



**OFFICIAL RULES FOR THE:  
ROOKIE/TBALL DIVISION – Fall Ball  
5 & 6 YEAR OLDS**

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## Rookie Rules Summary – **Fall Ball**

<b>Rule</b>	<b>Description</b>
<b>Game Length</b>	Three (3) innings; 1 hours and 30 minutes maximum which includes 30 minutes of practice before the game starts.
<b>Number of Players</b>	There is no minimum number of players required to start a game.
<b>Umpire</b>	No. The manager of the team at bat, in conjunction with his coaches, will call all plays on the bases
<b>Batting</b>	The offensive side is retired when all players in the batting order have batted once during the half-inning
<b>Tees</b>	Tees shall be used the entire game.
<b>At Bats</b>	The batter shall remain at bat until he either hits a fair ball or is putout on a caught foul fly ball.
<b>Metal Spikes</b>	No
<b>Bats</b>	2 ¼ in diameter – No big barrel bats
<b>Bases</b>	50ft
<b>Running</b>	On a ball in play, the base coaches should not attempt to “stretch an extra base.” Runners may not advance on overthrows.
<b>Bunting</b>	No
<b>Infield Fly</b>	No
<b>Leadoffs</b>	No
<b>Steals</b>	No

## I. THE GAME

- A. The “Official Baseball Rule Book” will apply and covers the official playing rules. The following rules cover additions, clarifications and/or exceptions to the issued books. These rules are intended to benefit and protect all players enrolled in the EYB Rookie Division.
- B. There is no minimum number of players required to start a game. In the event a team is unable to field what they believe are enough players to start of a game, it is the responsibility of the managers to contact the league commissioner to potentially reschedule on that Sunday. We encourage you to try to play all games, so teams may borrow players from the opposing team if necessary.
- C. All games are scheduled for 1 ½ hours on either Friday night or Saturday. There will be 30 minutes for practice and then a one-hour game. All games are to be three (3) innings or whenever time runs out. Two (2) complete innings or 30 minutes shall constitute a regulation game.
- D. Players will bat using a “T.”
- E. The offensive side is retired when all players in the batting order have batted once during the half-inning.
- F. The manager of the team at bat, in conjunction with his coaches, will call all plays on the bases.
- G. When the defense records an out, the runner must leave the base paths.
- H. In order to speed up the game, managers are expected to have a line-up and defensive positions determined prior to the game.
- I. Adults will coach home plate (in charge of placing the ball on the tee and performing the role of catcher), first and third bases, with at least one adult supervising the dug out (bench) area.
- J. Two adults may be allowed to coach in the outfield area while their team is on defense.

## II. GENERAL RULES

- A. The use of drugs, tobacco or liquor is prohibited on the field at all times, both at practices and at league games.
- B. All games will be played on the date scheduled, except on request of the Rookie Commissioner.
- C. The managers shall not permit a game to begin or continue if the field and/or weather present a threat to the safety of the players. If a game is canceled, notify the Rookie Commissioner immediately. Re-scheduling of any games, because of weather or special school events, is to be done by the Rookie Commissioner.
- D. The home team, listed on the schedule, shall have the third base dugout (bench) and is responsible for setting up the field and the clearing of that field after the game. Both teams, however, will patrol their field and spectator areas for any litter, immediately after each game or practice, and each supplies a game ball.
- E. Only players and team staff are allowed to occupy each respective team's bench. All others may be requested to leave the bench area. All players not on the playing field must be on their bench or in their dugout. No "on-decks" for batting  
**Exception:** Players warming up (e.g. players who arrived late and need to throw)
- F. It is the Managers responsibility to control the fans of his team to the best of his abilities.

## III. EQUIPMENT

- A. Batters and all base runners must wear only league approved (NOCSAE) or issued "over the ear style" batting helmets. No exceptions.
- B. Players can wear rubber or plastic cleats, gym shoes or special orthopedic shoes. No metal spikes are allowed.
- C. Wooden, metal, graphite or ceramic bats, which are round and not more than 2 1/4" in diameter at the thickest part are acceptable. No softball bats.
- D. A player's uniform is his responsibility and must be as clean as possible at the start of every game.
- E. A player must wear his complete "issued" uniform. The jersey must be "tucked in" at all times. Any sweatshirts or jackets must also be worn under the jersey. The only exception is for the smaller player where their hat, even at the smallest adjustable size does not fit properly. Managers are not required to play players not in uniform.

#### IV. GAME PROCEDURE

- A. Only one person can be designated as the manager for the game, even if the team has two (or more) co-managers. All others will work in the capacity of coach. No exceptions.
- B. All players present for a game shall play in the field and bat in a continuous order throughout the game. Field positions shall be pitcher, third base, short stop, short center field (note C), second base and first base. All remaining players shall be spread throughout the outfield. A player arriving late must be reported to the opposing manager and must be added to the bottom of the line-up.
- C. One player may assume the defensive position of “short center fielder.” The player must be positioned with both feet within a 5-foot radius of second base in the outfield area. The player shall not be allowed to step out of the designated area until the ball is hit from the Tee.
- D. A player may not play the same position more than 2 innings per game or sit out for more than 2 innings per game. Please rotate your players. We want the kids to experience the feel of all positions. However, we do not expect you to play a child at any position that could result in injury, should they not have the ability to perform at said position. **Penalty** – Managers who are reported to have violated this provision will be asked to appear before the Board.
- E. Infielders must be positioned to the outfield side of the base paths. Outfielders must be positioned on the outfield grass. Position players may not move from their positions until the ball is put in play. (NO POSITION JUMPING)
- F. The player assuming the position of “pitcher” must have both feet on the pitching rubber while the batter is ready to hit from the Tee. The “pitcher” shall not be allowed to step off the pitching rubber until the ball is hit.
- G. The changing of a player’s defensive position during the course of a half-inning will not be allowed, except in the case of injury to that player. If the player should return to the game during the same half inning, he shall resume his original defensive position.

## V. BATTING

- A. The batter shall remain at bat until he either hits a fair ball or is put-out on a caught foul fly ball.
- B. The manager or coach at home plate shall warn batters who throw their bat. If after having been warned once, the same player throws his bat a second time shall be declared out and the ball ruled “dead”.
- C. No bunting or half-swings.
- D. No Walks or Strikeouts.
- E. A batted ball, which travels less than 15 feet from home plate, shall be ruled foul.
- F. Batters must assume a legal position within an imaginary batter’s box. At no time should they be allowed to stand with either foot extending over a line parallel to and one inch away from the side of home plate.
- G. The in-field fly rule will *not* be in effect.
- H. No on deck hitter is needed. Have the players ready on the bench with their helmets on.
- I. Opposing players may not harass or call the batter by name.
- J. No pinch-hitting will be allowed. If the original batter has been forced to leave the game for physical reasons that occurred during the course of the game, that spot in the batting order will be skipped for the remainder of the game. If the player returns to the game, he will be placed back in his original spot in the batting order.
- K. Any ball hitting a coach on the field will be declared dead. The hitter returns and all runners go back to the base they started from. Play continues from previous point.

## **VI. BASE RUNNING**

- A. No lead-offs or stealing are allowed.
- B. No BULLDOZING opposing players.
- C. An injured base runner will be replaced with the last player to make an out. (Courtesy runner)
- D. On a ball in play, the base coaches should not attempt to “stretch an extra base.” This rule is for the safety of the players and to avoid the disorganization and frustrations that are caused by multiple errors on one play. On balls hit to the outfield, the batter/runner may run the bases until the defensive team throws the ball and it lands in the infield area. The runner proceeding beyond the base remains at risk and may be tagged out. However, if the runner safely proceeds beyond the allowed base they must return to the proper base after the play is dead.
- E. Runners may not advance on overthrows. A runner that is half way to the next base is given that base. If the runner is less than halfway, he must return to the previous base. This rule is meant to encourage the defensive players to make the proper play without penalty.
- F. A baserunner must touch the base he is running to before he goes on to the next base and before the baserunner behind him touches that base. If he does not, he will be declared out.
- G. If a baserunner passes another baserunner, he will be declared out.
- H. The manager or coaches may not touch a baserunner during a play.

## **VII. FIELD DIMENSIONS**

- A. Distance between bases will be 50 feet from the back tip of home plate to the outfield side of bases at 1st and 3rd and from the foul line side of bases at 1st and 3rd to center of 2nd base. All bases are inside the 50-foot square except 2nd base.
- B. Pitching distance will be 38 feet from the back of home plate to the front of the rubber.
- C. Distance between home plate and second base will be 70 feet, 8.5 inches from the back of home plate to the center of second base.
- D. An arc with a 15-foot radius from the back of home plate (point) shall be marked to determine foul balls