Rookie Division 7-8\*

1. Every rostered player plays, 8 minimum to play. Standard positions (C, P, 1B, 2B, 3B, SS.) Outfield is left field, left-center, right-center, and right field. All players present will bat, continuously, but only 10 defensive players per inning. Every player on the roster is required to play at least two defensive innings.
2. If only 8 players are present, the 9th position would be an automatic out. A 9th and/or 10th player may be added at any time. A player from the tball division may be called up to play.
3. There will be a 5-minute grace period at the scheduled start time. If after 5 minutes the team doesn’t have 8 players to start the game, a forfeit will be declared. The score will be documented as 7-0 in the official score book. A scrimmage can occur still.
4. Each game will be 6 innings with a time limit of 65 minutes. No new inning will start after the expiration of time.
5. A run limit of 5 runs per half inning allowed.
6. Mercy rule will be in effect.
7. Bases are set at 60’. Pitching rubber is at 35’. No lead offs or stealing in rookie.
8. All pitching is done by a coach. The coach must maintain contact with the pitching rubber until the ball is pitched. Minimal verbal contact is allowed with the batter. If this becomes excessive the ump may intervene and prohibit further communication.
9. The pitching coach must exit the field after the ball is put into play, outside of the foul lines. Each pitching coach will receive one warning per game. On the second violation the pitching coach will be removed as the pitcher.
10. If the pitching coach is struck by a batted ball, the play is declared dead and a no pitch.
11. If the pitching coach intentionally comes into contact with a batted ball, the batter will be out and all base runners return to their original bases.
12. 5 pitches, 3 strikes. Foul balls keep you alive. All pitches are deemed hittable.
13. Bunting is not allowed.
14. Base runners must maintain contact until the ball is hit.
15. If a base runner leaves prior to the ball being hit, it will be declared a no pitch and all runners will return to the original bases.
16. Each team receives one warning per game. Any violation after the first warning will result in an out on the runner.
17. Coaches may NOT touch a base runner at any time. It will be an automatic out.
18. Base runners may attempt 1 base at the risk of being put out on an overthrown ball from the infield. An overthrow from the outfield is a live ball and base runners may advance until the lead runner has/is stopped.
19. TIME WILL BE CALLED WITH THE LEAD RUNNER HAS QUIT TRYING TO ADVANCE.
20. Courtesy runner for the catcher will be allowed with 2 outs in the inning. The CR must be the player who committed the second out. The player receiving the CR must catch the next half inning.
21. No infield fly rule.
22. No head first sliding except when returning to a base. Players must slide at home in event of (possible) play. No running contact with catchers will be permitted.
23. A team warning will be given for a batter intentionally throwing their bat. Any occurrence afterwards by the team will result in an out. This can also result in ejection from the game.
24. Batters are to always wear batting helmets, including on the base paths.
25. A runner may tag up on a caught fly ball to the outfield. A runner may not tag up on a caught ball in the infield. The location of the catch determines if it’s infield/outfield catch, not the position of the player making the play.
26. Catchers are to wear full catchers gear – leg guards, chest protector, and helmet- - while on the field or warming up as pitcher anywhere.
27. The pitcher must stand with one foot inside the circle. The player may be moved back towards 2B if agreed upon by both managers.
28. Home team will occupy 1st base dugout.
29. Home team is responsible for lining the field before the game.
30. Home team is responsible for providing a bookkeeper to keep the official book.
31. Visitor team is responsible for keeping the scoreboard.
32. Only rostered players, coaches and approved volunteers may be in the dugout during the game. Parents of injured players are also permitted to enter to care for their child.
33. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the board. Repeated violations of this rule may result in a game suspension for the violating coach.
34. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. (The ejected individual will not be permitted to have any involvement with his/her team inside the fenced-in area of the playing field on the game day they are suspended for.) In the event that a second ejection occurs involving the game individual during the season, that player or coach will not be eligible to participate again until he/she has been given permission by the LPR Board or Director.
35. Any individual ejected from a game or the park by an umpire or league official must leave the field area for the remainder of the day in which the ejection occurs. The individual must vacate all park facilities, including the parking lot. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in a forfeit of the game for the team affiliated with that person.

\*\*ALL BATS ARE TO BE USA STAMPED! Any non USA stamped bats will not be used in league games.\*\*