

# CLARKSON LORNE PARK

## ROOKIE BALL RULES 2008

Clarkson Lorne Park Rookie Ball is an instructional league. Emphasis is placed on instructing the players how to throw and catch a ball, and learn how to hit a pitched ball. **OUR GOAL IS TO PROVIDE SKILL IMPROVEMENT AND ENJOYMENT OF THE GAME.**

Winning, losing and what the score is, should not be important at this level. Winning isn't everything, but the **EFFORT** to win is.

### Field Setup

1. The pitching machine is placed **44 FT.** from the tip of home plate.
2. An **8 FT.** Diameter safety circle should be marked off directly in front of home plate with the centre of the circle at 44 FT. From home plate.
3. Bases are placed **60 FT** apart.

### Equipment

1. All players must wear the uniform and protective equipment provided by the league. Players are able to wear their own helmets. Running shoes and plastic cleats are proper foot wear. **METAL SPIKES** and **SANDALS** are not allowed.
2. All players must wear appropriate athletic support (Protective Cup for Boys and Girls.
3. The batter, bat boy/girl, on deck batter and all base runners **MUST WEAR A HELMET** at all times. All players should wear a hat under their helmets. Chinstraps are mandatory.
4. **ONLY** league approved bats are allowed. A player may use their own bat only if it is league approved and can be shared between both teams.

## Pitching Machine

1. The pitching machine speed should be set at **30-35 MILES PER HOUR**.
2. The home team coach is responsible for setting up and adjusting the machine prior to the start of each game. Both teams should agree on the setup of the pitching machine.
3. The coach/parent of the batting team will feed the machine. At no time shall the coach/parent feeding the machine be allowed to coach the players on the field.
4. Adjustments to the pitching machine may be made only at the end of a complete inning. If the machine is malfunctioning it may be adjusted at the discretion of both team's coaches.

## Games Rules

1. All games will be played **FIVE** innings. In the event of inclement weather, three innings is a complete game. No new inning shall start after an hour and a half of play.
2. Each team on defence will have a pitcher, catcher, 1<sup>ST</sup>, 2<sup>ND</sup>, 3<sup>RD</sup> baseman, shortstop and remaining players in the outfield. **DEFENSIVE PITCHERS AND CATCHERS MUST WEAR A BATTING HELMET WITH FACE CAGE**. There will be **SIX** players in the infield and **THREE** players in the outfield.
3. A maximum of **FIVE RUNS** can be scored in each half inning. As soon as the 5<sup>TH</sup> run is scored or **THREE OUTS** are made the teams change. **PLEASE ANNOUNCE** when the 5<sup>th</sup> run comes up to bat.
4. If the ball is hit into the outfield, the batter and all base runners can advance until the ball is thrown through the infield line and in control of the defence.
5. Infield fly rule does not apply.
6. When an infielder or catcher makes a direct attempt to throw the ball to the pitcher, the umpire will call time. Coaches should understand that once the defence has control of the ball in the infield, they should hold their runners. All base runners will be placed according to where they were when time was called. Runners will advance if they have passed the half-way mark between bases when time is called. If they have not reached the half-way mark, they will return to their previous base.
7. In the event of a rolled ball, the coach/umpire shall call **"TIME"** and the ball is dead. All base runners are called safe and advance to the bases they were approaching. A rolled ball is an underhand thrown ball with the intent of the ball rolling on the ground (underhand bowling motion).
8. When an **OVERTHROW GOES OUT OF PLAY** (ex. over the backstop, into the dugout of either team, etc.), all runners including the batter advance **ONE** base **IN ADDITION** to the base that they were approaching at the time of the overthrow. **OVERTHROWS WITHIN**

**THE PLAYING FIELD** remain in play (all runners may advance) until an infield defensive player is in control of the ball and time is called.

9. It is important for the development of a player's skills that a player has the opportunity to play positions in both the infield and outfield. **NO PLAYER SHALL PLAY THE ENTIRE GAME IN EITHER THE OUTFIELD OR INFIELD.** Infield players (including the catcher) are limited to a maximum of 2 innings at any one position.
10. **THE COACHES ARE THE UMPIRES.**
11. Abusive and/or foul language by coaches, players or spectators is prohibited and will result in removal from the game and/or park.
12. Arguments will not be permitted between any coaches, players or spectators. This behaviour will result in removal from the game and/or park. The umpire's / coaches decision is final.

## **Batter**

1. Each batter will receive **FIVE "FAIR" PITCHES.** If a batter has two (2) strikes and misses the third (3<sup>rd</sup>) strike, he shall be called out (regardless as to whether the batter has received the fourth (4<sup>th</sup>) or fifth (5<sup>th</sup>) pitch. If a batter hits a foul ball on his fifth (5<sup>th</sup>) pitch, the batter is out. There are no called strikes on pitched balls.
2. A **STRIKE** is defined as any pitch in which the batter swings and misses **OR** a foul ball.
3. An **OUT** occurs when a player has had **THREE STRIKES OR FIVE PITCHES.**
4. Every player must bat in one continuous order. Players that arrive late will be added to the bottom of the batting order. You must notify the opposing team of any late arrivals. Batting rosters should be exchanged at the beginning of the game.
5. Base runners **CANNOT** leave their bases until the ball is hit. There is **NO STEALING AND NO LEAD-OFFS.** If a runner leaves the base early, they are given one warning. The next time they are out.
6. There is **NO BUNTING** and **NO WALKS.** A bunt is an automatic out. A full swing that only goes a few feet is okay.
7. No player should throw the bat at any time. After one warning, the next occurrence will be an out.
8. No player will sit out **TWO** consecutive innings until every player has sat out at least once.
9. If a batted ball goes through the pitching circle without touching anything, it is a live ball. The batter and any runners may advance at their own risk. If a batted ball hits the pitching machine, the ball bucket, or any adult in fair territory, the ball is declared dead.
10. Runners are instructed to slide or avoid making contact with a fielder.

## Substitutions

1. In the event where there are not enough players (7-8 players), coaches may call upon other players to avoid forfeiting the game. Players called up can be from another league rookie ball team, not scheduled to play or a player from a junior league team.

