



Senior Rookie Division - 2010

General Information

Start times: 6:15 PM	Curfew:	- 8:00pm
	Game Length	- 5 innings
	Official Game	- 2 ½ innings
	Pitching Distance:	- 44'
	Pitching Speed:	- 35 MPH
	Distance Between Bases:	- 65'

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 five [5] innings long, although two [2] innings shall constitute a game if the dead ball time is reached. No new inning will begin after two hours and the final score for games halted due to curfew will revert to the last complete inning.

Equipment

3. The ball used shall be a regular white baseball, and only one [1] ball will be used at any time.
4. ***The pitching machine shall be surrounded by a safety circle of eight [8] feet diameter. The pitching machine height may only be changed under the direction and judgment of the umpire following the consistent delivery of unhittable pitches.***

The speed of the pitching machine may not be adjusted until the end of a complete inning and agreed upon by both head coaches and the umpire.
4. Shoes with metal cleats are not allowed. Wooden bats are permitted, but must be approved by the game umpire. All players must wear a helmet with a fastened chinstrap.

Players

5. A team shall forfeit with fewer than seven [7] players after a 15 minute delay from the scheduled start time. If neither team can field the min-mum number of players both teams shall forfeit the game.

- a. The defensive team will consist of a catcher, one pitcher, one player at first base, one player at second base, one player at third base, one shortstop, and up to four outfielders; ten (10) players in total.
- b. The pitcher must be positioned on either side of the pitching machine. A safety circle of four feet radius should be drawn around the pitching machine. Lines extending in the direction of the first and third bases should be drawn from the safety circle extending out an additional three feet. The pitcher must be on one of these lines prior to all pitches.

All players must have equal playing time and no player may sit out twice unless all other players have sat out once. Players cannot play the same position twice except for the catcher. All players must be rotated between infield and outfield positions and must be allowed to experience all positions on the field. Each player must play an infield position and an outfield position at least one full inning per game. The only exception to this rule would be in a two inning "called game".

6. 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. Any player who is late, and misses their first two [2] times at bat, shall not play in that particular game.
7. Players may be called up from a lower house league division, but not from another team in the same division.

Play

8. No infield practice is permitted.
9. Each batter shall receive, from the pitching machine, a maximum of five [5] hittable pitches [judged by the umpire and called after the ball has either crossed the plate or will obviously not enter the strike zone legally]. Should a third strike foul tip be caught by the catcher prior to the fifth pitch, it shall be treated as just another pitch and not as an out. 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.

15. If a batted ball - hits the pitching machine, electrical cord or the adult pitcher
- 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.

16. Should any defensive player enter the safety circle with any part of his/her body, the ball is dead immediately and all runners will be awarded one base

17. Batters may not be walked nor may they bunt. Bunts are automatic outs.
18. There are no lead-offs, stealing of bases, wild pitches or infield fly rule. Runners who leave the base before a ball is hit are declared out. Runners may only advance on a hit ball.
19. If the ball remains in play [ie. falls behind the defender but does not touch the fence or does not roll beyond the fence line], the runners advance at their own discretion.

An overthrow at 2nd base allows the runner[s] to advance to as many bases as possible

20. In all situations, players must throw, and not roll, the ball in order to make a play.

Time is called when a player playing an infield position has control of the ball in the fair area of the infield and is not attempting to make another play. The “fair area of the infield” is defined as the fair area within the boundaries of home, first, second and third bases. Once time has been called, it is up to the umpire to decide whether a base runner was more than halfway to the next base, if not then the runner must return to the last base attained/occupied, unless a “force” dictates otherwise.

21. Defensive coaches on the outfield grass are limited to two [2] up to, and including, June 15. After this date, only one [1] defensive coach may be positioned on the outfield grass. The only offensive coaches allowed on the diamond will be the usual coaches at 1st base and 3rd base, in addition to the adult at the pitching machine.

Scoring

22. The maximum number of runs scored in any half inning [including those played after the open inning] shall be five [5], otherwise, three [3] outs will end any half inning. The open inning will be the third [3rd] inning and will be limited to ten [10] batters coming to the plate.
23. The 10th batter must be announced by the offensive team. Once this player comes to the plate, it will be assumed that there are two [2] out for the purposes of scoring.

Should this batter put the ball safely in play and reach 1st base, the final out of the inning may be made at any base; however, any runners ahead of that particular base shall be considered to have scored.

25. A caught fly ball hit by the 10th batter shall also end the open inning.

Note: Coaches must remember that even though there may be fewer than two outs when the 10th batter comes to the plate, that player shall be the final batter of the half inning.

