

Thumb Area Baseball League: 8U/ Rookies Rules

Good Sportsmanship is required from all coaches, players, parents, and fans. The emphasis of the Thumb Area League is to ensure all players have a good experience and learn the game of baseball.

Eligibility

The Rookie Division is for boys and girls who are 7 or 8 as of May 1st of the current year.

General Rules

1. Coaches and Players must be at the field at least 20 minutes before game time.
2. First team listed on the schedule is the HOME team. The home team will occupy the 3rd base dugout.
3. Time Limit: The Umpire will set a 60 minute timer at the start of the game. When the time expires, the teams will finish the inning they are in and play 1 more inning- the last inning. The last inning will be played with no run limit (3 outs must be made).
4. Rookies games should consist of 5 innings. A game will be called completed after 3 complete innings if the game is shortened due to bad weather conditions. If less than 3 innings were played, the game will be resumed at a later date. The game will be made up on the next mutually agreed to available date. All makeup games must be scheduled through the league.
5. Each coach will be responsible for their team hustling on and off the field between innings. This includes getting your catcher ready ahead of time if he/she is not batting. This not only speeds up the game, but also makes the game more interesting for the spectators.
6. Pitching machine is set 46' from the back of home plate. Blue Flame will be set at 7.
7. At the conclusion of every game teams must line up and shake hands. This is mandatory, no exceptions.

Uniforms and Equipment

1. No metal spikes. Ball Pants are recommended but long pants are required. No jewelry is allowed.
2. All players batting or running bases must wear an approved helmet at all times. Intentional removal of the helmet by the base runner will result in that team will being given a warning. If it happens to that team again, that player will be called out. Helmets must have a chin strap.

Batting

1. Each player will get 5 hittable pitches by the pitching machine. If the batter does not hit the ball in fair territory the batter will be called out. On the last pitch if the batter hits a foul ball he/she will be granted another ball. No walks are allowed; the player will hit the ball in fair territory or strike out.
2. Any batted ball that hits the pitching machine or coach pitcher will be considered a "dead ball" and the batter will be granted 1st base. Any runners can advance one base, but cannot advance home unless bases are loaded.
3. All teams will use a rotational batting order for all players present. This batting order will remain the same throughout the game. Late arriving players will be added to the bottom of the batting order. You must have at least 7 players to start a game; if only 7 players are present, your 8th and 9th position in your batting order will be outs. If only 8 players are present, your 9th position in your batting order will be an out.

4. Throwing bats is prohibited. Teams will be given one warning per game. On the second offense, the batter will be called out.
5. No bunting is allowed.
6. The infield fly rule will not be in effect. If a fly ball is dropped, the base runner must advance.
7. There will be no bat restrictions at this age level.

Base Running

1. Base runners may advance bases provided they cross the half-way hash marks (placed between 1st and 2nd, 2nd and 3rd, and 3rd and home) before the ball is controlled within the pitcher's circle. If ball is controlled before they cross the hash mark, they must return to their previous base.
2. When running to first base the runner must be in the marked runner's lane or face being called out if interference takes place.
3. Base runners may not leave the base until the ball is hit by the batter. Base runners must remain at their base after being played back by a defensive man.
4. Base runners may not interfere with a fielder trying to make a play on them or a fellow base runner. Contact with a fielder must be avoided or the player will be called out. Flagrant contact will result in expulsion from the game. Close plays at any base except 1st require that runner to slide.
5. If a player is injured while on base, the pinch runner will be the last out made (exception for the catcher).
6. Players need to understand the importance of controlling the baseball. Runners may only advance one base on an overthrow into fair or foul territory; however runners may NOT advance from 3rd base to home on an overthrow.

Scoring

1. There will be a five run rule. After 5 runs, the offense and defense switch. There is no mercy rule in the final inning. 3 outs need to be made. Mercy rule comes into effect if a team is leading by 10 runs after 3 ½ completed innings.
2. When a game ends in a tie, the International Tie Breaker will be in effect. The extra inning will begin with a base runner on second base. The base runner will be the player who made the last out in the previous inning. Both teams will use this tie breaker until the game ends with a team winning.

Fielding

1. When a defensive player fields a batted ball, that player will throw the ball towards the base to get the runner out, tag the runner, or can throw the ball to the pitcher's circle. All play ends and the ball is dead when the ball is controlled in the pitcher's circle.
2. Pitching mound player must stand to either side or behind the coach at the pitching machine. Players may not stand in front of the pitching machine. Pitching mound player is required to wear a face guard helmet.
3. Teams **MAY** field all their players, but there must be only 6 in the infield. The remaining players must play in the grass. All Players are required to play a minimum of 2 innings in the field.