

2022 ROOKIE LEAGUE RULES & GUIDELINES

SEASON

1. All managers and coaches (including team mom) must complete background check. Info can be found at gabsa.org
2. Each manager should designate a team mom to help out with scheduling/contacts/etc. They will need to attend the "Team parents' meeting" (date & location TBD)
3. Each team will work at least two times at Clary Field Concession Stand (5-6 people needed per shift).
4. League will supply hats & shirts. Baseball pants and spikes are recommended. Fielding gloves are required (if a player can't afford it, please see a board member). Catchers are required to wear protective cups.
5. Kauffman field: First manager or coach to arrive will line field, install bases and set up pitching machine. Other team is responsible for putting equipment and bases away and raking in holes.
6. The shed at Kauffman (and locker at Zeis) has practice balls, game balls (1 per game), batting helmets, catcher's gear, bats, line chalk, and bases. There will also be a lost & found box as well as a first aid kit. Please make sure all items are put back at the end of each game and the shed/locker are locked when you leave.
7. Please clean out dugouts and pick up any trash around the field/bleachers at the end of each game. When playing at Zeis, full trash cans should be emptied into the dumpster and a new bag put in. Ask someone in the concession stand for trash bags
8. If there are any serious injuries during practices or games, please be sure to notify Eric Piper or Doug Mongan (301-992-6856)
9. Additional practices before or during the season can be scheduled at the manager's discretion. Contact Shannon Myers for available fields/dates
10. If questionable weather, managers must communicate to make a decision. Notify parents as soon as possible when a decision has been made. Postponed games should be made up if possible. To find out field availability options for makeup games, contact Shannon Myers.
11. Games are to be immediately stopped at the 1st sign of lightning and players should be sent to their parents to seek shelter in vehicles away from trees. Play may not resume until 30 minutes after the last lightning strike. There is a lightning detector in the shed at Kauffman please turn on if there is a threat of lightning. Remember to turn off before leaving.
12. During the season all Saturday games will be at Zeis Field (behind Clary Field)
13. All schedule requests or changes should be sent to Eric Piper or Doug Mongan
14. The regular season is to be instructional- score is not officially kept. Stop game to help or instruct players if necessary. Scorebooks will be given to each team to help manage games.
15. Snacks after practices/games are at the manager's discretion.
16. There is to be no smoking or tobacco products of any kind used at any of the fields.
17. Dogs are not permitted at any of the fields

GAMES

1. Games will be 6 innings
2. Use pitching machine for first 4 innings and kid pitch for last 2
3. A complete inning is (5) runs or (3) outs.
4. **11 players will play in the field (5 outfielders).** During machine pitch, have a player play behind and off to the side of the pitching machine to field batted balls and throws from teammates.
5. During kid pitch, the coach of the batting team calls balls and strikes from behind the pitcher

(strike zone should be from **chin to shin and just a little wider than home plate** use fair judgment). 3 strikes=out. 4 balls=walk

6. Players can strike out against the pitching machine, but cannot take a walk or a HBP
7. Choose 2 pitchers (preferably) per game who can throw accurately during practice session. The pitching rubber is at 40'- have parents work with pitchers at home if possible
8. If the pitcher walks four or hits two batters in an inning, a coach from the hitting team will finish pitching the inning. Players cannot walk or take 1st on HBP during coach pitch
9. No bunts, steals, or leadoffs allowed.
10. Base runners can advance until the pitcher (Coach/Machine, Player/Player Pitch) has the ball and is in the pitcher's area. (use good judgment). During machine pitch the Coach operating the machine must make every effort to retrieve the ball if it is returned into the pitching area. (use good judgment). If runner is not at least halfway when the pitcher receives the ball he should return to previous base. Chalk lines should be made at the midway point of each base to help make this determination. Players **MAY NOT** advance on an overthrow of 1st base
11. To keep the game moving, fielding team should supply a coach at backstop to return passed balls. The fielding team may also have a coach in the outfield to help with instruction
12. Batting team will supply coaches at first and third bases (teach base running skills).
13. Change players fielding positions throughout the game (don't put less skilled players in vulnerable positions – safety first).
14. Only the batter is to have bat in hands. Rest of batting team should be behind the fence. There are to be no bats held in the on-deck area of the dugout
15. Bats must not be thrown- players should be given a warning for a 1st offense in a game and be called "out" for subsequent occurrences
16. Try to finish all 6 innings, but Saturday games are not to go over the 2 hour time limit. No new inning to start after 1hr 45 mins. To allow other teams time to warmup for next game. If there is no game scheduled after current game, play may continue if discuss amongst the Manager.
17. Have batting and fielding line-up posted in your dugout. Make sure players are ready if their turn is next. Rotate lineup from game to game so the same kids are not always batting last.
18. Players may not sit the bench more than 1 inning per game unless due to special request, injury, or coach discipline
19. Players will line-up at home plate after each game and shake hands

LEAGUE TOURNAMENT

1. Double elimination league tournament to be held at the end of the season.
2. Seedings to be determined by drawing numbers from a hat.
3. Each game will be umpired by 2 managers or coaches from a team not playing. Submit list of willing coaches before the 1st round and assignments will be given as games are played.
4. There is to be no arguing with the umpires.
5. All games will be machine pitch for the 1st four innings and players will pitch the final two innings.
6. Pitchers are limited to a maximum of 1 inning per game. All players will bat and must play a minimum of 3 innings in the field
7. Gameplay rules are same as regular season including coach pitch after 4 walks or 2 hbp in the same inning. Try to avoid "lobbing" the ball.
8. Each team must have a scorekeeper. Scorebooks will be provided. Winning team should submit game scores to Shannon Myers.
9. If two teams end the tournament with 1 loss each, there will be a determining Championship game.

TOURNAMENT TEAM (TRAVEL TEAM)

1. Any Interested Rookie/Minor Team Manager to Coach the Tournament team must notify the Rookie League director in charge that season by 5pm on 4th Saturday in May.
2. By Saturday May 28th, each Managers will submit 2/3 top candidates from their team to be considered for the GABSA 7/8 "A" Tournament team. Parents must be contacted to find out if they are willing to commit to the team if selected.
3. There will be a Minor/Rookie league managers ONLY meeting to vote on the submitted names at the end of May (date TBD) then team members will be announced by June 1st.
4. The top 8 vote getters will be added to the team. Additional roster spots will be filled by players selected by the Team Manager.
5. Practices will be the last two weeks of June.
6. Three tournaments will be played in June/July, one of which is the PA District 14 Clarence Boyd Tournament. Parents can expect to have practices/games at least 3 nights/week.

ADDENDUM: PITCHING MACHINE GUIDELINES

1. The coach who is operating the pitching machine will act as the umpire, but should get help from the base coaches on close calls or foul ball calls
2. If a ball is hit or thrown and comes into contact with, comes to rest near, or a fly ball is in jeopardy of landing near the pitching machine a dead ball should be called, and play will stop with the hitter being awarded 1st base and no runners advancing unless forced.
3. The umpire will determine if the pitch is illegal, i.e. pitch hits ground or is too far out of the strike zone and will call "no pitch". Once the machine is set, it should not need to be constantly adjusted- the flight of the ball can be affected by how the ball is positioned on the machine. You should try to place the ball the same way each time to get consistent results
4. Any pitch that is not an "illegal pitch" should be called a strike if it is not swung at. **We will be using the 5 pitch limit so make sure coaches you can throw strikes.**
5. Pitching machine settings are: 3,4,4.