



BEAUMONT BOSOX ROOKIE DIVISION RULES

Rookie ball has two purposes;

1. Continue to build interest for the game of baseball
2. Develop skills to prepare players for the next level of baseball

This is accomplished by promoting a high level of active participation during games and providing players with the necessary fundamentals. **Coaches should focus on;**

- Throwing mechanics
- Fielding of ground balls
- Catching with two hands
- Hitting technique
- Base running
- Situational awareness

The Rookie division is intended to provide a solid fundamental base while promoting good sportsmanship and fair play in a non-competitive atmosphere.

Roster: 6-8 players per team

1.0 Equipment

All players must have their own glove, helmet, and athletic support (jock or jills are mandatory for games)
9" Easton Incrediballs will be used. Cleats are recommended – no metal cleats.

2.0 Game Play

Games begin at 6:30 and run a maximum of five innings. No inning will start after 8 pm. It is advised that players arrive fifteen minutes prior to game for proper warm up. 6 runs or 3 outs will end each half inning.

- Lineup cards will filled out to track player positions and batting order.
- Practices are expected to be held outside of regular game times.

3.0 Bases

45 foot base paths

4.0 Pitching

Dalori Spring Loaded Pitching Machine will be used.

Distance 40 feet from the front of home plate

Power Level set at #4

Release Block set at #4

Micro Adjust set at #3 -4 (Adjust micro screw to raise or lower the pitch)

Speed will be approx. 30-40 MPH

2-3 Incrediballs to be used Note: take the time to pick balls of the same weight and make sure they are placed in a consistent orientation. You will see a notable increase in pitch location consistency.

The speed should be set so there is a slight arc in the trajectory of the ball and the height of the pitch is in the batter's power zone upon arrival to home plate.

A coach of the hitting team is to operate the machine.

5.0 Batting

- All players on the roster will bat. Not all players may bat in a half inning as 3 outs or 6 runs ends the inning.
- The batter and on deck hitter must have a helmet with chin strap.
- All players will be in the batting lineup at the start of the game.
- Each player will receive 6 hittable pitches.
- An out will occur if 3 strikes occur or the ball is not hit on the 6th pitch. A foul tip on the 6th pitch will award the batter another pitch.
- On the first at bat only, the batter will be able to use the tee should they not hit successfully.

The machine operator can declare no pitch if, in their opinion, the ball is outside the hitting zone.

Any ball striking the hitting machine, ball bucket, or coach is considered a dead ball and the batter will receive a single base. Runners advance one base as well.

6.0 Base Running

- No leadoffs.
- Runners can not leave base until contact is made with the ball. The team will receive one warning and any lead offs will be called an out.
- Runners may not advance on an overthrow.
- On a throw from the outfield, the ball is declared dead once an infielder has control of the ball, no further advancement of the runners can occur.
- Positional players can not obstruct a base runner from the base path, or from touching the base.

7.0 Defense

- Players will be allocated one position per game on a rotational basis.
- Each player will play every position on the field throughout the season, with consideration given to the catching position. If no catchers are available a parent or coach can catch.
- No additional infielders permitted.

8.0 Outs

Outs are awarded by;

- Three strikes – swinging or pitched strikes not swung at.
- Ball not hit on 6th pitch.
- Throwing to base for force out.
- Tagging baserunner.
- Catching of fly ball.
- Base runner leaving base early.

9.0 Other rules

- No stealing
- No Infield fly rule
- Scores to be kept.
- Team at bat to have one coach to assist with base running. Coach operating pitching machine to act as umpire.