

APPROVED ROOKIE BALL RULES FOR 2016

1. Bases are 60 ft apart.
2. Pitching rubber is set to 40 ft (8ft circle with rubber in the middle). The pitcher may pitch from anywhere in the circle. (Wellington Coaches will be using a pitching machine for all of their home games. Visiting teams may elect to Pitch to their players or use the pitching machine)
3. Coaches pitch to batters. Pitcher may pitch overhand or underhand.
 - 3.1 During playoffs all pitches must be **thrown** OVERHAND to the batter.
4. Batters receive 5 pitches. After 5 pitches, a batter is out unless the Sth pitch is declared foul; the batter is not out and shall continue receiving pitches.
5. There is no stealing on passed balls or wild pitches. Batters cannot walk and a batter who bunts is automatically out.
6. A runner may not leave the base before the batter makes contact with a pitch. On any infraction the ball is immediately dead, the runner is out and no runners may advance.
7. After a batted ball, time is granted to the defense when the ball has been returned to the infield and the defense is no longer trying to get an out. The ball does not have to be returned to the pitcher first.
8. Games are 1 hr and 15 minutes (no new innings after 1 hr 10 minutes). (same time limit for Tournament)
9. Player (pitcher) must wear a helmet
10. Catcher must wear full equipment
11. Batters and Runners must wear a helmet.
12. Sliding is allowed
13. An inning ends after three outs or all present in the batting order up to a maximum of ten batters (ie. If you only have 8 players you only bat 8 players) or a total of 6 runs are scored. If the 10th batter is at bat with less than two outs, the catcher or pitcher must have the ball and touch home plate to end the inning. With two outs any player with the ball may touch home plate.
14. The defense will consist of 10 players (4 in the outfield). All outfielders must position themselves in the outfield (not allowed to cheat into the infield)
15. If the offensive coach interferes with any attempted play by the defensive team, or is hit by a batted ball the batter is out and runners return to their last legally occupied base.
16. OVERTHROWS
 - 16.1 Over 1st base out of play (NO EXTRA BASES AWARDED)
 - 16.2 Over 3rd or home plate out of play (1 EXTRA BASE FOR EACH RUNNER)
 - 16.3 RUNNERS WILL NOT ADVANCE ON AN OVERTHROW TO ANY BAG WHERE THE BALL REMAINS IN PLAY. Object of this is to have defense try to make a play by throwing the ball to a base rather than running it without being penalized.
17. Home team will supply game ball and a good second ball
18. Above all coaches and players will have fun.