

BYBA Rookie Rules

Rookie League: Ages 7-8

Purpose: Provide a safe, fun, interesting, and faster paced game. Hitting, fielding, accurate throwing and running the bases are the primary objectives of this league. The coach is encouraged to begin teaching pitch mechanics, catcher fundamentals, and positional play as able. Standard baseball rules apply where practical and not superseded by the rules below. For example, three swinging strikes for a strike out, 3 outs to end a half inning.

1. Batting

- This league is machine pitched to increase the repeatability and the number of hittable pitches.
- Each batter receives a maximum of 5 pitches, unless they foul off the 5th pitch. If they foul off the 5th pitch, the hitter continues to receive pitches until they put the ball in play or strikeout. If the hitter takes the fifth pitch they are called out regardless of the number of strikes, unless declared a NO PITCH.
- The pitching machine operator may declare a NO PITCH if and only if the ball is absurdly un-hittable. The intent of this rule is to give 5 reasonably hittable pitches. In the event that the ball does not reach the plate, or is well outside the strike zone, this can be declared a NO PITCH. Coaches are strongly encouraged NOT to abuse this; both coaches need to watch the pitch so there will likely be no disagreement on the NO PITCH call.
- There are no wins or losses in this league and no stats will be kept, as such the "home" team will always bat last.
- As balls are not counted, there will be NO WALKS issued.
- A batted ball striking the pitching machine or pitching machine operator will be declared a dead ball. The batter is awarded first base. Each runner that would be forced to advance, will advance one base.
- No bunting is permitted.

2. Field Setup

- Base lengths will be 55 feet, or 60 if the infield allows.
- Pitching machine shall be approximately 43' from the back of home plate and set at 38 mph
- 4 outfielders: Left, Left Center, Right Center, Right.
- 6 infielders: Pitcher, 1st, 2nd, 3rd, and Shortstop (Coach discretion regarding field set up), it is allowed to have 2 pitchers on either side of the pitching machine. The pitcher position should be stationed at least 6 feet to either side of the machine. The pitchers are not allowed to help with use of the pitching machine.

3. Base Running

- Runners should be encouraged to take an additional base on an overthrow. This will teach them to turn towards the advanced base and for the fielder to pursue the overthrown ball.

Only a single base advancement, at the runner's risk, per over throw, if the fielder does not throw the ball after retrieving and bringing back to the field of play, the runner may not advance another base. If the fielder retrieves the ball and over throws the fielder at the base where the runner is headed, another base may be taken.

- An infielder must control the Ball: Catcher counts, to stop the play and advancement of the runners. It is encouraged that the infielder in control be the one where an out could be made. For, example if the ball is hit towards third and no out could be made at third, the third baseman should be throwing to first and the first basemen needs to control the ball and stop the runner.
- No stealing or leading off base is permitted.
- No infield fly rule - as such multiple outs can be recorded on a caught infield fly. Keep in mind player SAFETY – it is the pitching machine operator obligation to call a dead ball in the infield if a safety situation arises.
- There is a maximum of 5 runs per inning, therefore, coaches should attempt to keep the 5th run at third to allow another batter to come up to the plate.

4. Game Limit

- There will be a maximum of 6 innings per game. Total game time is 1 hour 45 min. No new inning shall be started after 1 hr and 30 minutes.
- Attempt to finish a complete inning with the "home" team getting its final at bat.