



# Glen Allen Youth Athletic Association

[www.GlenAllenSports.com](http://www.GlenAllenSports.com)

---

## Rookie League Rules (Revised March 2022)

All playing rules are governed by the Cal Ripken/Babe Ruth rulebook, except for the General Rules Addendum and the additional rules below:

### Ground Rules

- There will be no stealing of a base.
- Bunting is allowed. Slash bunting is prohibited.
- 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 by the catcher to make a play on any base runner, any or all runners may advance at their own risk.
- If a team scores 5 runs while on offense, its half inning is completed and the team changes from offense to defense.
- When a batted ball is hit in fair territory, the play ends when the defensive team has the ball in the possession of a defensive player inside the baseline. (Outfielders should be taught to make a throw to get the ball in when appropriate, rather than run it in)
- No new inning can begin after the 1 hour 30 minutes time limit has expired. The game also ends if it is mathematically impossible for either team to tie or win.
- Pitching machine is to be set so pitches are thrown between 42-43 mph.
- Only players in uniform, the manager, three coaches, umpires and league officials shall be allowed on the playing field during a game. During play, manager, coaches and players must remain in the dugout. No more than 4 adults are allowed in the dugout during a game.
- All base runners must remain in contact with base until the batter hits the ball. The defensive team will have two (2) options if a runner leaves too soon. First option is to take the result of the play. Second option is to make all runners return to their base and do the play over. Whatever the pitch count was for the batter will remain the same.
- Base runners may advance at their own risk on any overthrow that remains in fair territory. Base runners may advance one base on any overthrow into foul territory. Base runners may advance to the base they were heading, plus one base on any ball thrown into a dead ball zone. The dead ball zone includes the dugout, batter's cage and any area outside the fence.
- A pitching machine will be used for all league games. Ball will be fed into the machine by the umpire with a 4 seam position unless both managers agree that it is in best interest of game to use 2 seam positioning.
- Balls and strikes will be called by the umpire running the pitching machine. Batters can be called out on three swinging strikes. However, a no walk rule is in effect. A batter will receive a maximum of 5 pitches. If a ball has



# Glen Allen Youth Athletic Association

[www.GlenAllenSports.com](http://www.GlenAllenSports.com)

---

not been put into play after five (5) pitches, the batter is out. If a foul tip occurs on the final pitch another pitch will be thrown.

- 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 consistently throwing strikes, play will resume with the strike count intact.
- A team will be warned by the umpire the first time any player throws a bat. Once a team has been warned, all other bat throwing incidents will result in the batter being called out.
- When a batted ball strikes the pitching machine, prior to being touched by a defensive player or umpire, the ball is considered dead. The batter will be awarded 1<sup>st</sup> base and all runners forced to advance will move up 1 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 immediately be called and all runners shall return to their position to the previous pitch.
- 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. Managers may position the pitcher on either mark. The pitcher must remain behind the 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:
  - Take the results of the play; or
  - No pitch and the count remains the same
- Defensive teams will field 10 defensive players, with 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.
- All players must play at least 1 inning in the infield and 1 in the outfield through the course of the game. Catcher position (for this rule) will NOT count as an infield position. Managers are encouraged to give players an opportunity to play all positions during the course of the season. However, positioning of players is left to the discretion of the manager based on a player's skill level and personal safety.
- A team may play with a minimum of 8 defensive players if it does not have 10 available players. The pitcher and catcher positions are mandatory. If a manager cannot field 8 rostered players for a game, the opposing team manager may allow team members to play for the other team so that there are enough players on each team to play the game. Any team playing with only 8 players will be charged an out every time the 9<sup>th</sup> batter was due up. A team cannot finish a game with less than 8 players.