

Lafayette Youth Baseball

2010 Rookie Rules



League Mission

The purpose of the Rookie League is to introduce the fundamentals of baseball in preparation for a more structured environment at the Pinto Level. This league will serve as a transitional league between Shetland and Pinto.

Players at the end of a season in the Rookie league should have learned how to run the bases properly, attempt to field ground balls and more importantly know where to throw the ball if it should be fielded successfully, hit a pitch thrown from the coach, understand the concept of out vs. safe, all in an environment of sportsmanship stressed at both practices and games.

Player Eligibility

Eligible players are any child who will attain the age of 6 before May 1st of the current season and who has not attained the age of 7 years before May 1st of the current season. Younger players wishing to, "play up" and participate in the Rookie league will only be accepted based on a tryout system at registration. No exceptions.

League Rules

A regulation game will consist of 5 complete innings.

No score will be kept during game play.

In order to ensure the safety of all players and to best teach the fundamentals of fielding the baseball, a "safety ball" will be utilized during all games and practices.

There is a one hour and fifteen minute time limit on starting a new inning - no new inning may start after one hour and fifteen minutes.

All Players must play in every game and must play a minimum of 3 innings. All players must play at least 2 defensive positions each game. Catchers must not catch more than 3 innings.

All players will bat in a set batting order.

All teams will field 10 defensive players with 4 outfielders playing in the grass. Outfielders may not cover a base. Force outs can only be made by an infielder.

Coaches will pitch overhand from a distance of 30 feet. There will be a designated pitching circle indicating this area. They may pitch in a standing position or on one knee in order to facilitate throwing strikes. The "pitchers helper" must remain in the circle until the ball is hit.

Coaches will pitch a maximum of 7 pitches to any batter. Three swinging strikes constitute an out, but the final pitch may be a hit, swinging strike or a called third strike. There will be no walks or hit batsmen. Coaches should instruct their players to swing at the last pitch if it is close to the strike zone.

The offensive team shall provide a parent/coach volunteer to stand at the backstop to speed up play by returning any balls to the pitcher that get past the catcher.

A full inning consists of 3 outs or 6 runs allowed. The half inning is complete upon either occurrence.

No leadoffs and no steals.

Base runners cannot leave their base until the ball is hit into play.

Base Runners "forced out" will be removed from their base.

Infielders may call time out once a ball is secured and any runners who have not crossed half way lines must return to their previous base.

Base runners may only advance one base on any overthrow to any base.

No infield fly rule.

If a batted ball hits the coach it is a live ball and play will continue.

Adult coaches may not touch a fielder or runner at any time during the course of play.

The coach that is pitching to his/her team will also be the umpire during the course of play for that half inning. This includes calling strikes (if necessary on the 7th pitch) and calling runners out at bases.

The defensive team shall be allowed 2 coaches outside the foul lines to direct the team.

The offensive team shall have one coach pitching (and he/she is the official umpire) and one coach acting as first base coach, one acting as third base coach, and a parent/coach in the dugout to help coordinate the batting order/hitters.

Player uniform will consist of baseball pants, baseball socks, jersey and hat. Players must be in full uniform in order to participate in games.

Base distances will be 50 feet.

Season will consist of 10 regular season games. There will be no postseason tournament.