

Glen Allen Youth Athletic Association

ROOKIE LEAGUE RULES

REVISED 2007

The league is governed by the Glen Allen Youth Athletic Association Board of Directors, which assigns a league commissioner to act on its behalf. The league commissioner is responsible for assuring that all league activities coincide with the mission and goals of the Glen Allen Youth Athletic Association, the operating rules of the league, and the policies and standards established by the Board of Directors.

PLAYING RULES

All Official Baseball Rules will be observed except for those rules amended by Babe Ruth Baseball, but finally subject to the specific rules imposed by the Glen Allen Youth Athletic Association Board of Directors.

1. ELIGIBLE PLAYERS

- 1.1 The Rookie League shall be comprised of eight-year-olds and those seven years whose parents feel their child's skill levels would allow them to successfully compete in the upper age group league. Generally this refers to those players who had at least two years of T-ball experience.
- 1.2 The Rookie League shall be completely redrafted each year.

2. PROTESTS

Any formal protest must be filed in writing, and delivered in person to a League Commissioner, preferably of that League within 24 hours of the event, to the League Commissioner. A \$40.00 fee must accompany all formal protests. The fee will be returned if the protest is upheld. The protest will be adjudicated by the Grievance/Protest Committee, which is comprised of the Glen Allen Youth Athletic Association President, the Director of Baseball, the League Commissioner, the Chairman of the Policies and Procedures Committee, and the Chief of Umpires.

3. EJECTIONS

Manager/Coach – Any manager or coach ejected from a ball game by the umpire is required to leave the immediate vicinity of the field on which the game is being played and can be no closer than across the street from the main entrance of the ball field complex.

A first ejection results in the ejected manager or coach being automatically suspended from participation in the next scheduled game and from all practices held between the time of the ejection and the next scheduled game. The ejection shall be reviewed by the League Commissioner, Commissioner of Umpires and the Director of Baseball. If upon review by the three aforementioned persons, it is found that the behavior resulting in the ejection is so serious to warrant a greater penalty, the ejected manager or coach may be suspended from managing or coaching the team for the remaining portion of the baseball season and also disqualified from participation as a manager or coach of a tournament all star team.

If the same manager or coach is ejected a second time by an umpire, then that manager or coach will be automatically suspended for the remainder of the baseball season and automatically disqualified to participate as a manager or coach of a district all star team.

Player – Any player ejected from a game may be suspended from participating in future games, if in the judgment of League Officials and/or the Board of Directors an additional penalty is justified.

4. PLAYER PARTICIPATION

- 4.1 The offensive team batting line-up will consist of every team member that is available for that game. Players will bat in the same order (1 through 12) throughout the game. If a player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing manager must be notified in the event of a late arrival.
- 4.2 All players arriving by game time must play a defensive inning by the end of the second inning. Violations of this rule brought before the Grievance/Protest Committee could result in suspension of the manager. The opposing manager must be notified of any exceptions prior to the start of the game.
- 4.3 No player that arrives by game time can sit out for a second inning prior to every other player sitting at least one inning.
- 4.4 Defensive teams will field 10 defensive players. Defensive teams must field 4 players in the outfield position. Catchers must be in the catcher's box in a catcher's position. Catchers must wear a protective cup.'
- 4.5 Free substitution is allowed on defense. Each player must play defense for at least 9 outs every game. Violations of this rule in all completed 5 ½ - 6 inning games brought before the Grievance/Protest Committee could result in forfeiture of the game. The opposing manager must be notified of any exceptions prior to the start of the game.
- 4.6 A team may play with a minimum of 8 defensive players if it does not have 9 available players. The pitcher and catcher positions are mandatory. If a manager cannot field 8 rostered players for a game, and 48 hours notice was not given to the League Commissioner, the offending team will forfeit the game. The only waiver to this rule will be given by the Glen Allen Youth Athletic Association President.
- 4.7 Any team playing with only 8 players will be charged an out every time the 9th batter was due up. A team cannot finish a game with less than 8 players.

5. PITCHING MACHINE

- 5.1 A pitching machine will be used for all league games. Balls will be fed into the machine by the base umpire.
- 5.2 The speed at which the pitching machine delivers the ball shall be constant and unchanged throughout the game. The speed will be determined by the League Commissioner prior to the start of the season.
- 5.3 Balls and strikes will be called by the home plate umpire. Batters can be called out on strikes. However, a no walk run is in effect.
- 5.4 In the event the pitching machine continues to throw balls that are out of the strike zone, the umpire feeding balls to the machine will call time. The batter will step out of the box while the machine is re-adjusted. Once the machine is again consistently throwing strikes, play will resume with the strike count intact.
- 5.5 When a batted ball strikes the pitching machine, prior to being touched by a defensive player or umpire, the ball will be considered dead. The batter will be awarded 1st base and all runners forced to advance, will advance one base. If in the judgment of the umpire, the safety of a player making an attempt to field a ball in any way threatened by the existence of the pitching machine, a dead ball shall be immediately called and all runners shall return to their position prior to the previous pitch.

- 5.6 A hash mark will be placed on each side of the pitching machine, which identifies the location of the pitcher when a pitch is made. The League Commissioner will determine the location of this mark prior to the season. Managers may position the pitcher on either mark. The pitcher must remain behind this mark and must have at least one foot in contact with the mark until the ball is hit. If a violation occurs, the offensive team is given two options:
- 5.6.1 Take the result of the play; or
 - 5.6.2 No pitch and the count remains the same.
- 5.7. In the event of a mechanical failure with the pitching machine prior to or during a game, the game will be played or resumed using coach pitching. A coach of the team on offense will pitch to team members.

6. GAME INFORMATION

- 6.1 Game times and schedules cannot be altered unless approved by the Director of Baseball and League Commissioner.
- 6.2 Game start times during the week are at 6:30 PM.
- If both umpires are prepared to start the game, but one or both teams are not ready, the game clock will begin. No inning will begin after one hour and 55 minutes from the time of the first pitch. In the event of injury, time will be called and the game clock will stop.
- 6.3 If a game is tied after the regulation number of innings and time permits, a maximum of two extra innings will be played to break the tie. If the game is still tied, it will be considered a tie game for the purposes of league records. At the end of the season, if a tie game affects determination of a league champion or district tournament team manager, the teams involved in the tie will replay the game in its entirety. All single-elimination post season games are exempt from any time or tie limitations.
- 6.4 The Director of Baseball, League Commissioner or the Chairman of the Fields and Grounds Committee will be responsible for determining when the fields are in an unplayable condition. Game postponements will be announced on the Glen Allen Youth Athletic Association telephone hotline, 527-3510. During games in progress, the home plate umpire-in-chief determines when a game must be suspended.
- 6.5 All rained out and incomplete games will be played according to the make-up schedule and in the order as they occurred. However, no team will be required to play more than two games in any one day, or more than four games in any one week, during regular season.

7. GROUND RULES

- 7.1 Only players in uniform, the manager, two coaches, umpires and league officials shall be allowed on the playing field during a game. During play, manager, coaches, and substitute players must remain in the dugout. Managers or coaches of the offensive team shall occupy the base coach boxes.

- 7.2 Managers and coaches shall be in the uniform of their team. Glen Allen Youth Athletic Association supplies these uniforms with long pants. Managers and coaches may opt to wear matching colored coaching shorts purchased at their expense. However, they must be dressed the same. (E.g. All in shorts or all in long pants.) The League Commissioner, Director of Baseball, and the Glen Allen Youth Athletic Association's President are authorized to take the following steps for violation of this rule:
- 7.2.1 First offense – warning;
 - 7.2.2 Second offense – removal from game;
 - 7.2.3 All future offenses – removal from game and mandatory use of long pants for all future games.
- 7.3 Only official scorers and league officials shall be permitted in the scorer's booth. Scorekeepers are not allowed in the team dugout unless they are a uniformed manager or coach. Only team members may serve as batboys. Any youth outside the dugout area must wear a batting helmet.
- 7.4 There will be no stealing of any base.
- 7.5 A Manager/Coach may not move a player to a different position in the middle of the inning.
- 7.6 Base runners will not be allowed to advance on a return throw from the catcher to the pitcher. However, if in the judgment of the umpire, an attempt is made to the catcher to make a play on any base runner, any or all runners may advance at their own risk.
- 7.7 If a team scores 6 runs while on offense, its half inning is completed and the team changes from offense to defense.
- 7.8 No tobacco products allowed. Managers and coaches may not leave the dugout for a smoke break away from the field. If they do, they will not be allowed back on the field.
- 7.9 No profanity shall be permitted at any time. No batting practice will be allowed on the scheduled playing field ½ hour before the start of the game. Each team will be allowed a 10 minute warm-up period. The final 10 minutes is reserved for game preparations and managers' meeting with the umpires.
- 7.10 Each team must clear the dugout of all trash immediately upon completion of a game. No team should linger in the dugout or on the field of play when another game is scheduled to begin. Any team meeting should be held away from the field in a dead ball area.
- 7.11 No contact rule at home plate: If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game (Umpire's judgment call.)

Any base runner who, in the opinion of the umpire, deliberately or intentionally collides with a defensive player, will be subject to the provisions of baseball rule 4.06 governing Unsportsmanlike conduct. (Penalty – The offender shall be removed from the game and shall leave the playing field.)

8. SLASH BUNTING PROHIBITED

Any batter who, upon delivery of a pitch to home plate, has squared around with the intent to bunt is prohibited from slashing or swinging away at the pitched ball. Any batter who fakes a bunt and then swings away as defensive players are charging toward home plate shall be called out for illegal action.

MANAGERS/COACHES RESPONSIBILITIES

1. Managers, and if possible coaches, shall attend required training sessions and league orientation meetings.
2. Managers are responsible for all team equipment and the keys to storage areas and field lights. The keys and all equipment must be returned to the equipment manager immediately upon conclusion of the season.
3. Managers are responsible for recruiting parent volunteers to represent their team in the following areas: Assistant coaches, scorekeepers, team parent, snack bar, field maintenance/clean-up, carnival booth, and hit-a-thon. If possible, recruit an assistant coach who is willing to be groomed for a manager position in the future.
4. Whenever the weather has affected field conditions, all managers and coaches are encouraged to assist in restoring their respective fields to playable conditions. This requirement applies even if your team is not scheduled to play that day.
5. The Manager of the winning team is responsible for notifying the League Commissioner as to the score of the game.
6. Managers and coaches shall supervise their players at all times while practicing in the batting cage or for scheduled practices and games on any field.
7. Managers and coaches must regularly check their team mailbox located in the storage garage for information pertaining to Glen Allen Youth Athletic Association activities and league advisories.
8. Managers and coaches must regularly check the Glen Allen Youth Athletic Association telephone message hotline for information. The number is 527-3510.
9. Managers and coaches must encourage team members to exhibit sportsmanship, obey the rules of the game and Glen Allen Youth Athletic Association, and participate in all fund raising activities.
10. Managers are responsible for all administrative duties required of Glen Allen Youth Athletic Association including, but not limited to, medical consent forms, team photos, fund raising, concession stand schedules, umpire evaluations, etc.
11. Team Managers/Head Coaches are required to attend mandatory clinics as designated by the Board of Directors; conduct and ensure their team's participation in the annual Hit-A-Thon Fund Raiser and return any issued uniforms and or equipment, supplies, keys etc. to their appropriate commissioner by the published dates in a responsible manner.

In the event an emergency situation surfaces and prevents a Team Manager/Head Coach from complying with the above requirements; the Team Manager/Head Coach will be required to notify and receive instructions in advance of the event from the appropriate Director of Baseball, Softball or Basketball. The appropriate Director will take into consideration the circumstances involving the emergency situation and provide instructions to the Head Coach/Team Manager. However, if in the judgement of the appropriate director, the reason for non compliance is not acceptable, they will submit a recommendation to the Grievance Protest Committee, which as a minimum will result in a game suspension to a possible denial of post season team participation and other measures or possible dismissal.

HOME TEAM RESPONSIBILITIES

1. Teams listed second on the regular season schedule will be the home team and will occupy the first base dugout.
2. The home team is responsible for the following:
 - 2.1 Dragging the infield and getting the field in playing condition.
 - 2.2 Using the spreader to mark foul lines, batter's box, pitcher's hash marks, and coach's boxes and returning all equipment used for this purpose to the storage shed.
 - 2.3 Setting up and, if the last game of the day, putting away the pitching machine. The pitching machine must be covered with a tarp during a rain delay.
 - 2.4 The home team is responsible for providing an individual to maintain the official book and the mechanical scoreboards, in addition to the team's unofficial score book. The scorekeeper and the umpires working that game must sign the official book.
 - 2.5 Furnishing the game balls; 1 new ball and 1 used playable ball.
 - 2.6 Turning on and off field lights and, if the last game of the day, assuring that all doors, storage sheds, light boxes, and scoreboards are locked.
 - 2.7 If rain occurs once teams have arrived at the field, and prior to the start of any game, the home team manager will confer with the visiting team manager to determine whether safe playing conditions exist.
 - 2.8 In the case of a rain out, the home team manager notifies the League Commissioner by calling the Glen Allen Youth Athletic Association telephone hotline, 527-3510.