

2017 LCN Rookie Rules

1. Home team should chalk. (If visitor gets there first, please start preparing the field). Specs will be as follows: Bases will be 60 ft apart. Pitching machine will be 42 ft from home plate. A circle with a 3 foot radius will be drawn around the pitching machine. Hash marks should be made half way (30ft) between each base (except home and 1st).
2. A game shall consist of 6 innings. No inning shall start after 1 hour and 30 minutes from start of game. Any inning started before the time limit must be completed.
3. If the game is tied after any number of complete innings after 1 hour and 30 minutes, the result of the game shall be recorded as a tie. If 6 full innings have been completed before 1 hour and 30 minutes, and the game is tied, a 7th inning may be started.
4. There is no mercy rule.
5. A maximum of 10 players play the field each inning. The defensive team should have at most, 4 infielders, one pitcher who will stand on either side of the machine, one catcher, and 4 outfielders.
6. Each player must play a minimum of 2 innings in the field, or half the game, which ever is less.
7. Field positions are at the discretion of the coach, although each player must spend one inning in the infield and one inning in the outfield. (Catcher is considered an infield position).
8. There will be no umpires. Batting team is responsible to umpire at each base. First base coach will make calls at 1st, third base coach make calls at 3rd and the coach operating the pitching machine will make calls at 2nd base. These are the only coaches allowed on the field for the batting team. The batting team may not have a 2nd base coach.
9. Fielding team may have up to 3 coaches in the field.
10. Batting order will consist of entire roster. Players who do not play a position in the field will be designated as an extra hitter (EH).
11. An at-bat shall last for 5 pitches or until the ball is batted in play, which ever comes first. However, there shall be no foul outs. If the batter fouls off the 5th pitch or a subsequent pitch s/he shall bat until either the ball is put in play, there is a swing and a miss, or there is a pitch that is not swung at.
12. There will be no walks. Batters hit by a pitch will not be awarded a base.
13. Bunting is not allowed.
14. In the event that 3 outs are not recorded, a team may only bat through the line up once. The only exception is if they have fewer player than the other team (ie: Team A has 12 players, team B has 10. Team B may go though the line up and then send the first 2 batters of that inning up a second time to make 12 batters.)
15. If a batted ball hits the pitching machine, it will be considered a dead ball. The batter will be awarded first base and any runner who is forced will advance one base.
16. The pitcher may step into the circle to field a ball.
17. On deck batter shall take practice swings behind the batters back. (ie. down 3rd base line when batter is right handed, down 1st base line when batter is left handed.)
18. Runners may not lead off. Runners may advance once the ball is contacted.

19. **Accidental Runner/Fielder interference will not be called. Infielders should be positioned in front of or behind the base line.**
20. **There is one base advancement to the next base on an overthrow.**
21. **Runners may advance on balls hit to the outfield. Although, if the runner(s) has not passed the hash mark when the ball is controlled in the infield, they are not allowed to advance and when the play is stopped, they shall be returned to the previous base.**

(Coaches: Allow the play to finish, then send the runners back. Even though the runner did not reach the hash mark, s/he is still in play until the play is considered dead. If they are tagged out, then they will be considered an out.)

The following are examples to help understand the rule. The rule, though, is not limited to only these examples.

 - *-Runner going from first to second overruns second base into the outfield. The runner is tagged out before s/he can get back to the base. The player would be considered out, as the play is not dead until the play is finished.*
 - *-Runner going from second to third has not reached the hash mark when the shortstop controls the ball in the infield. The shortstop throws the ball to third base and the runner is tagged out. The runner is considered out.*
 - *-Runner going from second to third has not reached the hash mark when the shortstop controls the ball in the infield. The shortstop throws the ball to third, but the ball is missed and goes out of play. The ruling is that when the ball goes out of play, it is considered dead. At this time, the coach should send the runner back to second, as s/he did not reach the hash mark before the ball was controlled in the infield.*
22. **The infield fly rule will not be enforced.**
23. **Proper uniform should be worn, with shirt tucked in.**
24. **Catchers must wear mask, chest protector and shin pads.**
25. **For all boys, a protective cup is mandatory.**
26. **Cages are not required on helmets. Pitchers may choose to wear a helmet.**
27. **There should be proper sportsmanship shown at all times. Throwing of equipment, foul language, and arguing are not permitted.**
28. **If a player accidentally throws a bat, s/he will be given a warning. If the same player throws the bat for a second time in the same game, s/he can be called out.**
29. **All questions and concerns should go through the chain of command.**