

Norcross Rookie Ball Rules

Update Jan 2014

Rule number 1: Have **FUN!** Our goal, at the Rookie Ball level, is to have fun while teaching some of the basics of the game and to provide players with a positive and fun experience they feel completely engaged in and not left out. Each player should become familiar with the game and its various positions. Each player should be taught some of the skills necessary to move to the T-Ball level.

Players must be 4 years old by the upcoming April 30th to be eligible for Rookie Ball. Rule is the same for Fall and Spring seasons.

Each team will practice once during the week for 1 hour and play 1 game on Saturday for 50 minutes. Games begin after the first two practices have been completed and go until the end of the regular season. There is no tournament in the Rooke Ball league.

A parent, guardian or designated adult **MUST** be present at each game or practice.

Home team occupies the 1st base dugout and installs bases and ensures that the field is lined according to Attachment (1).

BOTH TEAMS are responsible for locking up the tee in the equipment room and turning the lights off after the final game. **Please note that both the tee should be returned to the equipment room. We will not be storing anything in the JoBox.**

Game Rules

- Games shall NOT have an official umpire, score will NOT be officially kept by use of the scoreboard, and outs will NOT be recorded.
- Eight players are required to start a game (15 min grace period, game clock starts at game time).
- All players must wear batting helmets, equipped with a chin strap and face guard, while on-deck, batting & on-base.
- All players will receive at least one “game ball” during a post game snack and discussion time. Remember to write the team name, “GAME BALL”, and the date on the ball before you give it to the player. Game balls will be provided by the league.
- The game time limit shall be 50 minutes from first pitch or 3 innings, whichever occurs first. It is highly recommended that time for instruction be done during the weekly practice and not during the Saturday game so that all kids bat twice in every game.
- **Batting**
 - All players shall bat in rotation. **There are no strikeouts.**
 - Half of the attending players (round up if an odd number) will bat during the 1st inning.
 - The 2nd half of the attending players will bat during the 2nd inning.
 - All batters during the 1st two (2) innings shall receive three (3) pitches from the pitcher (coach). If the batter fouls any of these three (3) pitches he/she shall receive a 4th pitch. Following that, the batter will hit off of the tee until he/she bats a ball into fair territory.
 - All attending players shall bat during the 3rd inning. They will hit off of the tee only during this inning.
 - No bunts, lead-offs, or base stealing. Base runners must remain in contact with the base until the ball has been hit.
 - A batted ball that does not travel outside the four foot marked radius in front of home plate is a foul ball.
 - A minimum of four (4) coaches/parents are required on the field while their team is batting. The coach pitcher, first and third base coaches, and a parent/coach catcher.

- **Coach Pitcher**

- When delivering the ball to the batter, the coach pitcher must have one foot inside the front edge of the circle. As soon as the ball is hit into play the coach pitcher must exit the field to the opposite side from the hit ball.
- The catcher's position has been eliminated for Rookie Ball. A coach will catch and assist with the batter. When a ball is hit off the tee, the catcher (coach) must remove the tee immediately from home plate and remove the bat from the area around home plate.

- **Fielding / Defense**

- All defensive players will play simultaneously with a regulation infield, excluding a catcher, the remaining players will be placed in the outfield, which is identified by the intersection of the grass and playing field.
- For the safety of the outfielders, a minimum of two (2) coaches/parents are required on the outfield grass at all times during play. A minimum of one (1) defensive coach may stand outside the dugout to assist the infield. An additional (1) defensive coach may assist on the opposite baseline if desired. No more than 4 coaches may be on the field when their team is playing defense.
- Coaches shall instruct infielders how to play bases so as to not block the base or obstruct the base runner in the base path. If in the judgment of the parent umpire, a base runner is blocked or obstructed by an infielder, the base runner will be awarded the base or bases the base runner would have reached if not for the obstruction.
- Coaches shall instruct fielders not to block the path of a runner unless in possession of the baseball attempting to tag the runner and when tagging a runner avoid colliding when the runner.

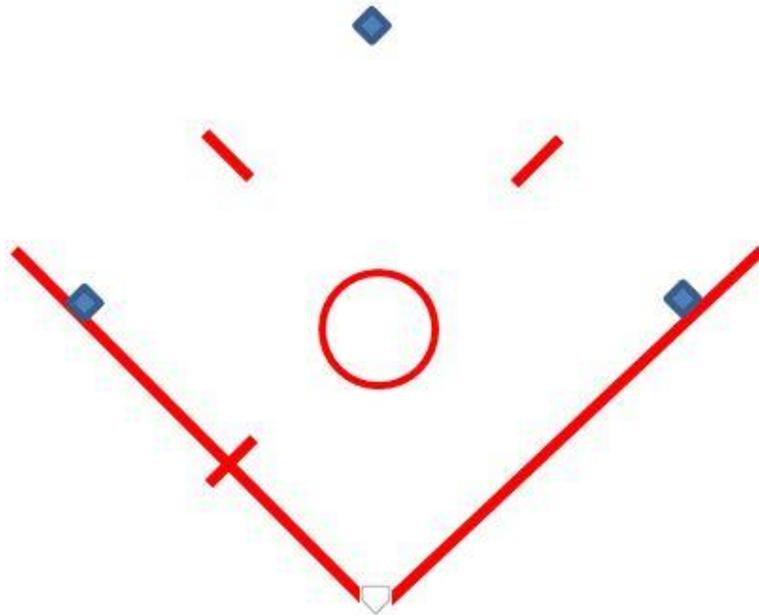
- **Player Pitcher**

- In Rookie Ball the pitching circle will be marked as a 12-foot circle, which contains the pitching rubber in the center of the circle. This circle will be used to define the actions of the player pitcher.
- The player pitcher may occupy the mound no more than one (1) inning per game.
- The player pitcher must **THROW** any ball fielded within the circle to 1st base when making a play at first. (Base runner is safe when pitcher runs and tags the base or runner.)
- The player pitcher can tag any runner or base only if the ball was fielded COMPLETELY outside the circle – this does NOT include home plate but does include runners to 1st, 2nd & 3rd bases.
- The circle player must have both feet inside the circle when an opposing player is batting. Pitchers (coaches) need to insure that the circle player has a clear view of the plate. No other defensive player shall stand closer to the batter than the circle player.

- **PLAY STOPS WHEN.....**

- **PLAY STOPS** when ball is thrown out of the **infield** in any direction (Runner advances if over half way to base).
- **PLAY STOPS** when player holds the ball in the circle and requests time.
- **PLAY STOPS** when player is in front of lead runner with ball, calls time, and runners are not making an effort to advance.
- **DEAD BALL** when coach-pitcher is hit by batted ball (The pitch does not count against the batter and the batter is pitched to again).

- 1) Chalk 1st & 3rd base line to about 10 feet past bases
- 2) Chalk about a 4 foot line halfway between all bases (except home to 1st)
- 3) Chalk Circle around pitching rubber
 - 1) Use PVC pipe in equipment room – above interior fence door
 - 2) Stand on pitching rubber and hold one end of pipe
 - 3) Turn 360 degrees creating circle with other end of pipe in dirt
 - 4) Chalk on the circle just created
 - 5) Return pipe to equipment room
- 4) DO NOT chalk on deck circles or anything else.
- 5) DO ONCE a night or before the FIRST Saturday game ONLY



Chalk **red** areas ONLY