



East Boise Youth Baseball and Softball

Rules for Rookies and Other Common Rules

v1.2

Rookies is a low-key division that does not keep score. The rules in this document are the official rules, but education and not strict enforcement should be the goal.

FIELDING

Umpires

The umpire is generally the coach in the field operating the pitching machine for his batters. Volunteer umpires are permitted, but not required.

Infield Fly

The infield fly rule is not in effect.

Force Out vs. Tag Out

Runners can be forced out while advancing to the next base if the previous base is occupied by another runner. If the previous base is not occupied, then the runner must be tagged out by the fielder with the ball or with a glove that holds the ball. The runner cannot be forced out while retreating to an unoccupied base. If two runners occupy the same base and are tagged, the lead runner is considered safe while the following runner is out.

Tagging Up

A runner can tag up from any base on a caught fly ball if they are in contact with their starting base when the catch is made. Tagging up is permitted, but not recommended in this division.

Offensive Interference

Common occurrences of offensive interference and the outcome for each:

1. Runner comes in contact with a batted ball. Runner who made contact is ruled out.
2. Runner attempts to distract or confuse a fielder, or comes in contact with a fielder while the fielder is attempting a play on a batted ball. Runner is ruled out.

Defensive Interference

Common occurrences of defensive interference and the outcome for each:

1. The batter's bat comes in contact with the catcher's glove during his swing (not his back swing). Usually the batter is awarded first base, in this division, ask the catcher to backup and continue the at-bat.
2. The fielder makes contact with the runner when not actively involved in the play. Runner is awarded the next base. Common occurrence of this is a fielder standing on a base for no apparent reason and the runner collides into them while attempting to advance.

Coach/Pitching Machine Interference

If the batted ball hits a coach, pitching machine, or bucket on the field, the play is dead the batter will advance to first base.

Pitching Machine Speed and Alternatives

The pitching machine should be set to 40% (pitches will read around 30 MPH). Make slight adjustments to the pitching machine distance and projection angle to reduce ball arc. If the pitching machine is not functioning properly, the coach should pitch underhand front toss at a similar speed.





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BATTER/RUNNER

At-Bat

Each batter will be allowed 5 pitches. Foul tips on the last pitch shall keep the batter alive. If there are no hits, then a max of 3 swings off a batting tee. No soft toss or adjusted pitching permitted. No walks permitted. Advancing on a hit-by-pitch can be at the discretion of the coach. Player must receive decent pitches. Adjust the pitching machine accordingly; use discretion to determine if the batter received 5 decent pitches.

Strikeout

If a player cannot make contact with a pitched ball or from a tee, they will simply take 1B. An out will **not** be recorded.

Switch Sides on 3 Outs or Bat Through the Order

Once the defense has made 3 outs (strikeouts do not count as outs), or once the offense has batted through the entire batting order, teams will switch sides on offense and defense. If a player is called out at any base, they must return to the dugout.

Advancing On A Batted Ball

Batter, and runners on base when a hit is made, may advance until the batted ball is returned to the infield (does not need to be in possession of any player). This rule is to reward the hitter for a strong hit, not demoralize the team on defense. Be responsible and respectful with this rule.

Fair Ball vs. Foul Ball

A fair ball is any ball that passes first base or third base on or within the foul lines. The foul line, home plate, first base, and third base are all considered fair territory. If the ball does not pass first or third base, then it must stop moving or must be touched by a fielder before being determined fair or foul.

Base Path

The runner may run out of the base path to avoid interfering with the fielder or to avoid contact with another player. The runner will be ruled out if they run out of the base path to avoid a tag.

Stealing Bases

Runners are not permitted to steal any base or lead off.

Sliding

There is no requirement to slide at any base, but the runner should be called out if they make malicious contact with the fielder.

Advancing On Errors

Runners may advance only one base on the first overthrow in a play. Any additional overthrows in the same play are not recognized. The overthrown ball must be out of the infield to be considered an overthrow. The play is dead once the advancing runners have safely advanced to the next base. Be responsible and respectful with this rule.





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Dead Ball

The ball is ruled dead and no runners can advance in the following situations:

1. The batter hits a ball that comes in contact with his body.
2. The batter is hit by the ball.
3. A call of interference is made.
4. Once the offense reaches the next base safely after an overthrown ball by the defense.

GENERAL

Game Time and End of Inning

Rookies division games have a limit of 6 innings. No new inning may start after 1 hour and 30 minutes of play. The official start time is determined by the time as the first pitch of the game is made. A full inning is officially over once the final out is made. If the final out of a full inning is made at 1 hour and 29 minutes, then another inning can be played.

Players Arriving Late or Leaving Early

If a player arrives late to the game, they can be added to the end of the batting order without penalty. If a player leaves early from the game, for any reason, they are removed from the batting order without penalty.

Substitutions

Players can be freely substituted in and out of the field to any position without penalty.

10 Run Rule

Score is not kept so a 10 run rule is not in effect.

