

BELLEVILLE AMATEUR BASEBALL ASSOCIATION

ROOKIE BALL RULES

****Home team measures out diamond, puts bases out, and helps set up pitching machine for their diamond****

GAME

- a) Games are **1 hour and 15 minutes** in length (no new inning may start after 1 hour 10 minutes).
- b) Innings are either **3 out or 6 runs** in the inning - whichever occurs first.

DIAMOND LAYOUT

- a) The pitching machine is placed directly in front of home plate at a distance of 40 ft.
- b) An 8 ft. diameter safety circle shall be marked off directly in front of home plate and its centre shall be 40ft. from home plate. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.
- c) Electrical cords must run along or under the ground from the pitching machine to the electrical source (if necessary).
- d) Bases are 60 feet apart.

PLAYING RULES

- a) Teams will field the following positions: a catcher, a 1st baseman, a 2nd baseman, a 3rd baseman, a shortstop, a left fielder, two (2) center fielders, a right fielder and two (2) pitchers. Outfielders must stand in grass area and not field a ball on the dirt area.
- b) The pitchers must stand beside the pitching machine outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line until the ball is released from the machine. The machine shall be 40 ft. from home plate. Only a pitcher may return a live ball to the operating coach with runners on base. The pitchers must wear a regulation batting helmet with an attached chinstrap. The pitchers must not in any way break the plane of the 8 foot diameter circle around the machine whether stepping on the circle line or reaching in. Play will be called dead and 1 base will be awarded. All other forced runners will move 1 base. This only applies if the pitcher makes contact with the ball.
- c) If a batted ball hits the pitching machine or any adult in the playing field, then the ball is declared dead and the batter is awarded first base with the corresponding move of any base runners who may be forced to move. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In case of the third out the side is retired.
- d) If for any reason, a pitching machine is not available for the game or it becomes disabled during the game, then a coach will pitch **OVERHAND** in place of the machine.
- e) Batters receive a maximum of 5 pitches. After 5 pitches, a batter is out unless the 5th pitch is declared foul; the batter is not out and shall continue receiving pitches.
- e) Batters cannot walk or bunt – bunting is an automatic out.
- f) Batters may not throw their bat – throwing the bat is an automatic out.
- g) Runners may not lead-off (cannot leave the base until the batter has made contact with the ball), steal bases or take off their helmet until they have returned to the bench area - runner is out if in violation of this rule.
- h) overthrows
 no advancing bases on overthrow
- i) If a ball is hit into the outfield, runners may advance until the ball crosses into the infield, at that point all runners may keep running towards the base they were headed to when the ball crossed. The runner may still be thrown out.
- j) All batters, runners, and “pitchers” **must** wear a helmet while on the field and catchers **must** wear full equipment.
- k) **All** players **must** wear an athletic support (jock/jill) for insurance purposes.

l) The batting order must remain consistent for the duration of the game. Each team will provide a scorer and the batting order will be set and provided to both teams. If a player arrives once the game has started, their name will be placed at the bottom of the batting order and the scorer will notify the opposing team's scorer of the new player. Once 3 out or 6 runs occur, the next player in the batting order will be the first to bat in the next inning. NO EXCEPTIONS! Batting orders may only change at the beginning of the next game.

Example	1	2	3	4	5
(assuming 3 batters each get out each inning):					
Player					
Bob		x		x	
Joe		x		x	
Susie		x		x	
Josh		x		x	
Sally			x		
Evan			x		
Billy			x		
Emily			x		
Gerald			x		

m) The infield fly rule does not apply.

n) Two coaches may be in the field to coach the fielding team during the play. They must position themselves between 1st and 2nd base and between 2nd and 3rd base. The coaches cannot physically assist players or affect the play.

o) Catchers are responsible for returning the ball to one of the pitchers.

p) Batting team's coach is the umpire.

q) Coaches will make every effort to have players play all the positions.

r) Convenor will be responsible for making decisions on rain-outs in the best interests and safety of all involved.