



## Junior Rookie Division - 2010

### General Information

Start times:	6:15 PM	Curfew:	- 8:00 PM-
		Game Length	- 3 innings
		Official Game	- 2 innings
		Pitching Distance:	- 30'
		Pitching Speed:	- 25 MPH
		Distance Between Bases:	- 50'

### Timing

1. Utilizing the 15 min. grace period shall have no effect upon the official start time; however, in the case of a rain delay or equipment problem, the start time shall be determined by the plate umpire. The latter is, or shall designate, the official timekeeper.
2. All games shall be three [3] innings long, although two [2] innings shall constitute a game if the dead ball time is reached. **No new inning will begin after an hour and a half** and the final score for games halted due to curfew will revert to the last complete inning.

### Equipment

3. The ball used shall be either the orange or yellow Jugs ball. Teams are to ensure that all balls used during any one game will be the same in colour and style.
4. All batters/runners must wear a helmet with a fastened chinstrap. Wooden bats are permitted but must be approved by the game umpire. Catchers must wear a helmet, face guard, chest protector, shin guards and an athletic cup/support. Metal cleats are not allowed.
5. The pitching machine shall be surrounded by a safety circle of eight [8] feet diameter. The speed shall not to be altered, and will be operated by an adult from the offensive team. The pitching height may only be changed under the direction and judgement of the umpire following a consistent delivery of several consecutive unhittable pitches.

### Players

7. A team shall forfeit with fewer than seven [7] players, after a 15 minute delay from the scheduled start time. Once the forfeit is awarded, if a total of 14 players combined from both teams is present, they are to be equally divided and an exhibition game played if agreed upon. If neither team is able to field the minimum number of players, both teams shall forfeit the game.
8. As a minimum, the defensive team shall consist of a catcher, a pitcher, 1st baseman, 2nd baseman, 3rd baseman and two players in the outfield. Additional players beyond the 7 player minimum shall be added in the following sequence: shortstop, outfield #3, outfield #4, pitcher #2, and all additional players in outfield positions. All outfielders must start each play from the outfield grass. At the start of a play, both the 2nd baseman and shortstop shall be at least 10 feet away from the 2nd base bag. Pitchers must stand to the side

of the pitching machine, and behind the 3' lines attached to the circle, and wear a helmet with a full face guard.

9. On the field no player shall play the same position more than once in a game, and all players must play at least one infield and one outfield position during the game. No player shall sit.
10. All players shall bat in each inning. If one team has more players than the other, then the team with the fewer number of players shall go through its batting order until they have sent up the same number of batters. The team's next at bat will continue from the last batter of the previous inning.
11. Players may be called up from a lower house league team but not from another team in the same division.

## Play

12. No infield practice is permitted at any time.
13. The game will start at the scheduled start time, or as soon as each team is able to field the minimum 7 players within the 15 minute grace period. Players shall bat in their proper rotation. The batting order cannot change after the game commences. Players who arrive late must be added to the bottom of the batting order.
14. The number of coaches permitted on the field of play shall be as follows: Defensively, two [2] coaches may stand on the outfield grass and direct their players. Offensively, there shall be no more than four [4] in total; one [1] coach in each of the 1st and 3rd base coaching boxes, the coach at the pitching machine and one coach, designated at the beginning of the game, to help the batters with their positioning at the plate should they require assistance. This coach must not remain in the vicinity of the hitting area when the ball is live, but stand well back, as directed by the umpire.
15. Play shall commence with the adult pitcher in possession of five [5] Jugs balls. These are to be pitched in succession, and at the end of each at-bat will be returned to the pitching area by the catcher or a coach.
16. Each batter shall receive a maximum of 5 hittable pitches [judged by the umpire and called after the ball has either crossed the plate or will obviously not legally enter the strike zone]. If a fair ball is not hit within the 5 pitches allotted, the batter is out. The last pitch will be announced by the umpire.
17. Batters may not be walked, nor may they bunt. Intentional bunts are automatic outs.
18. If a batted ball
  - hits the pitching machine [including the electrical cord]
  - comes to rest within the pitching circle or
  - is touched by a player while it is within the circle

the ball is dead immediately, the batter is awarded 1st base and any other base runners advance one [1] base if forced. If the ball passes through the pitching circle, but is not deflected, the play will continue as with any regularly batted ball.

19. There is no overthrow rule. The intent is for the fielders to attempt the play; therefore if a throw is made to any base and the receiver misses the catch, no runner may advance. In all situations, players must throw, and not roll, the ball in order to make a play.
20. For all batters except the Last Batter, once the ball has been thrown in the direction of, and close to the infield area or in the umpire's judgement crosses the imaginary base line, runners will hold their positions [base].

21. The last batter shall be announced by the offensive team before he/she enters the batters box. Failure to call the last-batter will result in all runners returning to their positions at the time of the last-batter, the last-batter returning to the batting position, and the pitch-count restarted at zero. Effectively, the entire Last Batter situation will be re-played.
22. If the last batter fails to hit the ball, no further runs shall count and the team's time at bat is over. If the last batter hits a ground ball, the ball must be thrown or handed to the catcher only who, with possession of the ball, shall touch home plate. All runs crossing the plate, before the catcher touches the plate, shall count. If the batted ball hits the machine, it is treated as a regular at bat [i.e. the ball is dead and runners advance one base if forced]. Should the batter hit a fly ball and it is caught by any defensive player, the inning is over immediately and no runs may score on the play.
23. There is no infield fly rule, lead-offs, stealing of bases or wild pitches. Runners may not leave their base until the ball is hit. They may advance only on a fair hit ball.
24. Where possible, catchers must be dressed and prepared to play defense when their at bat is completed.

### Scoring

25. *During the regular season, game scores will be recorded and used to determine season champions and to determine playoff pairings.*