

Homewood Baseball and Softball

2018 Rookie "B" 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 B Specific Rules:

Rookie B is a non-competitive division. The purpose of the division is to give the players and opportunity to learn the basics and fundamentals of baseball. There are **NO** winners or losers in the games for this division. Score will be kept, but there will be no standings or first place trophy.

1) Batting

- i) Each batter will be given five (5) pitches to put the ball in play. The fifth pitch must be put in play or fouled off. Batter stays alive as long as they foul the pitch off. Otherwise the player is out.
- ii) If the Manager or Coach is hit by a batted or thrown ball, it will be considered a live ball.
- iii) If the batter is hit by a pitch from their coach the pitch is counted as a pitched ball, and no base is awarded.
- iv) A batter may only advance one base on a hit, unless the ball reaches the grass in the outfield.
- v) A batter may attempt to reach second base at their own risk, on a ball that reaches the grass in the outfield. Play is dead once the player reaches second base.

2) Fielding

- i) The Manager or a single Coach of the defensive team must be in short center field (not on the dirt infield) during play. The Coach must not interfere with play, but may instruct a player before, during, and after the ball is in play.
- ii) Ten (10) defensive players will be used by playing four (4) outfielders (right fielder, right-center, left-center, and left fielder).
- iii) No player may play the same position more than two innings during a given game.
- iv) 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.
- v) 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.

3) Pitching

- i) A Coach or Manager must pitch from 37 feet. The Coach or Manager may pitch from their knees or standing whichever they prefer.
- ii) If while pitching, the Manager or Coach unintentionally fields a batted ball, the batter will be awarded first (1st) base, and all other runners will advance one (1) base.
- vi) Player that is playing the Pitcher position must be positioned even with or behind the coach pitching, and must have both feet on the dirt.

4) Running

- i) The $\frac{1}{2}$ inning will end when the 5th run is scored. No other base runners will be allowed to score.

- ii) A base runner may advance one base only on a hit, unless the batted ball reaches the grass in the outfield, and the player has rounded the base prior to an infielder possessing the ball on the dirt portion of the infield. **Play is dead once the batter and/or runners either reach base safely or a play is made.**

- iii) A base runner may attempt to advance two bases on a ball hit that reaches the outfield. The outfield is defined as the grass. The base runner may not attempt to advance a second base if he has not rounded the base prior to an infielder having possession of the ball on the dirt circle of the infield. Play is dead at that point.

5) Slaughter Rule

- i) After five (5) full innings the game will be called if one team is leading by 13 or more runs. Please do not run up the score. If you are up by a lot and want to continue playing just turn off the scoreboard. No one wants to see 6 year olds get humiliated. All coaches should be aware of the situation and are responsible to make the game fun and competitive.

6) General

- i) Every effort should be made to play all games with at least 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. These players will not bat.
- ii) A game is considered complete after 3 ½ innings.
- vii) The league will attempt to reschedule any game stopped and called prior to being a complete game. If rescheduled, the game will resume from the next inning. Example: If the game is called in the second inning and the game is rescheduled, the game will resume from the top of the 3rd.
- viii) Any games cancelled due to the weather will be rescheduled if space allows.
- ix) 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.
- x) The final two games of the season will be played under the Rookie A “No Walks” rule.

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.**

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