

GENEVA BASEBALL ASSOCIATION

ROOKIE LEAGUE RULES

(REVISED 5/20/07)

PURPOSE:

The objective of this league is to inspire youth to practice sportsmanship and physical fitness. We propose to meet this objective by familiarizing players with the fundamentals of baseball. In addition, our objective is to provide the opportunity to play in an organized and supervised environment where the emphasis is on total participation and maximum safety, while keeping the game free of adult and parental pressures to win at any cost. Play will be conducted on that basis. Rules as published by Pony Baseball, Inc., will apply with the following amendments:

OPERATIONAL GUIDELINES:

I. GENERAL:

1. The legal age of players will be any youth who will attain the age of six (6) years before August 1st of the current season. Players will have the option to play at their school grade level.
2. Regulation game length is 6 innings. The length of the game shall not be limited unless terminated by darkness or field availability. The Team Managers will make the decision with regard to darkness and their decision is final. In the event there is another game scheduled on the field immediately after the game being played, the length of the game will be limited to not starting a new inning after the game is in progress for 1 1/2 hours. Bases are 60 feet apart.
Inning length will be determined by the offensive team having made three (3) outs, or having batted nine (9) consecutive batters, whichever occurs first. If a batter makes an out or a base runner is forced out at a base he/she should not be allowed to stay on the base.
3. Players coming into the league will be drafted by Managers or their representatives. Each Manager (or representative) will draw a number to determine the team's position during the draft. Using this order, the draft will progress in a forward/backward progression until all players are chosen. For each team, the Manager's child(ren) and Coach's child(ren) will be automatically assigned to the team.
4. Coaches or players will tolerate no throwing of helmets, bats, or equipment. Managers will discipline as needed. Under no circumstances will there be any arguing on the field. Managers are responsible for the conduct of their players, parents and coaches. Any such actions will be reported to the League President.

5. Disciplinary action toward a player/or Association member (beyond benching during a game in progress) must be approved in advance by the League President. Action toward a Manager, coaches or Association member must be approved by the Executive Board.
6. The League will provide jersey, pants, socks and baseball hat. These uniforms are to be worn properly tucked in. Rubber-cleated baseball or all-purpose shoes are recommended but not required. No alteration of the uniform is allowed.
7. Each team will provide two (2) defensive coaches on the field who will instruct their players and serve as umpires.
8. The managers of the final game of the day will make sure that the field is cleaned including removing trash from players area and spectators area and will make sure that the bases are put into the equipment box behind the backstop.

II. BATTING:

1. There are no strikeouts and no walks.
2. Batters will receive five (5) pitches and should be encouraged to swing at all reasonable pitches.
3. If the batter has not hit a fair ball by the fifth pitch, the ball shall be placed on a tee. The batter will then hit off of the tee until a fair ball is hit. If the batter hits the tee, the ball will be considered a foul ball.
4. If a batted ball hits the (coach)pitcher, the ball shall immediately be declared dead, the batter shall be awarded first base, and all other runners will advance one base from the base they occupied at the time of the pitch.
5. If a batter throws his/her bat, he/she shall receive a warning. If he/she throws his/her bat a second time during the game, the batter will be called out.
6. All players will bat in the batting order. The established batting order will remain unchanged throughout the game. Each player's batting position shall rotate every game. This rotation should continue throughout the entire year so each player bats in each position of the batting order.
7. If it is noticed that a team has batted out of order, the player who was missed will bat as the next batter. He/she will return to their normal batting position during the next rotation of the order.

III. FIELDING:

1. There will be ten (10) defensive positions as follows: Pitcher/ catcher/1st base/2nd base/shortstop/3rd base/left field/left center field/right center field/ and right field.
2. Teams will play four (4) outfielders positioned a minimum of fifty (50) feet behind the baseline.
3. An outfielder is not permitted to make an unassisted putout in the infield.
4. Each player may only play two (2) innings per game at any position. No player shall play in the infield more than 3 innings.
5. The player assigned to the position of pitcher must wear a batting helmet while in the field. That player must start his position within 5 feet of the pitching coach or rubber.
6. Catchers must wear full catcher's gear (shin guards, chest protector, mask and protective cup) while playing the position of catcher in all games and practices.
7. All catchers are REQUIRED to wear an athletic supporter with a cup while participating as a catcher in all games, practices and warm ups. It is STRONGLY SUGGESTED that all players wear this safety equipment at all times.

IV.PITCHING:

1. A Manager or Coach will pitch to his team's batters. The pitcher will pitch overhand. No underhand pitching will be allowed.
2. The pitcher is not required to stand directly on the pitcher's mound. He/she may adjust himself/herself to the quality of the batter.
3. The pitcher will start each new batter with five (5) balls in his possession. The catcher will return all balls to the pitcher after the batter has finished his/her at bat.

V. BASE RUNNING:

1. No head-first sliding.
2. When an attempt is made by a fielder to tag a runner out, or force a runner out at second base, third or home plate, the runner must slide into the base. If a play is made at a base, a player must attempt to avoid contact.
3. If, in the opinion of the coaches, the runner violates any of the sliding rules, the runner will be called out.
4. Runners must stay in contact with the base until the ball has been hit.
5. All runners will remain in the baseline as they advance from base to base. If a fielder has the ball in the baseline, the runner cannot try to go around him to avoid the tag or the runner will be called out.
6. If a runner interferes with a fielder who is attempting to field a batted or thrown ball, the runner will be called out.
7. Once an infielder has gained control of the ball all runners will stop at the closest base.
8. There will be no extra bases on overthrows (including those at 1st base). When the ball reaches the infield from any outfielder; all runners must stop at the next available open base.
9. In order to speed up play, if a catcher is on base with two outs, or when the ninth batter begins his/her at-bat, the catcher must be replaced by a pinch runner. That pinch runner will be the last player to make an out.

VI.MANAGERS:

1. The League President shall select managers.
2. The Executive Board, by an affirmative vote of two-thirds of the total number of officers currently serving terms on the Executive Board may suspend, expel, or terminate the assignment of any Manager whenever in its judgment the best interest of the Association will be served thereby. Any such action taken by the Executive Board shall be justifiable, without prejudice and with cause.
3. A League President shall not be permitted to serve as a Manager in the same league that he serves as President.

VII.IN-HOUSE ALL STARS:

Each year the league will conduct an All Star game to be held "In- House" with the regular Rookie League rules governing play except as follows:

1. An equal number of players will be chosen from each team. All managers will collect ballots from **every** player on the team and submit them to the League president by a designated date. All players regardless of their age will be eligible for selection.

2. The names of each player elected to the All Stars shall be given to the League President who will be responsible for the assignment of the players onto teams. These teams shall be called the "American" and "National" Teams.

The League President shall select two (2) Managers to serve as All Star Managers for either the "American" and "National" Teams. The League President shall assign the remaining Managers as All Star Team Coaches.

The Executive Board will determine All-Star Game location, date and time.