

# Rookie Rules – Fall 2018

(Updated 9/29/2018)

1. Time Limit – 1 hour 30 minutes drop dead or 6 innings per game • No tie-breakers
2. Any protest situation must be resolved before continuation of play.
3. Weather decisions on field condition, practice / games being played, halting a game or completion of a game shall be made by the following people in order of availability:
  - City of Palm Beach Gardens
  - Baseball President 3. Board Member on Field Duty
  - Head Umpire 5. Manager – May pull players from field only if both managers agree; however, managers MAY NOT postpone, reschedule or cancel a game. NOTE: Managers may cancel their practice at any time
4. A team's at bat will end when the 3rd out is made or 7 batters have batted.
5. The batting order shall be the entire roster in attendance at the game. In the event that a team can only field 9 players, the 10th position in the batting order shall be considered an automatic out.
6. The defensive team shall field 10 players on the field at one time. Free substitution is allowed.
7. No defensive player shall sit more than one inning in a row, unless they are injured. Every player must play every other inning in the field.
8. Pitching machines will be used, set up and agreed to by both managers prior to the start of the game. If both managers can not agree to a machine, the home team's machine will be used. 9. Once the game starts ANY and ALL major changes to the machine will be made by the UMPIRE ONLY and will be made at the end of the inning (after home team is out).
10. Machine should be set for 35 – 37 MPH.
11. The batter shall be allowed up to 3 strikes or 6 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.
12. If a batted ball strikes the machine, the play shall be dead. The batter shall be awarded first base and all runners shall advance if forced to advance.
13. The defensive player-pitcher must keep one foot in the pitching mound dirt and be even with or behind the pitching machine.
14. 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 to call time to stop the advancement of the ball.
15. Infield Fly rule shall not apply.
16. The defensive manager/coach may coach from the outfield foul territory near the fence (one in right field, one in left field).

17. The offensive manager/coach may coach 1st and 3rd base.
18. No head first slides into any base. Players, however, may slide head first back to a base. Players must slide into a base to avoid contact. (Avoiding contact is umpire discretion). No slide, as determined by the umpire, will result in the runner being called out.
19. Catchers must have proper catcher's equipment (including protective cup), but can use either a catcher's mitt or fielder's glove.
20. Player-pitcher shall wear a helmet with face mask at all times when on the field.
21. All players on a team shall wear uniforms identical in color, time and style, according to the Babe Ruth Rulebook. Players not in uniform WILL NOT be allowed to participate in the game.
22. 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.
23. Any player bleeding during a game shall be removed until the bleeding has stopped and a bandage applied.
24. When a player is injured and cannot run, the batter last out shall take his place.
25. In the event of injury, immediate medical attention shall be given and the player, if necessary, taken to the emergency room. PBGYAA Baseball Hotline (622-4157) shall be contacted as soon as possible.
26. Players must remain in the dugout during games. • Exception: Trips to bathroom or water fountain – one at a time. No player should be sitting in the stands.
27. Behavior of players, managers, coaches and spectators will be according to the PBGYAA Code of Conduct.
28. 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.
29. Approved Bats - Cal Ripken Division - All non-wood bats must have the **USA Bat Marking**. The Barrel Maximum is 2 <sup>5</sup>/<sub>8</sub>". No BBCOR Bats are permitted in the Cal Ripken Division. For the T-Ball Division, bats must be marked with the USA Bat T-Ball Stamp.

### **Playoff Rules for Fall**

1. Time Limit – no new inning will start after 1 hr. 30 min.
2. 3 outs or 7 runs per inning.
3. Mercy Rule - 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 3½ innings if the home team is ahead. The team that is behind must complete at least 4 full innings at bat. 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. The game will end immediately if the home team takes a 10 run lead in the 4th. There is 8 run mercy rule after 5 innings (can't score more than 7 runs per inning).

4. If a game is tied will use the Kansas City Tie Breaker.

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) out. Should the score remain tied after the initial tiebreaker inning, a regular season game will be considered a tie and a complete game, a playoff game will repeat this procedure until a winner is declared.