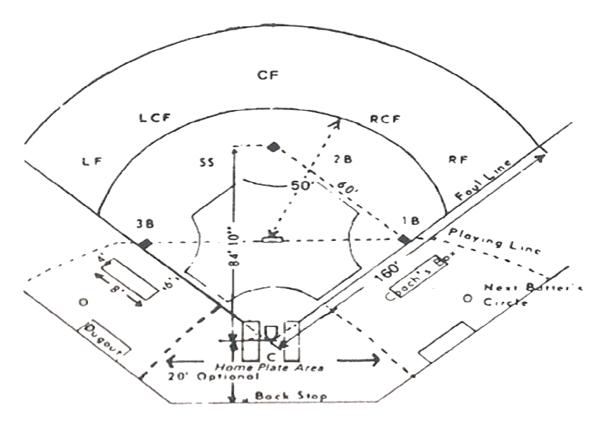
Rookie Ball

Practice:

- Each practice will have 2 teams sharing one field with equal time in the infield and outfield.
- No team should have pitching machine batting into the outfield while another team is practicing there.
- Practice plans will be available to use. It is not required to be followed but each team must respect and share the time on the field as outlined

Infield Set Up:

- 1. Home plate is 46 ft from the pitcher's Rubber
- 2. Each base length is 60 feet in length
- 3. Following lines need to be chalked before games:
 - a. 1st baseline
 - b. 3rd baseline
 - c. Batter's box
 - d. Circle around pitching area
 - e. For green acres an outfield line aprox.50ft from the pitchers' plate will need to be marked



Game Rules:



Rookie Ball

- Home team is responsible for the setup of the diamond prior to the game. This needs to be completed so that the games start on time. This may also include picking up a pitching machine from Optimist Park and bringing it to your scheduled Diamond.
- Away team will be responsible for putting everything away which may include bringing the pitching machine back to Optimist Park.
- 8 Players are required for a game. 10 is ideal if you are going to have less than 10 players a call up is permitted. Call ups are not allowed during Playoffs. Failure to have at least 8 players will result in a forfeit score.
- All players will be in the batting order. The batting order will be the same throughout the entire game. If a player comes after a game is started, he is added to the bottom of the batting order. If a player becomes sick or injured their place can be skipped in the order without recording an out.
- Every inning will require a fully equipped Catcher. The catcher will have to throw the ball back to the coach for the pitching machine
- All players should be wearing a jock/jill to be able to play rookie ball
- There are 10 defensive positions: C, P, 1b, 2b, SS, 3b,LF, LCF, RCF,RF
- There is no advancing a runner on an overthrow to any base. Runners may advance multiple bases on a hit to the outfield, but will be held at base once a Player holds the ball is into the air while on the infield and an Umpire calls Time.
- All players are to be rotated through positions. Not in the same position 2 times in a row. Players should not be in the outfield all game as well
- All outfielders' must start every play on the grass (Green acres they must start behind the outfield chalk line)
- No player shall sit twice before all other players have sat including players being called up
- 4-run max for innings off the pitching machine
- There is no on deck circle. There is no practice swinging by any team allowed except at home plate.
- When your team is fielding coaches are required to be on their bench not on the diamond during play
- When your team is batting coaches can be at 1st 3rd and at the pitching machine
- There is no infield fly rule
- The player playing the pitcher position must wear a helmet with a face mask
- Between innings you have 1 minute to field your team. The catcher should be getting ready prior to the
 end of the inning. Coaches should have a list for the next players position to quicken up the game. If at 2
 outs the catcher is on base the last person out can take their spot-on base to start getting ready

Pitching Machine:

- A circle should be set up around the pitching mound where the pitching machine is placed
- No player should enter or try to play a ball in that area
- One coach shall run the pitching machine
- Batting will commence where left off at the last inning
- The rules for batting:
 - o Each at batter will have 3 strikes or 5 pitches
 - o A foul ball will extend the at bat an addition pitch
 - A hit in that strikes the pitching machine or lands in the pitching machine area will be considered a single
 - Once either 3 strikes or 3 pitches have happened with no hit, the batter will be allowed Two Swings off a Tee.
- The half inning will be over when either 3 outs or 4 runs are recorded



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- The pitcher should stand on either side of the pitching machine outside of the circle
- No extra balls will be allowed to be used at the pitching machine. the catcher should throw to the coach or the pitcher after every pitch

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