

# FOREST GROVE YOUTH BASEBALL

## 2016 ROOKIES LEAGUE RULES

### GAME TIMES

1. All games are limited to 1 hour and 30 minutes
2. After 1 hour and 30 minutes the last inning will be called. No new inning may begin after 1 hour and 30 minutes (90 minutes) from the official start time of the game.  
Note: once begun, an inning MUST be completed even if it goes beyond the ONE HOUR AND 30 MIN. time limit.
3. All games are limited to 5 innings
4. The first 2 innings of each game will be coach pitch only (exception: the first 2 weeks of the season shall be coach pitch only, no player pitching). Each team will bat through their entire lineup. If the defensive team gets 3 outs the offensive team will clear the bases and continue to hit until they have hit through their lineup once
5. The home team is the official time keeper. The official start time will be recorded in the scorebook.

### THE HOME TEAM

1. Uses the 3<sup>RD</sup> base dugout
2. Takes infield/outfield practice ten (10) minutes prior to game time
3. Provides the official Scorekeeper
4. Is responsible for prepping the field before games and dragging the field after games.
5. Is responsible for calling games due to rain out.
6. Is responsible for going over the field and dugouts after the game and picking up any remaining garbage.
7. Provides a minimum of 1 umpire.
8. Provides 2 game balls

### THE VISITING TEAM

1. Uses the 1<sup>ST</sup> base dugout
2. Takes infield/outfield practice twenty (20) minutes prior to game time.

### THOSE PERMITTED ON FIELD

1. All players on the official rosters of the two participating teams.
2. Maximum one manager and two coaches in the dugout and/or coaching boxes per team note: managers/coaches may agree to have more coaches on the field during play.
3. One dugout helper (a parent volunteer or sibling of player) in dugout - not on field
4. Umpires (must be on field - may not be in either team's dugout during game)
5. Two coaches are allowed on the field during games to assist with defensive players.
6. Managers or coaches may warm up a pitcher at home plate
7. Coach can be on the field with pitcher giving instructions if needed.
8. Two (2) adult base coaches are permitted. Team player base coaches MUST wear protective helmets. Coaches physically assisting a base runner while time is in will result in base runner being called out.

## UMPIRES

1. The home team is responsible for providing a minimum of 1 umpire. Umpires can be coaching staff from the home team or any other adult volunteer.
2. The Umpire is stationed behind the plate, to the rear of the catcher or behind the pitcher.
3. The base umpire makes calls at 1st and 2nd base and keeps track of runner's positions at the conclusion of each play.
4. Umpires are NOT to coach while on the field umpiring.

## PLAYING TIME

1. Equal playing time for ALL Rookies players is a priority. Every player shall participate in each game defensively for a minimum of six outs (two innings) and bat at least one (1) time each game. Unlimited substitution is allowed for fielding positions.
2. All players must start at least 50% of the games at which they were present during the regular season
3. Players will bat through the roster. Teams are required to use a rolling lineup throughout the year. For example, if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. Late arriving players will bat in their regular positions. The manager is responsible for notifying the scorekeeper of absences and late arrivals.

## GAME RULES

1. There must be a minimum of eight (8) players per team to play a Rookies league game.
2. There may be a maximum of ten (10) players on the field for defense. There can be 4 outfielders for the Rookies level. Extra infielders are not allowed. A maximum of five players are allowed in the infield (1b, 2b, ss, 3b and P)
3. When the players are pitching....FIVE (5) RUNS, OR THREE (3) OUTS - whichever comes first - constitutes one half-inning. A maximum of five runs are permitted to be scored in any half-inning. Each team shall bat through the entire lineup when the inning is 'coach pitch.'
4. A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.
5. It is optional for hit batters to take the awarded base or have a coach pitch to batter (applies to 'player pitch' innings only).
6. Pitch Count Rule: 2 innings per game and 50 pitch maximum with 2 days rest.
7. Umpire will use regular rules to determine strike outs. There are no walks.
8. The strike zone will be from top of shoulders to the shins and approximately 1 to 2 inches on the outside of the plate (The intent is to encourage kids to swing the bat)
9. Umpire is considered part of the playing field. If a batted or thrown ball hits the umpire, play shall continue.
10. The infield fly rule is **waived** for Rookies division.
11. All base runners shall not lead off or leave the base early.
12. Base runners must attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt will result in the runner being called out.
13. Bunting is not allowed.
14. Stealing is not allowed. Runners may advance home only on a play that begins with a batted ball (exception: runners forced home by hit batter). Runners are NOT allowed to advance on passed balls to home plate or wild pitches.
15. A player may advance on to the next base on an overthrow. They may not advance on any other throw there after until the next batted ball.

16. A play ends when the ball is in the possession of an infield defensive player. The defensive player must refrain from making a "Demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until the umpire is certain that the defense is not "threatening" to make a play. (If player makes a "Demonstration" with the ball to attempt an out, the runners may advance).
17. A batted ball which goes over the outfield fence on the fly is a home run, unless it is caught by a defensive player before it is grounded. However, a batted ball which goes over the outfield fence "on the hop", or rolls under the fence, or is deflected through the fence is counted as a ground rule double, in which case the ball is "dead" and all runners advance two bases from their position when the ball was hit.
18. Thrown Bat: If a batter throws a bat, both teams will receive a warning from the umpire. Any subsequent batter who throws a bat will be called out by the umpire (as if the batter had been struck out).
19. No walks are allowed. For 'player pitch' innings, Coach will pitch to batter after 4<sup>th</sup> ball. Coach assumes strike count, (i.e. 2 strikes, 4 balls, coach pitches a strike, and batter is out).
20. For 'player pitch' innings, the pitching distance shall be 40' from front of pitchers rubber to front of home plate. Coaches may agree to shorten the pitching distance when needed.
21. Real leather baseballs shall be used for Rookies games.
22. **The first 2 innings of the game will be coach pitch. Subsequent innings will be player/coach pitch.**  
**Exception: The first 2 weeks of the season shall be coach pitch only.**

## **SPORTSMANSHIP and PARTICIPATION**

1. A player may lose his/her privilege to play in one or more future games for disciplinary reasons provided that.
  - a. The Player Agent approves such action in advance,
  - b. The opposing manager is notified prior to start of game, and
  - c. The action is recorded in the scorebook as player being absent.
  - d. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, Player Agent, etc.
  - e. Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the game and/or removal from the park. Examples of poor sportsmanship include: throwing equipment, using illegal equipment, bad language, arguing with an umpire's judgment call or harassing an umpire, opposing players or spectators.
2. Individual team rules, which identify player and family participation and cooperation guidelines, exist for each Rookies team. For disciplinary purposes, failure to recognize or comply with the team rules may result in reduced playing time.
3. Any player who misses more than four (4) consecutive games may be dropped from the roster. This action must be initiated by the manager to the Director and approved by the Board.
4. Any player who misses 4 consecutive practices may be benched for the next game unless previously arranged with the Coach.