

Eastmont Cal Ripken LOCAL RULES
Rookie LEAGUE 2010

1. All Rookie players shall be under the guidance of their coaches. The coach shall dictate who will play in the games. Each player should be in 4 of the 6 innings played, if 6 are played. If a coach feels that a player shall not play because of a disciplinary reason, that shall be the decision of the coach(s), after communicating clearly with parents.
2. Home team shall provide two (2) game balls for the game. You will be provided with the appropriate amount.
3. Rookie teams on the field shall consist of ten (10) players. The 10th man is an extra outfielder that must play on the grass outfield and not in the infield. All players listed on the team roster shall bat even if they are not part of the defensive team.
4. Maximum of ten (10) batters per inning. The 10th batter can be forced at any base to end an inning, or a regular out may end an inning.
 - a. If a regular force out has taken place with the 10th batter, then the runs do not count.
 - b. If the 10th batter hits a ball to the infield, runners may advance at their own risk, but once a play is made the inning is over when: An out is a result of the play, or in the case of an overthrow runners advance one base to their logical progression on the field and the inning is over. If this results in a run scored, the run counts.
 - c. If the 10th batter hits a ball to the outfield, once it is controlled by any infielder in the infield, the inning is over.
 - d. If the 10th batter advances past 1st base, then all runs that cross home plate prior to the 10th batter being put out shall count. Home plate may be tagged as a force out.
5. No bunting or stealing bases when using the pitching machine.
6. Pitching machine is set at the 40-41 mph indicator on the new machines. This does NOT correlate exactly to MPH. Speed will be mutually agreed upon prior to game commencing. The machine should be approximately 46 feet from home plate. The circle around the machine will be 8 feet in diameter and the pitcher must stand on either hash mark outside of the circle.
7. Any ball hitting the pitching machine, pitching rubber, or coming to rest in the circle will be considered a dead ball and no pitch. The Count resumes. Any encroachment in the circle by the defensive player after

the ball has been hit will result in the batter being given 1st base. Runners don't advance unless 1st base is occupied.

8. A maximum of six (6) pitches by the machine per batter. If the pitched ball is considerably out of the strike zone (i.e. over their head or in the dirt due to machine malfunction, it shall be called a no-pitch). A pitch by the machine in the strike zone will be called a strike if not swung at. This is determined by the coach feeding balls. You cannot walk when using a pitching machine. If the ball has not been put in play by the sixth pitch (swinging, missing or called strikes), the batter is out.
9. One on deck batter will stand off the field out of play at the end of first or third base line. The remaining team members will remain seated.
10. When using the pitching machine a throw to the pitcher by an outfielder will not stop play until the pitcher HAS POSSESSION OF THE BALL. But a throw by an infielder to the pitcher will stop play if an attempt is made by the pitcher to catch the ball. The pitcher may make a play on a runner at any time he or she is advancing to a base. WE WOULD HOPE THIS RULE DOES NOT CAUSE ANYONE TO OVER ADVANCE HIS RUNNERS.
**Teach outfielders to throw to a cut-off.
11. In Rookie league, when a ball is overthrown and hits the screen at first or third bases, all runners will stop at that base. No advancement. But if the ball goes out of play, the runner will advance to the base they are going to.
12. There will be no head sliding in practices or games. The runner will be declared out if a head slide takes place. Diving back head first to a base is allowable.
13. Home team may bat at the bottom of the last inning if both coaches agree when home team is ahead in runs.
14. Rookie league games will be six (6) innings. No new inning will begin after 1 hour 50 minutes. All players will play at least four (4) innings per game on defense. Do not put players in positions where they might sustain an injury. Use good judgment.
15. PLEASE HAVE YOUR PLAYERS PICK-UP LITTER UNDER THEIR BENCH AND THEIR FANS SEATING AREA BEFORE LEAVING.
16. Please refer to the rulebooks in the concession stand if a problem exists. The Cal Ripken books govern play in situations not covered by the local rules. Refer to "Official Baseball Rules" if neither one applies.
When your team is on field Waste Management or Pepsi field, each team must provide 1 parent to help with concessions. This is a direct financial advantage to all kids in the league. Please coordinate this in advance of the season or each game.