

JUNIOR DEPUTY 2019 ROOKIE 7 & 8 FALL SEASON RULES

LEAGUE SETUP

Definition

The Junior Deputy Rookie League is considered an instructional league with some competition added. It is designed to be a transitional league between the purely instructional T-Ball League (ages 4 & 5) and the competitive Cal Ripken drafted league (ages 9 to 12). The Rookie League attempts to advance a “real baseball” experience.

Eligibility

The Rookie League Fall Season is for seven and eight-year-old players only. Age is determined by the age the player will be on April 30, 2020.

7-year-olds: Birth dates from 5/1/2012 to 4/30/2013.

8-year-olds: Birth dates from 5/1/2011 to 4/30/2012.

No players who will be over age 8 or under age 7 as of April 30, 2020 are allowed to participate in the Rookie League Fall Season. Any player requesting an exception to this rule must be recommended and approved by the Rookie League Commissioner (Erik Long) and the Junior Deputy Board of Directors President (Kori Gordon).

Registration and Fees

Early bird registration is from June 10th to July 26th. Regular registration is from July 27th to August 23rd.

The registration fee for the Fall Season is \$125. Early bird registrants save \$10.

Team Formation

The Rookie League Fall Season will have separate divisions for 7 and 8-year olds.

The Rookie League Commissioner will determine how many teams can be created in each age division from the pool of available players, registered and paid, with an optimal number of players being 11 or 12 per team. Rookie 7 teams and Rookie 6 teams from the 2019 Spring Season will be allowed to carry over for the Fall Season so long as the Head Coach or a rostered assistant coach, and at least five players return, which can include up to two players who are new to Junior Deputy.

The Rookie League Commissioner will place on Fall Season teams:

- a) All players on spring teams that will not carry over to the Fall Season, and
- b) Players who are new to Junior Deputy and are not joining a returning team.

The Rookie League Commissioner's goal in filling team rosters for the Fall Season is to ensure parity.

Uniforms

Junior Deputy will provide each player in the Fall Season with a hat and numbered jersey. Teams may put names on jerseys and purchase matching pants at their own expense.

Schedule

Practice begins August 5th. Games will begin September 9th. Games will end by October 30th.

Once games begin on September 9th, teams will be scheduled to have one game a week (on Monday or Tuesday) and one practice per week (on Wednesday, Thursday, Saturday, or Sunday).

The goal is for each team to play 8 games during the Fall Season.
Any make-up games will be scheduled as soon as possible after play has been suspended.

If there are more than 12 Rookie teams (approximately 144 players), then the proposed practice and game schedule may change.

Scores and Records

Scores will be kept for individual games. Season records will not be kept.

FIELD SETUP

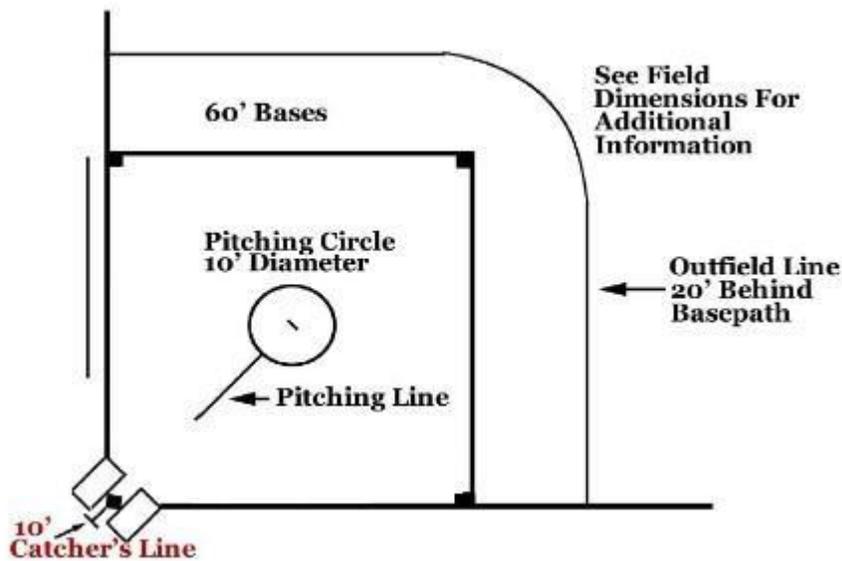
Bases will be 60' apart.

A pitcher's rubber will be placed at 30' from the back of home plate.

An outfield line will be marked at 20' behind the grass transitions on Hughes Field and Best Field.

There will be a 10' diameter pitcher's circle with the front edge at 42' from the rear point of home plate.

Junior Deputy grounds crews will prepare and stripe fields with foul lines and a batter's box prior to the first game of the day.



GAME SETUP

If the JD website shows the fields as open, then teams are expected to play. Only the League Commissioner or Umpires may delay the start times due to rain or inclement weather.

Once a game begins, the Umpire(s) have sole authority to suspend or postpone play due to rain or inclement weather.

A team can play with as few as 8 players. A forfeit is called if a team has less than 8 players at the beginning of a game. A team with 8 players in the batting order is required to take an out in the 9th spot in the batting order. If a team starts with 8 or more players, but due to injury has less than 8 players during the game, the game can continue with an out given for that player's spot in the order. If a player leaves the game for any reason other than injury and causes the team to fall below 8 players, the game will end in a forfeit.

A representative of the visiting team must keep the scoreboard and the official time. A representative of the home team is required to keep the scorebook to resolve questions about the batting order, determining the number of outs, or number of runs scored in an inning. These representatives are considered game officials. They must be adults, must remain neutral during the game, and must refrain from excessive cheering.

Prior to the start of the game, the Head Coach or acting Head Coach will provide a lineup card with the completed batting order to the opposing Head Coach and the scorebook recorder. The lineup card will contain each player's name AND uniform number. Each team's batting lineup will be round-robin. All players will bat in order.

Prior to the start of the game, the Head Coach or acting Head Coach for each team will provide at least two new or good condition game balls per game to the umpire. The ball must be a Rawlings LLB1 or CAL1 ball. Baseballs stamped "Official League" are not allowed. Teams are encouraged to mark, or stamp, their game balls with team identifying information.

A half inning is considered complete when 3 outs are recorded by the team in the field or 5 runs are scored by the team at bat.

Games shall be 6 innings or 75 minutes in length. No new inning shall start after time has expired. Time shall be determined when the third out is made not when players take the field for the next half inning.

- If the home team leads by 11 or more runs after 3 ½ innings, the game will be complete.
- If the home or visiting team leads by 11 or more runs after 4 innings, the game will be complete.
- If the home teams leads by 6 or more runs after 4 ½ innings, the game will be complete.
- If the home or visiting team leads by 6 or more runs after 5 innings, the game will be complete.
- If after 6 innings the score is tied, up to two additional innings may be played until the tie is broken. If after the second extra inning the score is still tied, the game results in a tie.

An official game is 4 complete innings or 3 ½ innings with the home team ahead. If a game is called by the Umpire prior to 4 complete innings or 3 ½ innings with the home team ahead, then the Umpire will deem the contest a no game. No records of the game will be kept, and it will be as if no pitch was thrown or no ball was hit or caught. The game must be replayed as a new game. The Rookie League Commissioner will be responsible for rescheduling an interrupted or suspended game.

SPORTSMANSHIP

All coaches and players must be in emotional control or risk being ejected from the game at the discretion of the game umpire, Rookie League Commissioner or the Park Manager.

Junior Deputy will not tolerate unsportsmanlike conduct or abuse of coaches, parents, or players. Any ejection of a coach will require the coach to report to the Junior Deputy Board of Directors for a Code of Conduct violation. Any person ejected from a game will serve, at a minimum, a one game suspension.

COACHES

Four coaches are allowed per team during a game.

Prior to the game, the Head Coach (or acting Head Coach) must declare himself to the opposing team.

Umpiring / Game Officiating

One Umpire is scheduled to work each Rookie game. The Umpire will conduct a one-minute plate meeting prior to the start. The purpose of the meeting is for introductions, provide the umpire game balls, and to provide an opportunity to ask any questions.

The Pitching Coach will be responsible for making a pitch or no-pitch determination to each batter. When a dispute between coaches arises, the Umpire can make a final decision, and that decision shall be final.

The Umpire shall take a position in the field working a traditional closed base rotation to administrate the duties of the game to the best of their ability. Other than the pitch/no-pitch determination being ruled on by the Pitching Coach, the Umpire will move to the best location using their experience and mechanics to make the other judgment calls (fair/foul/safe/out).

The Umpire will make an immediate and clearly spoken and/or gestured call after each offensive or defensive play. Issues concerning judgment calls (fair/foul, safe/out) will not be heard.

Due to the Umpire's initial positioning being in the field of play, some fair/foul calls will be challenging, but outs, interference, and obstruction will be more obvious due to the centralization of their positioning to the action. All decisions and rulings made by the Umpire are FINAL. Any arguing of a judgment call WILL NOT be allowed.

Due to the uniqueness of this single Umpire positioning, coaches are advised to communicate with their fans accordingly with regard to any fair/foul calls that may appear to be called errantly from the bleachers, however, no safe/out call should be commented on.

*****Remember this guidance for play at this level...coaches agree to give up the occasional fair/foul call (5%) for a more centrally positioned Umpire who can make more calls of importance (on the bases-95%) at this level.***

A Head Coach may only ask for clarification of rule interpretation. Head Coaches are required to ask for "time" before approaching an Umpire. Only the Head Coach or acting Head Coach may appeal a decision and ask that a correct ruling be made. The Head Coach must be in emotional control or risk being ejected from the game.

Umpire abuse will not be tolerated. All decisions by the Umpire are *final*. Junior Deputy will not tolerate unsportsmanlike conduct, and any ejection by a coach will require him/her to report to the Junior Deputy Board of Directors for a Code of Conduct violation.

In the Field

When their team is in the field, teams may have two defensive coaches. The defensive coaches must remain in the outfield behind the outfield line in foul territory at all times. If a team chooses to have two defensive coaches, then one coach should be in foul territory on the left side of the field and the other should be in foul territory on the right side of the field.

At Bat

When their team is batting, a team may have a First Base Coach, Third Base Coach, Pitching Coach, and Bench Coach. The base coaches must be within 6 feet, but no closer than 3 feet, of their base prior to the ball being pitched.

Coaches are not allowed to touch players while the ball is in play. Physically altering or assisting a player's action will result in that player being called out.

Pitching Coach

The Pitching Coach will pitch to the batters on his team.

The Pitching Coach can pitch from any distance behind the 30' pitcher's rubber and the front edge of the pitcher's circle at 42'.

When delivering the pitch, the Pitching Coach must be in line with home plate and the pitcher's rubber.

The Pitching Coach must throw overhand.

The Pitching Coach may throw from a standing or kneeling position. Throwing from a seated position is not allowed. Junior Deputy strongly recommends coaches throw from a standing position to provide maximum mobility and personal safety.

The objective of the Pitching Coach is to throw the pitch at a speed that results in a flat/non-arcing trajectory.

The Pitching Coach must position himself as to not be an obstruction during play. If the Pitching Coach obstructs the defense on a play, the batter will be called out, and any runners will return to the base they occupied prior to the obstruction.

On balls hit to the outfield, the Pitching Coach must try to pick up the batter's bat and then leave the field toward the on deck area.

The Pitching Coach can only motion to the batter to assist in his/her positioning in the batter's box. All hitting instructions will be given by the base coaches.

The Pitching Coach is not to coach any base runners.

The Pitching Coach may be changed at any time but once removed as Pitching Coach he may not reenter the game as the Pitching Coach.

PLAYERS AT BAT

Batters

All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or runner.

No bat used may exceed 33" in length. Bats with barrels up to 2 ¾ inches and stamped 1.15 BPF will be allowed. Wood bats with barrels up to 2 ¾ inches are also allowed.

All batted balls are live balls unless called a foul ball by the Umpire. This rule is in place to teach the batter to run out every contact.

Each batter will receive 5 "hittable" pitches in each at bat. A "hittable" pitch is any pitched ball that the batter swings at, or that passes through the strike zone without the batter swinging. A "no pitch" does not count toward the 5 "hittable" pitches total. A "no pitch" is any pitched ball that the batter does not swing at and does not pass through the strike zone. If the batter fails to put the ball in play on the 5th hittable pitch, the batter is OUT. If a batter hits a foul ball on the 5th hittable pitch, the batter will receive another pitch. No at bat will end on a foul ball.

After the 4th hittable pitch, the Pitching Coach will demonstrably announce that the upcoming pitch will be the batter's 5th pitch. Ex. "That's four pitches, and this is your last one."

No bunting is allowed. If the batter attempts a bunt, it will be considered a dead ball, and will count as a pitch.

The Pitching Coach should make every effort to avoid being hit by a batted ball. If a batted ball hits the Pitching Coach, it will be considered a dead ball, and the batter will be awarded first base. Any base runner that is forced to advance will move forward one base.

If a batter is hit by a pitch from the Pitching Coach, it will be considered a no pitch.

If the batter is injured during the course of an at bat and is unable to continue, then the player who recorded the last out may be substituted for the injured batter. The substituted batter will resume the at bat for the injured batter. The count will not reset.

If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team that slings their bat will be called out immediately and no runners will advance. This

ruling will be determined by the Umpire. Player safety and proper instruction takes precedence over wins and losses.

Runners

No stealing is allowed.

Runners may not leave the base until the ball has been hit by the batter. If a runner leaves a base prior to the ball being batted, the runner is at risk of an out. If not put out, the runner or runners must return to the original base or bases, or to the unoccupied base nearest the one left early.

Runners may advance on a batted ball unless called a foul ball by the Umpire.

Runners should be taught to avoid a tag by sliding. A warning will be given to a runner, who with no intent to harm, collides with a fielder. Obvious intent to collide with a fielder by not avoiding a tag will result in the runner being called out and may result in ejection from the game. This will be a judgment call by the Umpire. Player safety and proper instruction takes precedence over wins and losses.

Offensive interference is an act by the team at bat that interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the Umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the Umpire, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

Ground Rule Doubles

Any batted ball that bounces over, rolls under, or goes through the outfield fence in fair territory will be called a ground rule double.

Courtesy Runner

A courtesy runner may be used for the catcher of record with two outs. This is to assure the catcher is prepared for the next inning defensively to keep from delaying play. The courtesy runner must be a player who has not played defensively the prior inning and will not bat in the next three batting positions. If playing with 10 players or less, the courtesy runner will be the player who made the last out.

PLAYERS IN THE FIELD

10 players can be used defensively (4 outfielders, 4 infielders, pitcher, and catcher).

Prior to the pitch, outfielders must be behind the outfield line. The outfield line will be marked at 20' behind the grass transitions on Hughes Field and Best Field.

Prior to the pitch, infielders may not be more than 4' in front of the base path.

The defensive player listed as pitcher shall not leave the pitcher's circle until the ball is hit.

Catcher

All catchers must wear catcher's equipment - mask with throat protector, chest protector, leg guards, and protective cup. An extended or dangling throat protector is a required part of the of the catcher's mask. Hockey-style catcher's masks with built-in extended throat protection are approved and do not require an extended or dangling throat protector.

Prior to the pitch, the catcher must squat behind home plate. The catcher will not be allowed to stand or kneel.

The catcher must be in line with home plate and the Pitching Coach to begin each defensive play. The catcher will not be allowed to line up in an offset position.

After every non-hit pitched ball, the catcher must throw it back to the Pitching Coach. The catcher is not to hold the ball for retrieval by a coach. This is an instructional league and the catcher needs to learn how to make an accurate throw back to the pitcher.

The catcher is not allowed to talk to or chatter to the batter.

End of Play

Once an infielder possesses the ball and the lead runner has stopped his forward progress, then the play has stopped.

Play will also end if the Pitching Coach raises both arms and offers to receive a throw from the defense.

When the Umpire deems the ball to be dead, he/she will stop play by raising both arms and calling "time". The Umpire reserves the right to advance a runner(s) who has progressed beyond halfway to the next base or send a runner(s) back to the base if he/she has not progressed beyond halfway to the next base.

Infield Fly Rule

The infield fly rule is not in effect.

Substitution

Players that sit out a defensive inning must play in the field the next inning.

Obstruction

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If obstruction occurs, runners will be awarded bases that in the judgment of the Umpire the runners would have been reasonably expected to reach had the obstruction not occurred.

DEAD BALL FOR INJURIES

If a player is injured in the course of play, the Umpire will call time out immediately upon discovery of the injury and all play will cease. Runners will be awarded bases that in the judgment of the Umpire the runners would have been reasonably expected to reach had the injury not occurred. This will be a judgment call by the Umpire.

JEWELRY

Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body.

Revised 09/05/2019