



PBGYAA Baseball – Rookie Division

The Rookie Division will play by Cal Ripken Tournament Rules, except for any circumstances where said rules are in direct conflict with posted Palm Beach Gardens Baseball Rules. In such cases, Palm Beach Gardens Rules shall supersede Cal Ripken / Babe Ruth Rules.

Complete Cal Ripken Baseball Rules can be viewed here: [Babe Ruth League Rules](#). Hard copies of the most current year's rulebook may be obtained from the PBG Baseball League Office.

Each year there are additional rules clarifications published by Babe Ruth League. The 2024 updates can be viewed here: [BRL 2024 Rules Update](#)

Palm Beach Gardens Supplemental Rules

General Rules

1. Time Limit/Game Length:
 - 1.1. Time Limit: Subject to the below and to the Mercy Rule set forth herein, the time limit is 1 hour 30 minutes
 - 1.2. **On weekdays** – No new inning shall begin after the 1 hour 20-minute mark has passed. If an inning starts within the 1 hour 20-minute time limit, it must be finished to the extent the outcome of the game may be affected.
 - 1.3. **On weekends** - No new inning shall begin after the 1 hour 30-minute time limit has passed. If an inning starts within the time limit, it must be finished to the extent the outcome of the game may be affected.
 - 1.4. If time permits, regulation games will consist of 6 innings
2. Protesting / Rules Clarification and Interpretation:
 - 2.1. Any protest situation must be resolved before continuation of play.
 - 2.2. Umpire shall be informed of the nature of protest and Board Member on Duty (BMOD) shall be sought to rule on protest.

- 2.3. BMOD is permitted to seek advice of other board members or officials as he or she determines is necessary to resolve the protest, including by telephone conference.
 - 2.4. Only rules in question may be protested. Judgment calls can never be protested. Game time will be suspended during protest.
3. Mercy Rule:
- 3.1. The game will end via 10 run mercy rule when one team leads by 10 or more runs at the end of 4 innings or later, or 3 ½ innings if the home team is ahead.
 - 3.2. The team that is behind must complete at least 4 full innings at bat.
 - 3.3. If the visiting team takes a 10+ run lead in the top of the 4th, 5th, or 6th inning the home team shall have the opportunity to finish the inning in an attempt to catch up.
 - 3.4. The game will end immediately if the home team takes a 10-run lead in the 4th.
 - 3.5. There is 6 run mercy rule after 5 innings (can't score more than 5 runs per inning).
 - 3.6. In the event of the mercy rule being declared by the umpire, the game will be officially completed and the final score should be recorded in GameChanger.
 - 3.7. Play can continue as a scrimmage if: 1) there is still time available until the designated time limit is reached, and 2) both managers agree.
 - 3.8. The umpire will leave the field once the game is declared complete.
4. Weather Decisions: On field conditions, practice / games being played, halting a game or completion of a game shall be made by the following people in order of availability:
- 4.1. City of Palm Beach Gardens -> Baseball President -> Board Member on Duty -> Head Umpire/UIC -> Manager (may pull players from field only if both managers agree; however, managers MAY NOT postpone, reschedule or cancel a game. NOTE: Manager may cancel their practice at any time)
 - 4.2. Games halted by weather will be considered complete regulation games if at least:
 - 4.2.1. 3 ½ innings complete if home team ahead (Visitors must bat 4 times)
 - 4.2.2. 4 innings complete if home team behind (Both teams have batted 4 times)
 - 4.2.3. All halted regular season games shall be considered suspended games unless they are considered completed games per above.
 - 4.2.4. All halted playoff games shall be considered suspended games and shall be played out until time limit or inning limit has been reached.
 - 4.2.5. Rules for Suspended Games shall apply
5. Scorekeeper: The home team is responsible for recording the official book. The "official book" of record must be entered by team staff in GameChanger in the "PBGYAA Rookie XXYY" League tile. Should the home team fail to properly score a game, the league administrator may manually enter the final score as a forfeit in the visitors favor.

Playing Rules

Coaches

6. Only 4 certified coaches are allowed on the field at one time. All coaches must be Babe Ruth certified, complete background checks with the city of Palm Beach Gardens and complete coaching applications on file with the baseball league. All coaches must wear matching shirts

issued by the league for the current season. Coaches must also have ID badges that are to be visibly worn on their person to be on the field.

Defense

7. The defense shall field 10 players on the field at one time. A maximum of six (6) players including the catcher are allowed to play in the infield as follows: 1B, 2B, SS, 3B, P and C. Four (4) players are to be positioned in the outfield: LF, LCF, RCF, RF. Players will be alternated in the field each inning so that no player is off the field for two (2) consecutive innings unless injured.
8. The player-pitcher must be positioned with one foot on the dirt of the pitcher's mound and be even with or behind the pitching machine until the pitch is delivered.
9. Player-pitcher must always wear a helmet with a face mask when on the field.
10. Catchers must have proper catchers' equipment (including protective cup). NOCSAE approved catcher equipment is provided by the league. Catchers can use either a catcher's mitt or fielder's glove.
11. An active play will end when the umpire calls "TIME". Time shall occur as soon as either the runners have ceased to attempt to advance or when the defensive team has control of the ball in front of the lead runner, at the umpire's discretion. At no time should the defensive player attempt to throw the ball to the umpire to stop runner advancement. Players are not permitted to call time to stop the advancement of the runners.
12. Teams may have two (2) coaches on the field during defensive play in foul territory of the outfield area while a play is underway. All other coaches must remain between the two (2) dugout gates and no more than arms-length away from the dugout.
13. Managers and coaches are highly encouraged to rotate players to different positions during the game. The defensive team is allowed one (1) timeout per inning in order to explain/teach during games.

Offense

14. League issued Blue Flame pitching machines or electronic machines with appropriate battery packs will be used, set up and agreed to by both managers prior to the start of the game. If both managers cannot agree on the machine setup the umpire's judgment will be final. Machine should be set for 42-44 MPH as measured by radar gun. The machine should be placed at 46' on the pitching rubber. All game balls will be provided by the league / umpire.
15. A uniformed coach from the offensive team will operate the pitching machine. The coach operating the pitching machine shall only have one (1) game ball in his/her possession at a time.
16. Offensive coaches may coach at 1st and 3rd base. ONLY base coaches shall talk to or instruct runners until play is stopped by the umpire. The coach operating the pitching machine is not permitted to coach during play. The offensive team is allowed one (1) timeout per inning in order to explain/teach during games; timeouts are not allowed after each batter or pitch.

17. The batting order shall be the entire roster in attendance at the game. (i.e. the entire team must be in the order with no substitutions). Late arrivals shall be added to the end of the batting order.
18. All players must have a cage style face mask on their batting helmets. C-flaps do not qualify as a face mask and are not permissible. Helmets must be worn at all times when batting, on base or on deck.
19. The offensive team's at bat will end when the 3rd out is made or when the fifth (5th) run has crossed the plate, whichever occurs first. Runners are removed from the bases if they are called out.
20. The batter shall be allowed up to 3 strikes or 4 pitches, whichever comes first. The batter may get another pitch if the last pitch is a foul ball or if the pitch is deemed unhittable by the UMPIRE. If the batter takes the last pitch (does not swing) the at bat will result in a strikeout. The UMPIRE shall inform the batter that this is the last pitch.
21. If a batted ball strikes the machine or the coach operating the machine, the play shall be dead. The batter shall be awarded first base and all runners shall advance 1 base only if forced to advance.
22. Bunting is allowed once per inning. No bunting with a runner on third base. No more than 1 bunt per player per game.
23. If a batter throws the bat during his swing, the umpire must immediately give the player a warning. If the bat is thrown with malicious intent, the batter will be called out. In the event of a second offense (warning has been issued to said player) the player will be ejected from the game.
24. No Lead-offs or Steals are permitted. The ball is dead until put in play. Base runners are not permitted to leave the base until the ball crosses home plate. The definition of "crosses home plate" shall mean when the ball reaches the catcher's mitt or the strike zone area, which triggers when the runners can leave the base. Base runners leaving early shall be subject to the Cal Ripken Delayed Dead Ball Rule (the ball shall remain live until the play is over, at which point the umpire calls "time" and imposes the correct rule enforcement).
25. Players must slide into any base to avoid contact (Avoiding contact is umpire discretion). No slide, as determined by the umpire, will result in the runner being called out, ball / play is dead. Attempting to hurdle a fielder making a tag is not a slide and player will be called out.
26. No head-first slides into any base. Head-first slides into a base will result in the runner being called out and ball/play is dead. Players may slide head-first back to a base.
27. The baseline belongs to the runner, and a defensive player (fielder/catcher) must not block home plate without possession of the ball. Obstruction is called in the umpire's discretion if a fielder without the ball impedes the runner.
28. Approved Bats – bats must be marked with the USA Baseball Stamp
 - 28.1. If an illegal bat is discovered prior to a batter completing his "at bat", the bat is simply removed from play and the "at bat" continues.

- 28.2. A player who uses an illegal bat and hits a fair or foul ball will be ruled out and the play will be called dead. No advancement on the bases will be allowed.

General Playing Rules

29. Infield Fly rule shall NOT apply.
30. All players on a team shall wear league issued jerseys and hats. Jerseys must be tucked in at all times.
31. Players must remain in the dugout during games. Exception: Trips to bathroom or water fountain. No player should be sitting in the stands.
32. No metal cleats are allowed.
33. Players shall not wear jewelry of any kind, except permitted sports break-a-way jewelry. Medical alert bracelets or necklaces should be taped to the body.
34. Teams must be able to field a minimum of 8 players for a game to be played; provided, however, if a team's batting order only consists of 8 players, the team shall be required to take an out in the spot of the 9th batter. Should a team only have 7 or fewer players, the game will be forfeited.
35. Injuries:
- 35.1 In the event of injury, immediate medical attention shall be given and the player, if necessary, shall be taken to the emergency room. The BMOD should be contacted as soon as possible. Game time shall be suspended while treating an injured player.
- 35.2 Any player bleeding during a game shall be removed until the bleeding has stopped and a bandage applied.
- 35.3 If a player is forced to leave the game as a result of injury or illness which occurs during the game, the player may be removed from the game and his/her position in the batting order shall be skipped without penalty or an out being declared. If the player subsequently recovers from his/her injury during the game, he/she shall be permitted to resume play and assume the same spot in the batting order.
- 35.4 The judgment as to whether or not an injury occurred during the game shall be left to the umpire.
- 35.5 Regardless of anything to the contrary in this rule, a team's batting order must consist of at least 9 players.
- 35.6 If after injury a team has only 8 batters, the team shall be required to take an out in the spot of the 9th player who left the order.
- 35.7 In the event a team has less than 8 fielders, the team shall be required to forfeit the game.
- 35.8 If a player leaves for any other reason, the BMOD will determine what the outcome on the player will be.

36. Behavior of players, managers, coaches and spectators will be according to the PBGYAA Code of Conduct.
37. Players or coaches ejected from a game will automatically sit out the next game. Players or coaches must attend the next game dressed in uniform and sit in the stands. They will not participate in any game until this requirement is met.
38. If a game is tied at the end of the time limit or innings, the regular season game will end in a tie. Should the game be a playoff game, the Kansas City Tie Breaker will be used.
 - 38.1. Procedure: The game and batting order continues in regular fashion with 1 (one) exception: The last offensive player who completed his or her at bat shall begin the team's half inning at second base. The inning is started with 0 (none) outs. A playoff game will repeat this procedure until a winner is declared.
39. Rules for suspended games:
 - 39.1. All weather delayed or otherwise suspended games which have not reached required regulation length will be continued from the point the game was suspended.
 - 39.2. Time limitations imposed on the original game will continue from the point the game was suspended. [No Time limit for Championship Games]
 - 39.3. All players in attendance at the time the game resumes will be allowed to play. If a rostered player was not in the lineup at the time the game was suspended but is in attendance at the time the game is resumed, he/she shall be added to the bottom of the lineup. If a player in the lineup at the time the game was suspended is not available at the time the game is resumed, he/she shall be removed from the lineup without penalty. That player's spot in the batting order shall be skipped with no out declared. If the missing player was on base at the time the game was suspended he/she shall be replaced by the player(s) present who made the last batted out(s) in batting order.
40. Rules are subject to modification at any time by order of the Palm Beach Gardens Baseball Board of Directors. Violations of any of the rules shall be subject to a warning for the first offense per game, an out for the second offense per game, and a forfeit and/or ejection for all other offenses, as applicable, and all as subject to the umpire's discretion.