

## Mount Seymour Little League Association

### ROOKIE JUNIOR RULES

#### **GAMES:**

Games time as per schedule. No inning will start after 1 and 1/2 hours.

#### **SCHEDULE:**

Games that are cancelled for any reason should not be rescheduled unless the number of cancelled games gets excessive. Any rescheduling is done between the coaches and must be arranged with the division coordinator to schedule the field.

#### **TEAMS:**

Each team will normally consist of 9 to 11 players.

#### **EQUIPMENT:**

Each player must wear a protective helmet while at bat and running the bases. Players are encouraged to provide their own helmets. Caps must be worn under the helmets provided by the League. Spikes or metal cleats are not to be worn by any player. Catchers must wear mask, shin pads and chest protectors during all practices, warm-ups and games. All players must wear a protective athletic supporter while playing games.

#### **DISTANCES:**

The base lines are 50 feet long. The pitching machine (when used) should be placed 30 feet from home plate.

#### **FIELDS:**

All fields should be lined along the foul lines prior to each game. Divots at home plate should be filled in and raked at the beginning and end of the game. This is the responsibility of the home team. The home team occupies the 3rd base dugout and visitors the 1st base dugout. Please leave the field in good condition after each game.

#### **COACH'S RESPONSIBILITIES:**

Coaches must focus on maintaining playing rules and rules of safety at all times, including warm-ups and practices. Advise parents of player's equipment requirements, jocks, gloves and uniforms which include the baseball caps for every game. Good sportsmanship is required from the Coaches as well as the players. Any misconduct of a Coach or Assistant Coach should be reported to the Coordinator of the Division. It is the Coach's responsibility to distribute and return any equipment and uniforms used by them during the season. It is the responsibility of the Coach/Manager to notify parents and players of any events taking place that involve the members of our Associations such as Photo Day and Closing Day. Participation in these events is requested.

## **PLAY:**

- A regulation game consists of **5 innings**. Please try to complete at least **3 innings** before calling the game due to time, darkness, weather etc.
- Each team should have at least 7 players to proceed with a game. If your team has less than 7 players available, please try to coordinate with the other coach to trade players for the game in order to bring each team up to at least 7.
- **A continuous batting lineup will be implemented for batting** i.e. the batting lineup will be set before the first game. At the end of the last inning a coach will note where they were in the batting lineup and will continue from that point in the next game. This way each child will get the same number of bats through the season.
- Each inning consists of **7 batters**
- There is no score keeping in Rookie Junior and a teams' inning is over when the team has hit through 7 batters – regardless of the number of outs that have been made.
- However, if a player is forced or tagged out in the field they must return to the dugout.
- For the first **9** games, the first **3** innings will be soft toss pitches by the coach to the batter (no catcher is required while soft tossing). The pitching machine is used for innings 4 and 5 (a catcher will be used with the pitching machine). After 9 games the pitching machine can be used for all innings.
- A maximum of 7 pitches, which pass through the strike zone, will be considered an at bat. Players return to the dugout if they do not hit while at bat. Note: if the 7<sup>th</sup> pitch is fouled off, the batter is to receive one additional pitch (no additional pitches if that extra pitch is fouled off).
- The last batter of an inning (7<sup>th</sup> batter) must be announced to the defensive team.
- The offensive team shall not have completed their inning until the last batter has hit the ball and the ball has been thrown back to the catcher or pitcher at home plate.
- To avoid injuries, especially on the last batter, the catcher should just touch home plate rather than trying to tag the runners out.
- If the last batter hits a fly ball, which the defensive team catches, the batter is out and no other base runners may advance.
- Only the catcher or pitcher is allowed to make a defensive play at home plate.
- No defensive player may in any way interfere with a base runner. The base runner will be awarded the base if this occurs.
- A base runner may not leave the base he is on until the ball has been hit. No stealing is permitted at this level.
- The play is considered stopped when the ball is returned to the infield, within reach of the pitcher (coach's discretion).
- There is no on deck circle at this age. Only the batter can have a bat. Do not allow anyone to have a bat behind the fence.
- If players bring their own bats, they are only to use them when they are up to bat.
- A batted ball that strikes the pitching machine is a ground rule single.
- A foul-tip on strike 3 will receive one extra pitch, even if 7 pitches have already been received by the batter.

## **PLAYERS:**

- It is the discretion of the Coach to select and play the players with consideration to providing the Little Leaguers with the opportunity to best learn the game of baseball, in positions they can play safely.
- Each player should have the opportunity to attempt to play each position they can play safely and not be placed in the outfield for every game.
- Equal play at each position players can play safely is a requirement.
- Only 7 infielders are permitted. The only extra infielder is a shortstop between 1st and 2nd.

**RELAY:**

- At the end of regular play the teams will run a relay race
- The home team lines up at home plate and the away team at 2<sup>nd</sup> base.
- The number of kids to run is equal to the size of the largest team – the smaller team may use runners more than once to equal this number
- Each player on the team runs the bases in order – making sure to touch each base. Once the first player on the team has completed running the bases the next player goes and so on until the maximum number is reached
- The purpose of the relay is a bit of fun for the kids – but also to teach correct base running technique such as banana turns and touching every base.

**PITCHING MACHINE:**

The pitching machine should be setup prior to the game, even when using soft toss for the first three innings as it can take a while to get the machine pitching consistently over plate. An adult shall operate the machine. Balls not reaching the plate or not passing through the strike zone shall not be counted in the 7 pitch total. Batters should be outside the batter's box while the machine is being adjusted. In order to improve game speed it is common to use seven balls at the pitching machine. Use balls of similar age and wear for consistent pitches. Dust and moisture can also cause inconsistent pitches.

Last Updated: March 30<sup>th</sup> 2015