

OKEEHOLEE YOUTH BASEBALL, INC.
ROOKIE DIVISION RULES
(7-8)

1. AGE OF PLAYERS

Player must be seven (7) years old by April 30 of current season. Player must not be nine (9) years old before May 1 of current season.

2. TEAM PARENT

Each team will have a Team Parent who is allowed in the dugout but not on the field during games. Team Parents need to be certified by NYSCA.

3. REGULATION GAME

Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead). There is a ten (10) run rule in effect and the game shall be called if either team is ahead by ten (10) or more runs after the completion of four (4) innings (or 3 ½ innings if the home team is ahead).

4. TIME LIMIT

No inning shall start more than one hour forty-five minutes after the official starting time, unless game is tied. NOTE: Monday through Thursday no new inning will start after 9pm. If the game is still tied after the time limit has expired, the game will go to the Kansas City Tiebreaker format. Last out of the previous inning is placed on 2nd base, and the inning will begin with the batting team already having 1 out. This format will be used until a winner is determined. Time will be kept by the home plate umpire.

5. MUST PLAY RULE

All players must play no less than three (3) innings defensively of every game. Should the game not go six (6) innings and a player not play his or her three (3) innings; the player must then start the next ball game. Failure to comply with this "must play" rule will result in forfeiture of both ball games in which the infraction occurred — no exceptions. Violations need to be brought to the Board's attention within 2 weeks of the violation in writing from any manager, coach, parent, or other association member in order to be acted upon. If a player is physically unable to play or being disciplined, the situation must be reported to the press box and the other team before the game starts or the next pitch.

6. BATTING

Each player will receive five (5) pitches or three (3) swinging strikes. There will be no walks. If in the umpire's judgment, the fifth pitch is not hittable and the batter does not swing at the pitch, a sixth and final pitch will be awarded. Batter can foul off an indefinite number of consecutive pitches.

7. TEN BATTER RULE

There will be a limit of ten (10) batters in any inning from any team. After the tenth batter is up, a player with the ball in his possession may either make the third out or step on home plate and end the inning. If the catcher does not secure the ball, players can advance until someone does secure the ball and steps on home plate. Three (3) outs or ten (10) batters constitute a half inning.

8. BASE RUNNERS

A courtesy runner may be used when a runner is injured, at the discretion of the manager. Such courtesy runner shall be the last player to make an out on the team.

9. EQUIPMENT

Full catcher's helmet and protective cups must be worn by all catchers.

10. PLAY STOP

The umpire has discretion to call "time out" when player holding ball ahead of lead base runner requests time out or if runners are not seeking to advance when time out is requested.

11. OUTFIELD PLAYING POSITION

The team's defense will consist of ten (10) players. Four (4) of these players will be outfielders, whose position is on the grass at all times while the ball is pitched. Two outfielders must be on each side of second base.

12. OFFENSIVE/BATTING RULES

Each player on the roster must bat. Each team will play by the ten (10) batter rule set forth herein. There is no stealing. The ball is dead once it passes the batter, meaning if no contact is made, the ball is ruled dead.

13. COACHES PERMITTED ON FIELD

There shall be permitted two (2) defensive coaches on the field who shall be positioned in foul territory along the right and left field lines behind the deepest outfield player, or alternatively one defensive coach anywhere in the outfield who must be behind the deepest outfield player. Offensively, the pitching coach must stay within the designated circle unless he is attempting to avoid a ball hit at him. Any batted ball striking the adult pitcher shall result in the declaration of a "dead ball" and the play shall immediately terminate. All players shall be placed back in the position they were prior to the pitch being thrown and the same count will continue. The pitching coach must make every attempt to stay out of play. He also must stoop to allow the third baseman to throw to first base. If the pitching coach interferes with an infielder attempting to catch the ball, the batter is out, and the play is dead. The pitching coach must have one foot in the circle when he delivers the ball. The pitching coach may coach runners only while he is within the pitching circle. The batting coach must stay near the backstop - one arms length - unless removing equipment out of play. It is the responsibility of the batting team to remove all equipment out of play near home plate.

14. PITCHER PLAYING POSITION

All players occupying the pitching position shall wear a batting helmet for protection when playing the field and must have at least one foot inside the pitcher's circle when the ball is pitched.

15. BUNTING

No team may bunt more than one (1) time per inning. No child may bunt more than one (1) time per game. Any additional bunts beyond this rule will be considered outs. The out must be called before the next pitch. No slash bunting or butcher boy bunting is allowed.