

2008 ROOKIE LEAGUE RULES
Chaska Area Youth Baseball Association

CAL RIPKEN 7 & 8 YEAR OLD DIVISIONS

GOALS:

- Ensure that the experience is positive and fun for all players.
- Teach the basic fundamentals of baseball and build player confidence.
- Concentration on fielding, throwing, and hitting. **NOT SCORE OF THE GAME**
- Begin to introduce baseball strategy (back up, defensive positioning, cutoffs, etc)

COACHES RESPONSIBILITIES:

- Only league approved coaches are permitted on the “field of play”. Parents can help coach from the bench, but are not allowed to coach on the field of play. (Insurance Company Requirement).
- Ensure all players get equal participation at each position (provided the player is able to play all positions safely), providing attention and learning opportunities for all players.
- Maintain equipment throughout the season and ensure prompt return at the end of the season.
- Winning team coach to enter scores on the website. Instructions are located at <http://support.ngin.com/questions.php?questionid=180>
- Make sure the official score book is kept for the whole season and turned in to the league at the conclusion of the season.
- Bring first aid kits, rules, and emergency information to all games.
- Follow all the rules listed below.
- Be a good role model and treat all Players and Parents with respect.

RULES OF THE GAME:

1. General:

- The official Babe Ruth Rulebook will be used, except as noted below.
- All participants (including parents) are to refrain from using tobacco, alcohol, foul language or unsportsmanlike conduct in games or practices. Coaches will ask the offending person to leave the field immediately.
- Games will consist of 5 innings preceeded by 45 minute practice. No inning may start within 15 minutes of next scheduled game for that field. Innings in progress are completed.

1. Innings are 3 outs or Misc.:

- Every player has batted once. If unequal number of players the team with the lower number of players will bat extra players to have equal number batters.
- Equal playing time for ALL players regardless of ability.
- NO infield fly rule.
- Continuous batting order throughout the game AND season.

- Coaches umpire their own games. The defensive team is allowed 2 coaches on field, one by 1st base and one by 3rd base both to help position fielders and to umpire.
- NO Bunting.
- At any sign of weather conditions, darkness, or other natural or man-made condition that places the players at risk the game will be called. Any sign of lightening, no matter how distant, the game must be suspended until there is no lightening activity for 15 minutes. A decision to suspend or terminate a game is at discretion of the umpire.
- A called game will be considered complete, regardless of # of innings completed.
- League wide rainouts will be posted on our web site www.chaskaareayouthbaseball.com by 4:00 PM.

2. Pitching Machine:

- Home team is responsible for setting up and taking down the pitching machine.
- Offensive team provides an adult to operate the pitching machine.
- The machine should be placed 46 feet from the back of home plate.
- Machine speed should be kept at settings at the time of equipment pick up.
- Those playing the pitchers position, must stay behind the front of the machine until the ball leaves the machine
- A batter should get a maximum of 5 pitches. If the last is unhittable, he will be granted another pitch. A batter may swing at all 5 pitches. Foul tips on the last pitch entitle the batter to another pitch. A player may foul multiple “fifth” pitches. Additional “5th pitches” will only be granted for foul balls, machine malfunctions, and a hit ball that comes in contact with the pitching machine.
- Catchers should roll any thrown balls to the backstop, and not throw the balls back to the coach operating the machine. This will help speed up the game, and provide accurate “Pitch Counts”.
- A batted ball hitting any part of the pitching machine or the person loading the machine is considered a dead ball. It is counted as a dead ball and **does not count toward the batters 5-pitch count.**
- Any thrown ball that hits the pitching machine, umpire, or coach is considered a fair ball and play should continue.

3. Players and Positions:

- Each player should have 2 innings playing infield (within the first 4 innings of the game), 2 innings playing outfield, and 1 inning sitting out per game. If a team is short players the 1 inning sitting out may be shortened as needed by the number of players. It is to be expected that players get, to the extent possible equal playing time at the key positions. Repeatedly having the same players at pitcher, shortstop and first base must be avoided. A team with 10 or more players can field 4 outfielders (even if the opposing team is short players). Outfielders must be in the outfield grass when the play begins. No rover or additional infielders will be allowed. Outfielders may come into the infield to back up a play or cover a base vacated by a long play such as a hot box situation. Outfielders may only cover bases on over throws other non force plays. Outfields are to be encouraged to back up the play.

- Teams may play with a minimum of 7 players where attendance is a problem.
- Batting order will be continuous throughout the season so as to insure all players get an equal number of times to the plate. Continuous means the player who was next up to bat when the game ended is the first player up to bat in the next game and continuing the same batting order. A Coach may re-set their batting lineup to their best competitive advantage for EACH of the 4 year end tournament games.
- A player that arrives anytime after the start of the game, **must** be added to the BOTTOM of the batting order, regardless of their original batting position. The coach must notify both the umpire and opposing coach that a player has been added to the lineup, to ensure that both teams have accurate bookkeeping.

4. Base running:

- Runners can only advance on batted balls.
- A base runner must remain on their base until the pitched ball is struck by the batter. Only one warning per team each game for leading off before the ball crosses the plate. After one warning, bases runners caught leading off or leaving early are automatically OUT.
- NO stealing
 - NO advances on over throws. We are concentrating on fielding, throwing, and hitting.
 - Start to advance when the team has control of the ball Advancing runners must stop when fielding team gains “Control” of the ball on the infield by one of the “infield players” (unless a runner is forced to run to their base by the batted ball). Coaches, a good rule of thumb is that if your players can’t get to the next base by the time the ball returns to the infield don’t send them. **Once again, concentration is on fielding, hitting, and throwing, not an extra base. Also, Coaches work with your outfielders to get the ball the designated “cut-off” player as soon as possible to avoid advancement of runners.**
 - Players running to any base, except first, MUST slide if a play is made on that base. Rule of thumb: if in doubt slide. If a player fails to slide in this situation they are considered automatically OUT. Player safety is the issue here and there will be NO exceptions to this rule.
 - Any base runner attempting to “take out” a fielder will be automatically OUT. Both coaches must notify the Commissioner of the offending player.
 - A player that makes an “Athletic Move” towards 2nd base after reaching 1st, is considered in play. An “Athletic Move” is defined as any part of the body that lunges/maneuvers with intent to move in that direction, or make someone believe that you would be moving in that direction. A runner is not making an “Athletic Move” if they simply return to first base by turning counter-clockwise.
 - Head first slides are not permitted at any time, and the runner will be called out. Diving back to a base that was once occupied is not considered a head first slide, and the runner is not automatically called out.

5. Mandatory, Illegal and Optional Equipment:

- No player will bat without a helmet.
- No metal spiked shoes. Rubber or plastic cleats are acceptable.

- Mouth guards are optional.
- Athletic supporters/cups are strongly recommended for a player's own safety. NO CUP NO CATCH – NO EXCEPTIONS (Insurance Requirement).

6. Misc.:

- Unsportsmanlike conduct will not be tolerated at any time. Unsportsmanlike conduct includes but is not limited to:
 - Player or coach throwing equipment
 - Coach sending base runners to take extra bases after being consulted by the opposing coach..
 - Coach not properly rotating players from infield to outfield(no warning needed)
 - Players arguing with officials or coaches.
- **Such conduct will result in an automatic OUT for c) and d) & for a) and b)** the player is to remain on the bench for the remainder of the game (player is benched). If the incident occurs on the 3rd out of an inning, the penalty will carry over into the following inning. If the incident occurs on the 3rd out of the game, the penalty will carry over into the following game and result in a game suspension. Any player that is blatantly unsportsmanlike can be reported to the umpire, and opposing coach at any time. Any bat or helmet thrown in anger will be considered unsportsmanlike conduct. Any player that throws a bat or helmet a second time during the season, will incur a 1 game suspension. This must be called by the umpire and enforced by the coaching staff.
- After the second out of any inning, teams should use a courtesy runner for a player on base that is scheduled to play catcher the following inning. The player that made the last out replaces the runner.
- At the conclusion of the game, player should line up and shake the opposing teams player's hands and say "Good Game"
- Standings will be used for tournament pairings in the following order:
 - Winning percentage
 - Head-to head games.
 - Total runs.
 - Flip of coin.