

JUNIOR DEPUTY 2019 ROOKIE 7-8 LEAGUE SPRING SEASON RULES

LEAGUE SETUP

Definition

The Junior Deputy Rookie 7-8 League is considered an instructional league with some competition added. It is designed to be a transitional league between the purely instructional TBall League (ages 4 to 5) and Rookie 6 League and the competitive Cal Ripken drafted league (ages 9 to 12). The Rookie 7-8 League attempts to advance a “real baseball” experience.

Eligibility

The Rookie 7-8 League Spring Season is for seven and eight-year-old players only. Age is determined by the age the player will be on April 30, 2019.

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

8-year-olds: Birth dates from 5/1/2010 to 4/30/2011.

No players who will be over age 8 or under age 7 as of April 30, 2019 are allowed to participate in the Rookie 7-8 League Spring Season. Any player requesting an exception to this rule must be recommended and approved by the Rookie League Commissioner (Jon Piechocki) and the Junior Deputy Board of Directors President (Kori Gordon).

Registration and Fees

See www.juniordeputy.com for details.

Team Formation

A Head Coach is able to form his team by first declaring himself as Head Coach and two others as Assistant Coaches. The son(s) of each coach will be declared protected players. Protected players do not participate in player evaluations. The remaining roster is filled by drafting evaluated players and/or accepting players as assigned by the Rookie League Commissioner

Uniforms

Junior Deputy will not provide player uniforms for the spring season. Head Coaches are required to secure sponsorships to cover the expense of uniforms including caps, jerseys, pants and belts. JD has negotiated with a local vendor to supply uniforms for each team. Head

Coaches are encouraged to secure a minimum of \$1,000 in sponsorships to cover not only the players' uniforms, but also caps and/or jerseys for the coaches, an equipment allowance, and batting cage rental. See the Team Sponsorship Flyer for additional details.

Schedule

Practice begins in mid-February. Games will begin the week of March 25. Games will end by May 30.

During the pre-season, Rookie 7 will have access to Hughes and Best fields and Best batting cages on weekdays and weekends for practices. Practices are limited to twice per week.

During the season, Rookie 7 will have access to Hughes and Best fields and Best batting cages on, Monday, Thursday and Sunday for practices. During a typical league week, all games will be played on Monday, Tuesday or Wednesday, and Saturday.

During the pre-season, Rookie 8 will have access to Hughes and Best fields and Best batting cages on weekdays and weekends for practices. Practices are limited to twice per week.

During the season, Rookie 8 will have access to Hughes and Best fields and Best batting cages on Thursday and Sunday for practices. During a typical league week, all games will be played on Tuesday or Wednesday and Saturday.

Scores and Records

Scores will be kept for individual games. At the conclusion of each game, each Head Coach is required to submit the final score to the Rookie League Commissioner.

The Rookie League Commissioner will update and distribute league records weekly to all coaches.

FIELD SETUP

Bases will be 60' apart.

A 10' circle will be drawn with the front edge at 42' from the tip of home plate.

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.

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, umpires have sole authority to suspend or postpone play due to rain or inclement weather.

Each team will provide at least two new and/or slightly used game balls per game. The ball must be a Rawlings LLB1 or CAL1 ball.

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 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 will provide a lineup card with the completed batting order to the opposing Head Coach and the game officials. 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.

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 complete innings, the game will be final.

- If the home or visiting team leads by 11 or more runs after 4 complete innings, the game will be final.
- If the home teams leads by 6 or more runs at any point after 4 ½ complete innings, the game will be final.
- If the home or visiting team leads by 6 or more runs at any point after 5 complete innings, the game will be final.
- If a game is tied after 6 complete innings, or after 4 complete innings and 75 minutes of play, the game will end 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.

At the completion of the game, each team is responsible for cleaning its dugout and bleacher area.

Upon completion of the last game of the day/evening, the Home team is responsible for returning the scoreboard control box, hard case, and scorebook to the Babe Ruth concession stand.

SPORTSMANSHIP

All coaches and players must be in emotional control or risk being ejected from the game at the discretion of the Umpire.

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 Operations Committee for a Code of Conduct violation.

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

Two umpires are scheduled to work each Rookie 8 game, and one umpire is scheduled to work each Rookie 7 game. One umpire is required to start the game. The umpires will conduct a 1 minute plate meeting prior to the start. The purpose of the meeting is for introductions and to provide an opportunity to ask any questions.

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, strike/no-pitch) will not be heard.

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 is made. The 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.

Umpire abuse will not be tolerated. Only the head coach or acting head coach may approach an umpire for the purpose of discussing or appealing a call. He must be in emotional control or risk being ejected from the game. Junior Deputy will not tolerate unsportsmanlike conduct, and any ejection by a coach will require him/her to report to the Operations Board 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 at least 15', or two fence lengths, from the batter 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 actions may result in an interference ruling.

Pitching Coach

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

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/nonarcing trajectory.

The Pitching Coach must position himself as to not be an interference or obstruction during play. A Pitching Coach who interferes or obstructs may subject his team to an interference or obstruction call by the umpire(s).

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 instruction will be given by the base coaches. If a Pitching Coach instructs the batter he will receive a warning and upon the second offense shall be removed from the game. 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.

Bats with barrels up to 2 ¾” diameter and stamped 1.15 BPF and up to 33” in length are permitted. Wood bats are allowed.

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

All batted balls are live balls unless called a foul ball by one of the umpires. 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.

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 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

Runners may not leave 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.

Runners should be taught to avoid a tag by sliding. Umpires will enforce the contact rule. Contact deemed malicious by the Umpires will result in an out and a player ejection. 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(s) declare 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(s), 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.

No stealing is allowed in the Rookie League.

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.

Prior to the pitch, the pitcher must have both feet inside the 10' pitcher circle.

The defense is not allowed to chatter or otherwise distract the batter or base runner(s).

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 pitcher or 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 or the Pitching Coach.

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

End of Play

Once the defense possesses the ball ahead of the lead runner and the lead runner has stopped his forward progress, then play will stop. The Umpire will raise both arms and/or call "time." The runners will return to their bases and play will be reset for the next batter.

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

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. A team can play with as few as 7 players. A forfeit is called if a team has less than 7 players at the beginning of a game. If a team starts with 7 or more players, but due to injury has less than 7 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 7 players, the game will end in a forfeit.

If only 7 players are available defensively, then a team may forego the use of a pitcher in order to have two outfielders.

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.

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.

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.

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