



RYBL ROOKIE BALL HOUSE LEAGUE RULES

The following rules apply specifically to the Select Rookie Ball division in addition to *RYBL Mosquito-Midget House League Rules*:

Prior to the start of each game, a player line-up (maximum 13 players) with sweater numbers and names listed must be provided to the scorekeeper.

PITCHING RULES

- 1.01 A circle, eight (8) feet in diameter with its center at 44 feet from the back of home plate, will surround the pitching machine. The pitcher must stand beside the pitching machine outside the safety circle and behind the release point, of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line *or within 4 ft behind the line* until the ball is released from the machine.
- 1.02 The machine speed will be set at 38 mph. A coach will operate the machine. A regulation baseball approved for Mosquito will be used.
- 1.03 If a batted ball hits the machine, equipment in the 8 foot circle, or the pitching coach, the ball is dead; the batter is awarded first base and any base runner is moved who is forced to advance by the batter being awarded first base.
- 1.04 The pitcher must stand beside or behind the pitching machine outside the safety circle. The pitcher must wear a regulation batting helmet designed by the manufacturer with a face mask and chinstrap attached to protect from an errant ball that hits the machine.
- 1.05 Each batter will receive a maximum of 5 pitches. If the batter does not hit a fair ball within five pitches, he will be declared out. Exception: If the fifth pitch is a foul ball, one additional pitch shall be awarded, and the batter must hit a fair ball or he shall be out.
- 1.06 A pitch which is over the batter's head or bounces in the dirt will be ruled a 'no pitch' unless the batter swings at the pitch. A "no pitch" may also be awarded in the discretion of the umpire.
- 1.07 Batters cannot obtain a base on balls.

- 1.09 *To stop defensive play, any infielder who has control of the ball and is standing within the understood boundaries of the infield, can ask for time to be called. Note: The ball does not have to go back to the pitcher before an infielder may ask for time. Time will be granted at the umpire's discretion but may not be granted if a "baseball play" is still underway.*

BASERUNNING

- 2.01 **Leadoffs** – Leadoffs are not permitted (Penalty: After one warning per team, baserunner is out).
- 2.02 **Stealing** - Stealing is not permitted. (Penalty – No Warnings - Runner is out).

BATTING

- 3.01 **All Players Bat** - All batters listed on a line-up shall bat in a given offensive inning, and in the first offensive inning, shall bat in the order listed in the line-up (subject to the rule in 3.03 where teams have an uneven number of players).
- 3.02 **Fair Play Rule – Same Number of Players on each Team** - For a game starting with teams that have the same number of players, the order of batting for the first offensive half inning is as set out in the batting order. In each successive offensive half inning, however, the batting order for that offensive half inning starts with the second player whose name follows the last batter from the preceding offensive inning. For example:

First Inning Order	Second Inning Order	Third Inning Order
1-2-3-4-5-6-7-8-9	2-3-4-5-6-7-8-9-1	3-4-5-6-7-8-9-1-2

Purpose of the Rule is to ensure that the best player in the line-up acts as "last batter" only once per game.

- 3.03 **Fair Play Rule – Uneven Number of Players** - For a game starting with uneven numbers of players on each team, the following rules shall apply:
- (1) **Batting Rules for Team with More Players** – The Team with more players shall bat in accordance with Rule 3.02.

(2) **Batting Rules for Team with Fewer Players** – In the first offensive half inning, the team with the fewer players shall bat the same number of players as the team with the greater number of players, in the order required by Rule 3.01 (starting again at the top of the line-up when the line-up has batted one time each). This will result in one or more players at the top of the order, batting twice in the first offensive half inning. In each successive offensive inning, the first batter for the team with the fewer players shall be the first player whose name follows the last batter from the preceding inning, whomever that may be. For example, Team A has 10 players, Team B as 9 Players. Team B bats as follows:

First Inning Order	Second Inning Order	Third Inning Order
1-2-3-4-5-6-7-8-9-1	2-3-4-5-6-7-8-9-1-2	3-4-5-6-7-8-9-1-2-3

Purpose of the Rule is to ensure that the best player in the line-up acts as “last batter” only once per game.

3.03 **Procedure on Last Batter – Ordinary Application** - On the last at bat of the half inning, the “last batter” shall be announced. After the last batter fairly hits the ball, all base runners may continue to run all the way home, and may do so, so long as the catcher has not touched home plate while in possession of the ball. *The play at the plate shall be considered a force play. The catcher must make the force out. All base running rules apply, and runners will not score unless properly running the bases.*

3.04 **Procedure on Last Batter – Special Situations:**

- **Caught Fly Balls – Fair or Foul Territory** – Last batter is out; runners may advance to home plate and if properly tagging up and running the bases, runners beating the force play at home plate shall score.
- **Ball thrown out of play after defensively fielded** – Ball is out of play; all runners may advance to home plate and if properly tagging up (as applicable) and running the bases, runners shall score.
- **Flyball Caught by Catcher** – Batter is out, catcher required to touch home plate to end the inning.
- **Ball Contacts the Pitching Machine** – Redo; no pitch.
- **Ball Contacts the Pitching Coach** – Redo; no pitch.
- **Ball comes to rest in 8 foot circle** – Redo; no pitch.
- **Ball fielded in 8 foot circle** – Ball is out of play; all runners may advance to home plate and if properly tagging up (as applicable) and running the bases, runners shall score. (Fly ball caught in 8 foot circle shall be deemed to be “no catch”; batter may score along with all other base runners).
- **No Catcher** – Where teams are short and not playing a catcher, Pitcher replaces Catcher as person required to make force out at home. Pitcher must initially position himself at Pitcher position for each pitch.

3.04 **Bunting** - Bunting is not permitted (Penalty – Batter is Out / No Warnings).

FIELDING

- 4.01 Base runners may only advance on a ball which is hit in fair territory or a foul ball caught in play. Usual rules apply about tagging up before advancing and at their own risk would apply to caught foul balls. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
- 4.02 The infield fly rule does not apply.
- 4.03 All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.
- 4.04 No player may enter the circle surrounding the pitching machine in an attempt to field the ball. (Penalty: Ball is dead, and all runners, including the batter, will be awarded one base (whether or not forced).
- 4.05 The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play. (Penalty: The coach shall be warned. If the action continues, the coach will be removed from the game.)
- 4.06 **Developmental Rule – Infield Over-Throws at 1B and 3B** – To encourage infield plays to be attempted at 1B and 3B, there shall be no penalty for overthrows made by an infielder to either 1B or 3B (“over-throw” to include any balls thrown past, through or over the baseman, whether ending up in fair territory, foul territory or out of play).

NOTE: This rule does not apply to over-throws made to 2B (so long as ball remains in play, it is live; if thrown out-of-play subject to normal rules), and does not apply to throws made from the outfield (balls remaining in play are live; if thrown out-of-play subject to normal rules).

CURFEW

- 5.01 The number of innings in a complete game will be 3 for Rookie Ball Regular Season and Playoffs. Exception: Rookie Ball Championship and Consolation Championship Games shall conclude at the end of 5 innings.

OTHER APPLICABLE RULES

6.01 Unless otherwise conflicting with these rules, the following rules shall also apply to Rookie Ball House League: *RYBL Mosquito-Midget House League Rules*.