

Mooresville JR Baseball & Softball League

Rookie Division Rules

2021 revision

It is the desire of the Mooresville Baseball League Board to standardize the playing rules in accordance with official baseball rules and the Bambino Division rules and regulations

1. **The first two (2) innings of each game will be player pitch. Each pitcher will have a maximum of 30 pitches or three outs. The defensive team will be responsible for keeping a running pitch count. The inning will end with three (3) outs or three (3) runs allowed, whichever comes first. Three strikes will be an out, however a called strike resets the balls back to zero. The balls will only be reset to zero one time per at bat. ie: if the count was 3-0 and the next pitch was a strike, then the count would be adjusted to 0-1, but no subsequent called strikes would reset the balls. A fouled third strike is not an out. There are no steals or lead-off.**
2. Innings 3,4,5, and 6 will be coach pitch. A coach or assistant coach of the offensive team will pitch to the offensive team. There will be no walks. **Each batter will be allotted a maximum of (6) pitches or (3) strikes, which occurs first. The umpire will maintain a count for each batter. A foul ball on a two-strike count does not restart the count. The batter will not be called out on a third strike foul ball.**
3. Coaches will be required to use an overhand motion in pitching. Violation will be called a “no-pitch” and is a dead ball situation.
4. After the coach delivers the pitch, he must exit the field of play immediately and provide no further instruction to his team until the play is over. Failure to do so the first time will result in a warning. Failure to do so after will result in a dead ball, no pitch.
5. Both the coach-pitcher and the defensive pitcher’s helper must start each play with both feet within the pitcher’s circle. The center of the circle is the pitching rubber and the circle measures 32 feet in diameter. The defensive pitcher’s helper must remain within the circle until the ball is hit. **During innings 3,4,5, and 6 the Pitchers-helper is required to wear a helmet with optional face guard.**
6. If a batted ball hits the coach-pitcher; it is counted as a dead ball and no pitch.
7. All teams may field (10) defensive players. Four (4) of which must be outfielders and start each play in the grass. A team must field a minimum of eight (8) players or forfeit the game. A team must provide a catcher. Catchers must wear protective equipment as supplied by the league. A catcher’s mitt is not required.

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8. A maximum of one (1) base may be obtained on any overthrown ball that remains in play. This rule applies to the runner on which the attempted play is made. All other runners must maintain their relative position to the batter. This base is in addition to the base the runner was going to, but is not awarded automatically. The runner may proceed at their own risk.
 - a. Case: With a runner on first base, a ground ball is hit to the shortstop who overthrows first base. The batter/runner proceeds to second. The first baseman retrieves the overthrow and again overthrows second base.
 - i. Ruling: The batter/runner can only advance to second base because of the first overthrow. The original runner can only advance to third base.

9. Any ball thrown from the outfield to any base that is overthrown where there exists a possible play (the player must be running to the base to which the ball is thrown) shall be ruled an overthrow. Runners may advance one (1) additional base at their own risk. If there is no possible play and the ball is overthrown, the ball remains live.
 - a. Case: After a hit to the outfield, the runner advances from first to second. The ball is thrown to second by an outfielder but is missed by the second baseman. The runner advances all the way to home plate.
 - i. Ruling: The runner must be sent back to third base. The runner can only advance one (1) additional base after an overthrow at the base the runner was advancing to.

10. During innings 3rd, 4th, and 5th innings there will be a maximum of six (6) runs allowed. Once the 6th run scores, play stops immediately. The 6th inning is unlimited

11. If, after four (4) innings a team is fifteen (15) runs or more ahead, the game will be ruled complete. If after five (5) innings a team is ten (10) runs or more ahead, the game will be ruled complete.

12. No player can remove their helmet while running the bases or until such time that all play has ended. Non-compliance will result in a mandatory out.

** NO WARNING is necessary for intentionally removing a helmet or throwing a bat. Players intentionally removing their helmet during play or throwing their bat will be called out.

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13. Prior to the start of each game, the opposing coaches will give the batting order consisting of all team players to the official scorekeeper. All players will remain in order throughout the entire game. If a coach has ten (10) players or more, each player will bat in the batting order. Each player must play twelve (12) defensive outs in the field with the exception of a shortened (complete) game. Non-compliance to this understanding will result in a forfeited game. Last names and uniform numbers are to be included on lineup cards to enable the opposing coach to keep score and challenge if batting out of order has occurred.
14. There will be no game protests allowed. All subsequent rule infractions will be resolved by the umpire and at least one board member at the point the infraction is brought to the attention of the umpire or at the time the infraction occurs. All decisions made by the umpire and involved board member will be final. There will be no continued or reverted games resulting from protest.
15. Each coach is responsible and will sign for each team's equipment and uniforms. If lost or stolen, the coach will assume the responsibility of replacing each item with equipment/uniforms of like value.
16. The home team shall furnish the official scorekeeper, putting down bases and line the diamond. The visiting team shall pick up the bases, and rake the diamonds. No participating team coach may keep the official scorebook.

***Emphasis: Coaches are encouraged to check the scorebook after each $\frac{1}{2}$ inning. Compare with your book. If there is a flurry of activity, make sure who scored and who did not so that any problems can be addressed before further play takes place.
17. Games will start at 6:00 pm but no later than 6:15pm (This rule applies to the allotted amount of players to begin a game (8) or the absence of an umpire).
 - a. Starting times in jeopardy due to weather: Games will be started at any time the diamonds are considered playable and safe, therefore, games could start as late as 6:00 or 6:30 pm. Please do not allow your players to leave the park without your permission when starts are delayed due to rain. Everything possible will be done to play games delayed because of weather. The umpire and senior board member on duty will make all decisions regarding whether the field and weather conditions are safe to play.
18. There will be no practice games with other teams during the regularly-scheduled season.

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19. All games are limited to two (2) hours, regardless of the number of innings completed. An inning cannot start after 1:45 has elapsed. Time will begin with the first pitch of the game. Subsequent innings begin with the third out of the preceding inning.
20. The umpire will inform both coaches that he is in control of the game. The umpire will make decisions regarding:
 - a. Calling the game for darkness
 - b. Rain-delayed games
 - c. Irresponsible player, coach, parent or spectator conduct
21. Coaches are subject to disciplinary action in the event of unsportsmanlike conduct.
22. A tie for any trophy position(s) will receive equal trophies for that position.
23. All rules disputes will be will be submitted to the rules committee.
24. NO BUNTS
25. Games will be rescheduled as necessary in the next available time slot. Board members on duty will make this determination. The only exception will be if a school-sponsored event would prevent a team from fielding a complete team or if one of the teams already is scheduled for a game on that day.
26. If a game is stopped before it is considered an official game, it will be rescheduled per rule 23 and started at the point of which it was stopped. The same batting line-up must be used. Teams will not be penalized for players that are not able to attend the rescheduled game.
27. The league will decide the number of teams in a division.
28. The league will decide the number of players on each team.
29. The league shall determine the type of baseball to be used.
30. The league shall determine the type of uniforms to be worn by their players.
31. Delete 3.09, 3.10, 3.11, 3.14, 3.15, 3.18, 8.02(a) of the Official Baseball Rulebook.
32. Coaches are not required to be in full uniform.

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33. Official Baseball Rules 1.11 concerning uniforms. We want to impress on all of our players to wear a complete uniform including cap to all games. Do not cut the sleeves of the uniform or alter it in any way. The cap is considered part of the uniform, however, a player may not be disqualified for not having his cap. It is better that a coach not have his/her cap rather than a player. (Coaches: loan you cap to your players).
34. No player will be allowed to slide headfirst into any base. Violation will be an automatic out. There is a distinction between a head first slide into a base and a player diving back to a base.
35. When there are runners on base and play has stopped, the umpire may call time to reposition himself behind home plate. The umpire will then call "play ball" and play will resume.
36. No game or practice shall start or continue with the temperature below 40 degrees
37. When a lead runner attempts to return to a base, time will then be called. There will not be any rundowns or "pickle" plays.
38. A coach-pitcher that starts an inning must finish that entire inning unless injury occurs to that coach-pitcher.
39. New rules for double-bases on first base:
 - a. A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section shall be declared foul.
 - b. Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base. A play is being made on the batter-runner when he or she is attempting to reach first base while the defense is attempting to retire him/her.
 - c. The batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base. Exception: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she can only return to the white section of the base.

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- d. When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base.
 - e. When leaving base on a pitched ball, the runner must maintain contact with the white section of the base until the ball has reached the batter. Runners may extend a foot behind the white portion of the base, but must maintain contact with the white section until the ball has reached the batter.
 - f. On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to retire the runner at the double first base.
 - g. Use of the double first base does not change any other rule concerning Interference or Obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)
40. The pitchers plate will be set at 43 ft. from the front edge to the back corner of home plate.
41. There is to be no live batting practice on the field prior to the game. You may use soft flight/whiffle balls to hit in the outfield.
42. **All bats used in league play must have the USA or USSSA stamp on it. Any bats that do not carry the USA or USSSA stamp will not be allowed in the dugout**