



MISSISSAUGA MAJORS

ROOKIE BALL OFFICIAL PLAYING RULES

2009

1. PLAYING FIELD DIMENSIONS

- (a) The distance from the back point of home plate to the center point of the pitching machine shall be forty-four (44) feet.
- (b) The outside distance between the bases shall be sixty-five (65) feet.
- (c) A safety circle shall be marked, surrounding the pitching machine, eight (8) feet in diameter, with center at forty-four (44) feet from the back of home plate.
- (d) Regular bases shall be used.

2. LENGTH OF GAME

- (a) The game shall be six (6) innings. In case of a tie, extra innings will be played if light permits. If the tied game must stop due to darkness or curfew, a tie shall be declared and one (1) point awarded to each team.
- (b) An inning shall be three (3) outs or the maximum of 10 batters. If there are two (2) outs when the 10th batter is up, the 3rd out can be obtained by a caught fly ball, a force out (when the runner must advance a base) or a tag play. In all other instances, the ball must go to the catcher or pitcher who must touch the plate to end the inning. (Note: Only the catcher or pitcher may touch the plate to end the inning). With less than two (2) outs, if the 10th batter is put out on a caught fly ball, all base runners are permitted to score, provided they are tagging up base when the ball is caught (touched) or they retag the base after the ball has been caught. The defensive team may obtain additional outs through the appeal process. If the ball proceeds out of play, then the runners advance as prescribed by the Official rules of Baseball and anyone forced across home plate will score.
- (c) The game shall have a start time of 6:30 pm and a default time of 6:45 pm.

3. PITCHING MACHINE

- (a) The pitching machine shall be set at thirty five (35) miles per hour. The home team coach must supply set-up and adjust the machine prior to the start of each game and have the approval of the opposing head coach.
- (b) The electrical cord to the pitching machine shall run under the ground to the power source via the third base side of the diamond. If the power source is a gasoline powered generator, it shall be placed at least thirty (30) feet beyond third base and twenty (20) feet outside the foul line. All reasonable precautions must be taken to keep exhaust fumes away from the players and spectators.
- (c) The coach of the team batting will feed the machine and at no time shall the coach feeding the machine be allowed to coach the players on the field.
- (d) Adjustments to the pitching machine may be made only at the end of a complete inning at the discretion of the umpire. Pitching machine adjustments will be made **ONLY** at the discretion of the umpire.
- (e) A regulation baseball approved for Mosquito (Tyke) shall be used.

4. DEFENSIVE POSITIONING AND PLAYS

- (a) The defensive team shall field ten (10) players - the additional player may be positioned as a fourth outfielder only. The game may be played with a minimum of six (6) players. If, at the start of the game or any point during the course of the game a team cannot field six (6) players, the game will be forfeited to the opposing team with the score recorded as 6-0.
- (b) The player occupying the pitcher position must stand beside (behind the release point of the pitching machine) where lines drawn.
- (c) The player occupying the pitcher position and/or any other fielder, must not enter the pitching machine safety circle at any time. Should a pitcher and/or any other fielder, field or attempt to field a batted ball within the safety circle, the batter is automatically awarded first base and all runners advance one base from the base they occupied prior to the play.
- (d) Only a pitcher may return a live ball to the coach feeding the machine.
- (e) All players must not be led to believe that an infield position is the only desirable playing area or that an outfield position is a less desirable area or that the outfield position is a penalty for error or due to less skill. Coaches must make every effort to distribute the infield and outfield positions as fairly as possible among the players over the course of the season. To this end the following player rotation guidelines must be followed:
 - 1. Each player must play at least one (1) inning in the outfield.
 - 2. Each player must play a minimum of two (2) innings.
 - 3. A player may play the same infield position for a maximum of three (3) innings during the course of the game.
 - 4. A player may play other infield positions as long as rule #1 is strictly adhered to.

OVERTHROWS

Definition: An overthrow is a ball which is thrown past first base or third base and subsequently goes out of play. An overthrow at second base remains a live ball.

- (f) Following an overthrow, all runners including the batter advance one base in addition to the base that they were approaching at the time of the overthrow.
- (g) A thrown ball is live and in play until the umpire calls "Time" or until the ball leaves the playing field.

ROLLED BALL

Definition: A ball, which in the judgement of the umpire is released in a manner clearly designed to allow the ball to arrive at or near a base on the ground instead of in the air. The most obvious indication of such intent is the use of an underhand bowling type motion. A rolled ball is also defined as any throw, overhand or other which is deliberately short of the intended mark, so as to roll the last few feet.

- (h) In the event of a rolled ball, the umpire shall call "Time" and the ball is dead. The batter and all base runners shall be called safe at the bases that they were approaching at the time.

5. BATTING

- (a) Each batter receives a maximum of five (5) "good" pitches. A pitch which is over the batters head or bounces in the dirt shall be ruled a "no pitch" by the plate umpire unless the batter swings at the pitch. The umpire must call last pitch. Failure to do so does not nullify the play.
- (b) A batter must hit a fair ball within the maximum five (5) pitches or be declared out.
- (c) If a batter has two (2) strikes and misses the third (3rd) strike, he shall be called out (regardless as to whether the batter has received the fourth (4th) or fifth pitch (5th)).
- (d) If the batter hits a foul ball on his fifth (5th) pitch, the batter is out.
- (e) A strike is defined as any pitch which the batter swings and misses or a foul ball. There are no called strikes
- (f) Batters cannot obtain a base on ball or advance on a catcher dropping a third (3rd) strike pitch.
- (g) Bunting is not permitted. (Penalty – batter is out.) A bunted ball is considered a dead ball and runners may not advance.
- (h) If a batted ball hits the pitching machine or any person within the safety circle, or settles within the safety circle, the ball is declared dead, the batter is awarded first base and any base runner forced by the award of first base, automatically advances one base. Base runners, who are not forced by the award of first base, do not advance.
- (i) No player is permitted to throw a bat at any time, either while attempting to hit the ball or while attempting to advance to first base.
- (j) If a batter, while at bat or attempting to advance to first base, intentionally or accidentally throws a bat for the first time during the game, the batter shall be warned by the umpire. The coaches of both teams must also record the warning on their score sheets. If the batter repeats the offense in the same game, the umpire shall call "Time", the batter is out and the runners may not advance.

- (k) The infield fly rule does not apply.
- (l) If a batter has two (2) strikes and he foul tips on the third (3rd) strike and the catcher catches the ball he is out.

6. BASE RUNNING

- (a) Base runners may advance only on a batted ball which is hit in fair territory.
- (b) Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
- (c) Base stealing is not permitted.
- (d) Base runners may not lead off until the ball is hit. In the event of a lead off violation, the play shall continue as per normal, until the umpire calls "Time". Any outs made during the play shall stand, runners not put out shall return to the bases that they occupied prior to the play and the batter shall bat again, except that if the batter was put out during the play, the next listed batter shall bat. **The player who leads off prior to the ball being hit is automatically out.**

7. EQUIPMENT AND BASEBALL SHOES

- (a) Use of baseball shoes with metal spikes or metal cleats are prohibited by both players and coaches.
- (b) The catcher shall wear full catchers equipment including a protective cup, during the game and during the warm ups (including setting up of the pitching machine prior to the start of the game). The use of a catcher's mitt is optional.
- (c) The first baseman may use any type of baseball glove except a catchers mitt.
- (d) All other fielders must use fielders gloves.
- (e) The batter, the on-deck batter, all base runners and the defensive player occupying the pitcher position shall wear a protective helmet with two earflaps, securely fastened by a chinstrap.
- (f) All players must wear either a protective cup or jill.

8. BATTING ORDER

All eligible players present at the game shall be listed on the team's batting line-up in the order desired by the coach or manager and bat in that order. The first ten (10) players listed shall be the starting fielders. **Eligible players that arrive late being a regular or call-up player may be added up to the completion of the fourth (4th) inning, any late arrivals shall be placed at the bottom of the order. The opposing coach must be notified immediately.**

9. SUBSTITUTION

Unlimited substitution is permitted defensively.

10. COACHES

Coaches are restricted to normal base coaching positions. There shall be no coaches on the playing field.

11. GAME IN PROGRESS

- (a) At the start of each half inning and following the call of "Time", the plate umpire shall call "Play" before the ball is inserted into the pitching machine.
- (b) The plate umpire shall be behind the catcher. The second umpire is the traditional base umpire.
- (c) For each subsequent pitch, it is recommended that the coach operating the pitching machine indicate his intent to pitch by holding the ball above the machine briefly, in plain view of the batter and catcher, just before inserting the ball in the pitching machine. However, failure to do so shall not invalidate the pitch or the resulting action.

12. PLAYERS CALL-UP (PCU)

- (a) Players who are not properly registered with the Mississauga Majors Baseball Association may not be called up to play.
- (b) Rookie Ball teams may call-up from Senior T-Ball house league teams only. Players born in 2000 only.
- (c) A coach who needs one or more call-ups for a game must first obtain permission from the coach of the other team before contacting another team's player.
- (d) Notwithstanding (c) above, if the need for one or more call-ups becomes apparent less than two hours prior to the scheduled starting time and if the appropriate coaches cannot be contacted first, a coach may contact other players directly, provided that the coaches of the players actually called up are so advised within 24 hours after the scheduled start time of the game for which the players were called up.
- (e) All players called-up and all regular players present at a game must play.
- (f) Call-ups are not permitted during play-offs except with the permission of the VP Rookie Ball, who may grant the use of call up(s) to avoid a forfeit.
- (g) All players shall be listed on score sheets by both surname and given name along with uniform number. In addition, players called up shall be indicated on the score sheet by the designation PCU (player called-up). Only four (4) players are allowed to be called up for any one game.

13. UMPIRES

- 13.1** Once the batting line-ups have been exchanged the plate umpire takes charge of the game and takes his place behind home plate.
- 13.2** The decisions of the umpires shall be final; however, the managers of each team shall be entitled to ask for permission to approach the umpires for an interpretation of the rules. No umpire shall over-rule any other unless invited into consultation.
- 13.3** The umpires are the only ones that can call " TIME ".
- 13.4** The plate umpire must call out all strikes and foul balls as quickly as possible.
- 13.5** It is the plate umpire's decision on whether a player has bunted or not.
- 13.6** The plate umpire shall notify opposing managers of any changes or additions to the original line-up as reported to him.
- 13.7** The plate umpire may terminate a game before its completion for reasons of darkness, bad weather or dangerous field conditions, etc..
- 13.8** The umpires shall have the authority to rule on any situation not covered specifically in the Official Playing Rules.