



Rules of Play

ROOKIE BALL



1. General Game Play

- a. Each team is allowed to field up to 11 players (5 outfielders). Less than 8 players results in a forfeit.
- b. Continuous batting order will be used.
- c. Games will be 5 innings in length and 4 innings will be deemed a complete game.
- d. Each offensive side shall be retired with 3 outs or 4 runs are scored; the 5th inning will be unlimited runs.
- e. A ten (10) run mercy rule will be in effect for all age groups, if after 4 innings or an equal number of innings past 4, a team is behind by 10 runs or more. The ten run rule will also be in effect for all playoff games.
- f. No player can sit twice until all players have sat once.
- g. A courtesy runner must be used for the catcher of record with 2 outs or 3 runs in an inning except the 5th inning. The courtesy runner will be the most recent player to have been called out.

2. Batting

- a. There is no "on deck" position. The only player allowed to have a bat in his/her hands is the batter.
- b. Batter has maximum of 5 pitches to put the ball in play. The batter will be out following the 5th pitch the pitch is called a strike. No bunting; full swing must be attempted, and will be at the discretion of the umpire.



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3. Pitching (Machine)

- a. A circle; eight feet in diameter with its centre at 44 feet from home plate, will surround the pitching machine.
- b. Catcher to stand in proper catcher's position until the batter has completed their appearance. The catcher should try to catch the balls, provided they are comfortable and capable of doing so and their safety is not compromised.
- c. The machine speed will be set at an appropriate speed as determined by TCLL. A regulation baseball/ softball will be used.
- d. No dead balls as far as distance ball is hit. There is no discretionary line like in T-Ball.
- e. "Errant" pitches (as a result of machine malfunction) will be at the discretion of the umpire (ie. Drops in front of the plate, hits batter, over head of batter, as long as batter is standing in proper position). Ball will be called dead and pitch will not count.
- f. Minimum adjustment of the machine height/speed during the game except for in the need to provide a proper strike location for the batter. Mechanical malfunction is an acceptable circumstance to adjust the machine, but every effort to set the machine and leave it alone should be attempted.
- g. If a ball hits the machine and/or coach or the pitcher enters the circumference of the circle with any part of their body regardless if they make contact with the ball or not it is declared a dead ball. Batter gets a single and runners may advance 1 base only. Runners advance ONLY if forced to run...if there's no force play, the batter gets first, but the runner does not advance.

4. Base Running

- a. There is no stealing.
- b. There is no leadoffs runners may only leave the base once the ball crosses the plate.
- c. No head first sliding unless returning to a base. Player will be called out.
- d. Player must maintain contact with the base until the ball reaches the batter. If the base runner leaves the base prior to the ball reaching the batter, the runner shall be called out.



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5. Fielding

- a. The infield fly rule does not apply.
- b. Pitcher is a defensive position, must wear helmet with mask. Pitcher may stand on either side of machine, but must be even with pitching mound to 5 feet behind it, and stand outside the 8ft. circle. The coach feeding the machine must ensure the safety of the pitcher at all times.
- c. All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is encouraged but not mandatory.
- d. "Time" can be called by an infielder of the defensive team once the ball is in the infield. Time will be "granted" at the discretion of the home plate umpire when they determine there is no other play to be made.

6. Coaching/ Management

- a. An adult is always required on the bench with the players.
- b. Any manager/coach ejected from a game must leave the park immediately and is automatically suspended for the next game.
- c. Offensive coach feeds machine for own team. Must be an adult and a rostered coach.

7. PROTEST:

- a. A protest based upon a play that involves an Umpire's judgment is not permitted. The Umpire's word is final. If the Protest concerns Rule interpretations, the objecting manager notifies the Umpire before the next play and the Tournament Director and/or Umpire-In-Chief will make the final decision on the field.

8. TIE BREAKER RULES:

- a. All scores for tie breakers will be considered the score at the end of the 3rd inning of play.
- b. If one team has beaten all the teams they are tied with, they will be awarded the position. If the remaining teams are tied with the same record, the position will be awarded to the team that won head-to-head and then run differential.
- c. In the case of 2 teams tied in the standings the deciding criteria will be 1) most wins 2) head to head record 3) run differential (after 4 innings) 4) coin toss will decide the position.



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