

EYBS Local League Boys Rookie Baseball Rules of Play Age 7&8

Equipment:

1. Catchers must wear all protective equipment behind the plate.
2. Boys must wear an athletic cup when participating.
3. Pitchers must wear batting helmet while playing pitching position.
4. Metal cleats or metal spikes are not permitted by any player, coach, or parent.
5. The bat should be no more than 31 inches in length, with a barrel no greater than 2 ¼.
6. Bat can be made of wood, metal, or composite material.
7. Regular full size hard baseballs will be used.

Pitching:

1. In an attempt to prepare the players for the Minor League, it is required that all games are played using an electric wheeled pitching machine. Exception; in the event the pitching machine is not working the coach may pitch to his players until the machine is repaired.
2. The purpose of using machines is to deliver pitches that are consistently in or near the strike zone at a speed that is more than just a “lob toss”.
2. Pitching machine speed for games is to be set at 38 – 40 mph. Set machine for average height of players. Move shorter players forward in the box and taller players back in the box. Please, do not adjust machine for every batter.
3. Each batter gets a maximum of five pitches unless the 5th pitch is a foul ball, then pitching continues until the ball is missed or put into fair territory.
4. No walks, if the ball has not been put into play after 5 pitches the batter is out.
5. Only adult coaches or volunteers are allowed to load the pitching machine. Coaches feed the machine to their own team.
6. Pitching machine should be placed 40 feet from the back of home plate in the middle of the pitchers circle.
7. There will be an 8 foot pitchers circle with a line through the middle. Pitching machine should be centered on the line in the middle of the circle and facing home plate.
8. The machine should be adjusted to the average height of the players. Move taller player back in the batter’s box and the shorter player forward in the batter’s box (do not adjust the machine for each batter).
9. No player should enter the pitchers circle. The defensive position of the pitcher should be located on the center line just outside of the circle to the right or left side of pitcher circle.
10. A coach can decide whether to use 1 or 2 pitchers. If two are chosen then pitchers would be placed on center line on both sides of the pitchers circle.
11. Players playing in the pitchers position must wear a batting helmet.
12. A batted ball striking the pitching machine or adult pitcher will be declared a “dead ball and the batter will be awarded first base and each base runner will advance one base.
13. A batted ball that drops or comes to rest in the pitchers circle will be declared a dead ball and the batter awarded an additional pitch.
14. Any encroachment in the circle by the defensive player after the ball has been hit will result in the batter being given 1st base and each base runner will advance one base.
15. A ball thrown from a player while playing defense that hits the pitching machine is a live ball.

Batting:

1. Every player on the team bats, (bat the full roster).
2. Batters, base runners, and batters on deck must wear a batting helmet
3. Balls and strikes as such are not called in Rookie League. Therefore, no walks will be awarded and no first base will be awarded if a pitch hits a batter.
4. Each batter will be given five pitches. If the fifth pitch is hit foul the batter may continue until a hit ball is put into play, the batter refuses to swing at a pitch, or the batter misses the ball.
5. No bunting is allowed in Rookie League.
6. The batter and all base runners will be awarded one extra base if a defensive/fielding coach interferes with a hit pitch.
7. Team bats until they have three outs or have hit through the roster.
8. Batter may not throw a bat. Unintentional the first occurrence, the batter will receive a warning. Any succeeding occurrences by the same batter, the batter shall be called out and declared a “dead ball” no runners may advance. Intentional the batter will be called out and removed from the game (Player Agent or League President should be contacted).

Base Running:

1. Bases must be placed at 60-feet (second mark from home plate).
2. Base runners, batters, and batters on deck must wear a batting helmet
3. No stealing is allowed in Rookie League.
4. There will be No head first sliding at practice or games. The runner will be out if a head first slid takes place. Diving back head first to a base is allowable.
5. No leading off, the runner must stay on base until the ball has been hit.
6. The batter and all base runners will be awarded one extra base if a defensive/fielding coach interferes with a hit pitch.
7. Runner gets one base on overthrow.
8. When the defense gets the ball to the infield please stop runners.
9. Obstruction shall be called on the catcher or any other player who blocks any base, particularly home plate, except when they are in possession of the ball or fielding a batted ball. In case of obstruction, the runner shall be awarded the base to which he was advancing.
10. A base runner advancing to any base, particularly home plate, must attempt to avoid a collision. A base runner involved in a collision who has not attempted to avoid a collision by sliding or other action will be called out for interference, even though the opponent may have been obstructing the base.

Substitution

1. All players will play in the field when the team is on defense (no player should be sitting on the bench unless for disciplinary reasons). The infield shall be limited to the normal positions. Optional a second pitcher may be used on each side of the pitching machine. All other player must be in the outfield.

2. Every player will be included in the batting order. A player arriving after the start of the game will be placed at the end of the batting order.
3. Coaches are allowed free substitution throughout the game. Furthermore coaches are required to move players around to different positions during the course of the game.
4. During the course of the season, each player should be given the opportunity to play the widest range of infield and outfield positions possible. At least 1/3 of each players playing time should be spent playing in the infield. However player safety and confidence must be given consideration in making position assignments (i.e., catching and first base).

General

1. Home team is responsible for getting bases and pitching machines out and putting away.
2. Games will be played within 1 hour and 30 minute time limit or 6 innings, whichever comes first. No new inning should start after 1 hour and 15 minutes. Home team may bat at the bottom of the last inning if both coaches agree when home team is ahead in runs.
3. Each half inning consists of 3 outs or batting through the lineup/roster whichever comes first.
4. Parent or coach that has regular contact with the children must pass a back ground check (provided by the league) before assisting with the players.
5. All coaches or parents that have completed a back ground check can help coach in the field during the game.
6. Game scores will be kept and entered into the software after each game by the coaches.
7. Game is umpired by coaches and volunteers in the field.
8. Home team sets up on 3rd base dugout.
9. Home team takes the field first.
10. Please control your bench area so no accidents occur.
11. Games cancelled due to weather such as rainouts will be cancelled by the league official. The league official will decide at 4:30 if a game is to be canceled. In case of game cancelation an email and text message will be sent out immediately to all players and coaches that have supplied EYBS with an email address and phone number (registration software).
12. Absolutely NO tobacco products will be allowed on the playing fields, in the dugouts or the fan's seating area at anytime (play or practice).

Please make sure all litter is picked up before your team leaves your bench area.

Please make sure if you are the last team to leave the field that you lock up the equipment trailer when you leave.

Children love to play with padlocks. When you first unlock the trailer for use please lock the padlocks back on the trailer so that they will still be there when you get ready to close down the field.