

## Homewood Baseball and Softball

### 2018 Rookie "A" Rules and Regulations

#### **Common Rookie A & B Rules**

- 1) The Rookie League President, (along with Commissioners) reserves the right to appoint all managers and coaches, including any "acting" manager and/or coach, subject to General Board Approval.
- 2) The Rookie League President, (along with Commissioners) reserves the right to clarify the rules as they pertain to the Rookie League.  
**Note:** Commissioners are not to clarify rules and regulations unless first asked. During a game this would be at the umpires or managers request only.
- 3) All players will wear a protective cup in order to play in both a league game and practice. Umpires will check each player prior to the start of a game. Any player not wearing protection will not be allowed to play in that game until the situation is corrected. Managers and Coaches are responsible for ensuring that players have cups on for practice.
- 4) Catchers must wear approved headgear, facemask with throat guard, chest protector and shin guards.
- 5) NO CANDY, GUM CHEWING, SUNFLOWER SEEDS, ETC. are allowed on the playing field during games or practice.
- 6) No Jewelry (earrings, bracelets, and rings) will be worn at any time by any player during practices or games. Religious or medical medals must be taped to the body.
- 7) Only Homewood issued hats are allowed.
  - i) Note: No portion of an All-Star and/or Metro uniform is to be worn during any in-house game. "Homewood" pullovers or sweatshirts are acceptable as a jacket worn in the dugout or during pre-game, but not on the field during a game. Non-Homewood Baseball sponsored metro team jackets, pullovers, etc. are not allowed in the dugout or on the field at any time.
  - ii) Managers will directly be held accountable for the enforcement of rule
- 8) No bat boys or bat girls are permitted for safety reasons.
- 9) Only the Manager or designated Coaches will be allowed in the Coaches boxes.
10. Non-approved managers and coaches are not to engage in any type of discussions with the umpires within the playing area. There is to be a **MAXIMUM** of four coaches within the fenced playing area, including the dugout.

11. Only the Manager or acting Manager is allowed to become involved in a discussion with the umpire. Such discussions should be done away from the players and in a courteous manner.
12. The STRIKE ZONE is the place over home plate, including the corners, which is between the batter's shoulders and knees when the batter assumes a NATURAL stance. The UMPIRE shall determine the strike zone.
13. All team members present must play in three (3) full defensive innings by the end of the fifth (5th) inning. These need not be consecutive innings.
14. All players must be rotated in defensive positions for the entire game. No player may play the same position more than twice during a given game. In addition, each player must play a minimum of one (1) defensive inning at an infield position, and one (1) defensive inning in an outfield position. All exceptions must be reviewed with the Rookie League President.
15. There will be free substitution at the beginning of each inning.
16. All team members present will bat in rotation order, except for any player benched for disciplinary reasons (See rules under Discipline). This batting order will be given to the opposing team manager prior to the start of the game. Any team member showing up once the batting order is given to the opposing manager will be added to the bottom of the list. The batting order will be submitted to the umpire upon request.
17. A base runner must slide into a base (except 1st) or avoid contact if the defensive player HAS the ball. Contact is defined as that which is more than incidental or minor. If the player does not conform, he is to be called out. The intent of the rule is to avoid injuries.
18. A batter should drop the bat, and refrain from throwing the bat. The umpire will warn the player once; the second time he will be called out. This is a judgment call and will be respected as such.
19. With two (2) outs and the catcher for the next inning on base, the player will be replaced with a pinch runner. The pinch runner will be the player making the most recent out. The intent of the rule is to allow time for the catcher to put on equipment and avoid unnecessary delays.
20. There is NO infield fly rule in Rookie League Baseball.
21. NO STEALING will be allowed in Rookie League Baseball.
22. All managers or coaches when pitching will use the overhand method of pitching.
23. Any bat not provided by the league is subject to inspection and approval of a league official prior to its use in a game. An official bat must may not exceed 2 5/8" in thickness (at the barrel), no longer than 33" in length, and **must be labeled "USA Baseball."** **NO WOOD BATS ARE ALLOWED.**



24. Any person warming up a pitcher must wear a protective mask with neck guard. There are no exceptions to this rule. Each dugout will be equipped with an extra, compliant mask

25. Homewood Baseball Leagues, Inc. policy will define the rules for starting and completing of games, usage of lights, rescheduling of games, etc. We will attempt to complete all games when possible.

- An inning is not to start less than fifteen (15) minutes prior to following games start time. All innings started will be completed (as long as the league following the game approves such action). This will be handled via the “on-duty” commissioner. No reverting to the previous inning unless the game is canceled due to weather.
- Some flexibility to the above will be allowed, at the on-duty commissioner’s discretion, for games that are close in score— within a couple of runs— provided the sixth inning is not complete.
- To monitor time, the home plate umpire shall note the start time of the game, and the on-duty commissioner shall keep track of the starting times of all games he/she is responsible for.

### **Game Checklist Items**

Each team is responsible to ensure that the field is in proper playing condition and set up within league specifications prior to the game.

#### **Home Team Pre-game Items**

- Set up bases
- Rake the field and remove any debris (If Needed)
- Base paths and batters’ boxes chalked
- Provide a game ball to umpire (Rookie A & B)

#### **Visiting Team Pre-game Items**

- Provide a game ball to umpire (Rookie A only)

#### **Home Team Post-game Items**

- Rake the field
- If last game of the day – return bases to equipment room, insert Plugs and cover mound and plate with tarps

#### **Visiting Team Post-game Items**

- Empty Blue garbage cans into rolling garbage cans
- Take rolling garbage cans out and dump in dumpster

**\*\* After each game both team’s players are to clean dugouts prior to handing out the treat tickets. Parents/spectators are to clean the stands and surrounding area.**

## **Ejections**

We hope and **expect** that no player, parent, or coach has to be ejected from a game. If any ***player, parent, fan, or coach is ejected from the game by the Umpire(s), or Commissioner you are to leave the park immediately.*** Any Commissioner, Umpire, or League Representative has the right to ask you to leave the park. Failure to comply, will result in being escorted from the premises by the Homewood Police Department.

- 1) player, manager or coach will be ejected from the game (and Izaak Walton Fields at the umpire's discretion for any of the following:
  - a) Unsportsmanlike Conduct
  - b) Physical or Verbal abuse of any kind directed at an umpire, manager, coach, player or fan
  - c) Throwing of any equipment or objects
  - d) Repeated horseplay in (or around) the dugout
  
- 2) Fans ejected are also subject to 1-2 game suspension or a seasonal suspension (second offense). Reasons for ejection include, but aren't limited to, drinking at the field or verbal abuse of umpires, players, coaches, others.

All ejections will be reported to the League President for review and to determine if any additional action is needed.

***General Board policy, enacted in 2005, is that any coach ejected shall serve a two game suspension for the first offense, and a four-game suspension for a second offense. The third ejection will be a suspension for the remainder of the season. This policy is subject to the League President's discretion.***

**Note: Managers** are responsible for their fans. If a manager doesn't control the fans, and a fan happens to be ejected, the manager will also be ejected. The ejection will not include a subsequent suspension for the manager.

\*\*Suspensions will be posted on the concession stand by the league

## **Player Discipline**

A player may be benched (not allowed to play) for disciplinary reasons **only if the League President has given prior approval.** Approval can only be granted after a thorough review covering the reasons for the discipline. This review would involve input from the player, the player's parent(s), the Team Manager and Coach.

## **Reminders**

**\*\* Team Clean up days are mandatory. All members must make all attempts to be at the scheduled clean-up day.**

**\*\* When inclement weather occurs, the league asks that those managers and coaches schedule for play arrive one (1) hour early to help prepare the fields. Where one's work schedule may conflict in performing this duty, it's still the manager and coach's responsibility to see that at least three (3) from his team are there to assist in his absence. Please call League President for rescheduling of rainouts. Please do not call the Scheduler.**

## **Rookie A Specific Rules**

### **1) Pitching**

- i) Rookie A is a player pitch division. There will be No Coach pitch in this division following the designated "NO Walk" games.
- ii) A calendar week is considered Monday through Sunday.
- iii) Pitchers are allowed to pitch a maximum of 2 innings in any game, six (6) in a calendar week. If a player pitches two (2) innings in a game, they must be given one (1) calendar day of rest.
- iv) A 7-year old must pitch one (1) inning by the end of the fourth inning
- v) During the playoffs a pitcher may pitch a maximum of three (3) innings. If the pitcher pitches three (3) innings, they must be give two (2) calendar day of rest.
- vi) A pitcher will be considered to have pitched one (1) inning once they have taken the mound and thrown a single pitch to a batter.
- vii) Once a player has been removed from the mound in a game, they may **NOT** return to pitch in that game.
- viii) Any pitcher who hits three (3) batters in a game, must be removed from that game.
- ix) A pitcher must be removed on the 2nd visit to the mound by the manager or coach within the same inning, except if for an injury.

### **2) Walks**

- i) In an effort to give teams time to develop pitchers and speed up the game, there will be "no walk" games.
  - (1) No Walk games will consist of the first 6-8 games of the season as determined by the League President
  - (2) The final games of the season will be entirely kid pitch
- ii) After the designated "no walk" games, there will be **NO** coach pitching.
- iii) Intentional Walks are NOT allowed. Violation of this rule will include disciplinary action not limited to the ejection of the manager.
- iv) During the playoffs we will follow the walk rule as well as the standard time limits. The game may be extended in the playoffs only at the direction of the league president.

### **3) "NO Walk" Game rules**

- i) Once a batter receives four (4) balls, a walk, their coach will take the mound.
  - (i) The Coach must pitch from the rubber
  - (ii) The batter will retain the number of strikes in the count at the time ball four was called
  - (iii) The umpire will determine the strike zone if the player does not swing
  - (iv) The batter will be given as many pitches needed until they put the ball in play or strike out. They do not have to swing at every pitch.
  - (v) Failure to do so will result in the batter being called out.
  - (vi) The batter will remain alive as long as they foul the ball off.
- ii) Batters will not be awarded a base if they are hit by a pitch from their coach.
- iii) A batter will be awarded a base if hit by a pitch from a player.

#### 4) Running

- 1) ½ inning will end and the end of the at-bat where the 5th run is scored. All runs scored during that at-bat will count and the play end as normal according to the league rules. Hypothetically with 4 runs scored and bases loaded it is possible to score 8 runs in an inning.
- 2) Infield hit (Ball that does not reach the outfield grass)
  - i) On an over throw to first base with the ball remaining in play, the runner may advance to second base at their own risk. If the opposing team attempts a play on the runner advancing to second on the over throw, play is **LIVE** until the runner reaches third. Play is dead at that point. If no attempt is made to throw out the runner at first base, the runner cannot advance.
  - ii) On an over throw to first base with the ball going out of play, the runner will be award second base automatically, and play is dead. Any other runners will be awarded the base they were going to plus one.
- 3) Outfield hit (ball that reaches the outfield grass in the air or on the ground)
  - i) On a batted ball that is an extra base hit, the runner may circle the bases at his own risk until the ball reaches the pitchers hand in the dirt circle or the play is considered dead and time is called.
  - ii) On a batted ball the runners may advance at their own risk until the pitcher is in possession of the ball on the **dirt circle** of the mound. If the runner(s) are at least or more than half way past the base when the pitcher obtains possession of the ball, that runner may continue to that base at their own risk, and play is dead. If a play is attempted on the lead runner, the other runners may advance **ONE** base, at their own risk, and may be thrown out. Play is dead regardless of the result.

#### 5) Hitting

1. No bunting allowed. Any batter that violates this rule will be issued a strike, play is dead, and all players must return to their previous base. If this results in the third strike, the batter is out, play is dead, and all players must return to their previous base.
2. If a pitched ball (by the opposing team's pitcher) hits the batter, the ball is dead, and batter is awarded first base.
  - i) Any manager or coach who encourages their player to get hit by the pitch, will be ejected from the game, and disciplined by the League President.
  - ii) Any batter who in the opinion of the Umpire intentionally allows themselves to be struck by the ball will be called out.
3. If a pitched ball (by the opposing team's pitcher) Hits the ground and then hits the batter, the batter will be awarded first base.
4. If a pitched ball (by the opposing team's pitcher) is swung at by the batter, and is also hit by the pitch, the pitch is a strike. If it is the third strike the batter is out.
5. If a pitched ball (by the opposing team's pitcher) is swung at by the batter and the ball is put in play, it is a fair ball and should be played just like any other hit.

## **6) Fielding**

- 1) No player may play the same position more than two innings during a given game.
- 2) All roster players in attendance must play three (3) complete defensive innings by the end of the 5th inning.
  - i) If the slaughter rule is in effect, all players must have played two (2) complete defensive innings (3 outs).
- 3) No player shall sit the bench twice until every player has sat at least 1 time. Exceptions may include injury or disciplinary related action for a player during the game.
- 4) Each player must play a minimum of one (1) defensive inning at an infield position by the end of the fourth inning, and one (1) defensive inning at an outfield position by the fourth inning.
- 5) There is free substitution at the beginning of each inning. Once an inning begins a player must remain in that position for the remainder of the inning. The exception is with a pitching change, or injury. A manager or coach may make position changes with a change in pitchers.
- 6) A team may elect to place one coach or manager in the outfield to instruct the players when on defense for the first 4 games of the season. The coach or manager in the field may not call or make comments regarding the balls and strikes. If they do they will be warned the first time by the Umpire, and a second infraction will result in that team's coach in the field privileges being removed.

## **7) Slaughter Rule**

- 1) After four (4) full innings the game will be called if one team is leading by 11 or more runs.

## **8) General Rules**

- 1) Every effort should be made to play all games with nine (9) players. A team may play with seven (7) players in an emergency. The opposing manager will be required to provide up to two (2) defensive players per inning if a Rookie B Call-up is unavailable. These players cannot bat or pitch. No call-ups from Rookie B to Rookie A will be allowed without the permission of the League President.
  - i) A team with fewer than seven (7) players will have up to 15 minutes following the scheduled start time to have their 7th player show up. After that the team will forfeit the game.
  - ii) A game is considered complete after four (4) innings or 3 ½ if the home team is ahead.
  - iii) Any game stopped and called prior to being a complete game will be rescheduled and started from the beginning.
- 2) Any game that is rescheduled by the League Scheduler, must be played when scheduled. If one team has a conflict and cannot field a complete team, then the opposing team will be awarded the win by forfeit. The opposing manager, if they wish, may agree to obtaining another date from the Scheduler if available. If the game cannot be rescheduled the team with the original conflict will forfeit. If both teams are unable to field a team, and the game cannot be rescheduled,

both teams will be awarded a tie.

- 3) With two (2) outs and the catcher for the next inning on base, a pinch runner can be used. The pinch runner will be the player making the most recent out.
- 4) Playoff games cannot end in a tie.
- 5) Protests to league games are allowed, if filed at the time the infraction occurs (before the next pitch is delivered) with both the home plate umpire and the commissioner on duty. The league's filing fee for the review is \$25.00 (paid up-front) and is non-refundable if the appeal is not overturned.
  - (a) **Note:** No protest shall ever be permitted on a "judgment" decision by the umpire.
  - (b) Note: Attempts to circumvent these rules through any "loopholes" (violating the spirit of the rule) will not be tolerated. **In addition, all rules will be abided by – there will be no "gentleman's agreement" between each team to modify certain rules in a particular game.**

#### 9) **Post Season**

- 1) All regular season rules remain the same during the post-season playoffs, with the following exception:
  - i) A pitcher may pitch three (3) innings in a game. If a player pitches three innings in a game two (2) calendar days of rest is required.
- 2) Playoff seeding will be as follows:
  - (1) All teams will be seeded into a six-team single elimination playoff bracket, with the top seed receiving a first round bye.
  - (2) Seeds will be determined by winning percentage.
  - (3) Tiebreakers:
    - (i) Head-to-Head
    - (ii) Fewest Runs Against
    - (iii) Run Differential

#### 10) **METRO TEAMS**

- a. The priority "ranking" for in-house vs. metro is as follows
  - i. In house games
  - ii. Metro games
  - iii. In house practice
  - iv. Metro practice
- b. An exception to the above is that, until Opening Day for In-House, Fridays will be a designated Metro practice day. On Fridays only, if a Metro team has practice, any player having a conflict with a metro practice vs. and in-house practice is to attend the metro practice. Any other time, the in-house practice takes priority. Once Opening Day arrives, the Metro practice day is no longer in effect.

#### 11) **All Stars**

- 1) Each team will nominate up to three (3) players at each age level.
- 2) A voting forum will be held for each Manager or Coach to speak on behalf of their players.
- 3) Each Manager and Coach will receive a ballot, to vote for players.
- 4) They will select 12 players.
- 5) The team will be composed of the players who received the most votes at the

forum.

6) Nominations will take place the last week in May. Balloting will take place near the beginning of June.

7) Managers and coaches must attend the forum in order to vote.

## 2) **Call-up Rules Rookie A**

1) In the event that a Rookie A team is aware that they will have less than 9 rostered players available, the Manager may contact the assigned Rookie B manager and request names of possible Call-up players for the game. The Manager must call them in order, making the Rookie B Manager aware, and getting the permission of the player's parent(s).

2) **The League President must be made aware of the call-up, and the consent player's parents is required.**

3) A Rookie B player may not miss a Rookie B game, to play in a Rookie A game. No team may call-up more than two players per game. Call-up players are not allowed to pitch, and must play at least one full inning in the infield, and one in the outfield. Call-ups must be placed at the end of the batting order, behind all rostered players.

i) If a Rookie A team has 7 rostered players, they may call-up two Rookie B players for that game

ii) If a team has 8 rostered players for a game, they may call-up one Rookie B player for the game

iii) If a team has 9 rostered players available for a game, they may not call-up any Rookie B players.

4) No Rookie B players are allowed to fill in for a Rookie A player who is injured during the game, even if the injury causes the team to have less than 9 players.

5) If a Call-up player reports to the game, and the missing Rookie A player shows up, the Rookie B player is still to play. The Rookie A player will only be allowed to play two innings, and must be placed at the end of the batting order.

6) The League President will assemble and maintain a list of eligible players for Call-up. If a player is not on the list, and a Rookie B Manager feels they have a player who can compete at the 8 yr old level, they can ask that the player be placed on the list. The players for Call-ups will be rotated, to give those Rookie B players that possess the ability to play in Rookie A the opportunity to play.

7) In order to be eligible to for the Call-up list, the player must at a minimum meet the following criteria:

i) Be 7 years old by 4/30/2013

ii) Show the ability to field fly balls

## 3) **Call-ups for Playoffs**

1) If a Rookie A team is going to have fewer than 9 rostered players the same call-up rules listed above will apply

## 4) **Emergency Call-up**

1) If a Rookie A team prior to the start of the game only has **seven** rostered players for the game, a Manager can request a single player Call-up from the Commissioner on duty. There will be a list of eligible players for the Commissioner on duty to assign.

2) If a team has eight rostered players, no call-ups will be allowed.

**5) Cal Ripken Call-ups**

- 1) Cal Ripken B teams are allowed to call-up Rookie A players. Each Rookie A team will have a team affiliate in Ripken.
- 2) The Ripken Manager may call up a player with prior approval of the Rookie A team Manager, player's parents, and Cal Ripken League President when the team will have fewer than nine (9) players. The guidelines are:
  - i) Call ups can only play a max. of two defensive innings at any one position, and cannot pitch.
  - ii) Call up game can not interfere with the player's own team's game

Jeremy Klyn  
Rookie A League President  
[jeremyk@homewoodplayball.org](mailto:jeremyk@homewoodplayball.org)  
708.269.8499