

Rookie Division Rules 2009

The following rules are drawn from the league rulebook and apply to the Rookie Division. Refer to the league rules for more information.

2.0 TEAM SIZE

2.1 GAME MINIMUMS

- Rookie Division games should be played regardless of team size, within reason. Players can be added as they arrive. Add late players to the bottom of the order.

3.0 PLAYER MANAGEMENT

- Rookie Division teams play everyone (15 players maximum) on both offense and defense.
- The team with the fewest number of players is allowed to bat the same number as the other team. For example: Team A has 13 players while Team B only has 9 to begin the game. Team B can bat 13 in their half of the inning. This will mean that 4 players will bat twice in the inning. If more players arrive as the game progresses, the at bats for both teams is adjusted accordingly. The inning ends when three outs have been recorded in all cases.

4.0 GAME TIME LIMITS

- All games have a fifteen (15) minute forfeit time. If the opposing team can not field a team fifteen minutes after the scheduled start, the game is forfeited. If both teams are unable to field a team, it is a double forfeit.
- Different time limit requirements will apply to playoff, tournament, and championship games.
- Rookie games become official after two innings have been played.

6.0 DIVISION SPECIFIC RULE MODIFICATIONS

6.1 ROOKIE DIVISION

- The first six games (the first round) shall four (4) innings of T-ball. The second six games (the second round) shall be played with the first two innings off the 'T' and the final two innings as Coach Pitched.

NOTE: The actual amount of games played in a round may not be equal to the amount stated above.

- Each team bats their roster (See PLAYER MANAGEMENT 3.0) or until three outs have been made.
 - Bunting is prohibited.
 - Base stealing and leadoffs are prohibited and as such players must not leave the base before contact is made. The play is ruled dead. A team warning shall be issued for the first infraction. Further infractions shall result in the offending player being called 'out'.
 - Players who overrun an intended base cannot be tagged out provided they have tagged the intended base.
 - Any batted ball which strikes a runner is a live ball and shall be played as such.
 - Maximum Run Rule does not apply.
 - Infield Fly Rule does not apply.
 - Slaughter Rule does not apply.
 - Designated Hitter is not used.
 - Players may not advance on an overthrow.
- * In Rookie there is no play at the plate allowed (force out or tag out).

7.0 SPECIAL RULES CLARIFICATIONS

7.2 COACH PITCH RULE (Rookie Division)

- All batters get eight (8) pitches or a maximum of six (6) swings. On the eighth (8) pitch of the at-bat the player must make contact and put the ball in play or be recorded as an 'out' (e.g. a foul ball on the eighth pitch is an out).
- Coach must pitch from a minimum distance of twenty (20) feet out from home plate.

9.0 MISC. RULES AND GUIDELINES

9.3 GAME LENGTH TIME -Note: This is the typical length of the Time Slot when the game is played.

- Rookie - 1 hr 45 min.