

Frontier Youth Baseball League Rookie Division Rules

- Age Guidelines: Ages 5 to 7 years old. Five year olds must have played one year of T-Ball to be eligible and it is encouraged that 7 year olds play up in the A Division if possible and if it is safe for the child.
- Player Evaluations: Rookie Division players will not participate in player evaluations.
- Team Formation: Teams will be formed via selection by the FYBL Player Agent(s).
- Player Protection: Limited to children of the Manager and two (2) Coaches.
- Uniform / Equipment: Players will keep their League-issued hat and jersey.

Regular Season Game Rules

- Time limit / innings: Rookie Division will play a maximum of six (6) innings. No new inning shall start after one hour and five minutes. **There shall be a one hour and fifteen minute "drop dead" time limit for all games.**
- Generally, Rookie games precede another game and the on/off time is important to maintain. Have players quickly gather their gear and conduct post-game meetings off the playing field and dugout areas.
- Scores / Standings: No score and no standings will be maintained.
- Field Preparation: The Home team is responsible for the preparation of the field. Bases shall be placed at a distance of 60'.
- Pitching: For the entire season, a pitching machine will be utilized and will be setup at the base of the pitching mound. The pitching machine should be set to a speed of approximately 35 MPH. No adjustments to the speed of the machine will be made once the game commences without the permission and knowledge of the opposing manager.
- During the month of March, a tee will be used to assist with contact in the event that a player has not made contact with five (5) hittable pitches. Beginning April 1st, the batter is out if they do not put the ball into play after five (5) hittable pitches. A player may receive an extra pitch if they foul off the fifth pitch.
- Batting: For all games, teams will utilize a continuous batting order (all players in attendance). During the month of March, the offense will bat half the lineup in each half inning. Beginning April 1st, normal three outs per side will be observed, but the half inning will end after

the entire lineup has batted if three (3) outs have not yet been recorded.

Base Running: Runners are to be removed from the bases if called out. When the last batter hits in the half inning, the runners are to stop running when play stops. **There is no "homerun hitter".**

On an overthrow to a base, runners may advance one (1) base only.

If the base runner makes unintentional contact with a live ball while running, the ball is still live and the runner is not out.

Stealing: There will be no steals allowed at any time.

Pitching Machine: A hit ball which strikes the pitching machine or the coach manning the machine will result in a dead ball and the batters as well as the runners will advance one base. A thrown ball that strikes the machine will result in a dead ball. Base runners will be allowed to advance if beyond half way to the next base (umpire discretion). The player's safety around the pitching machine is of paramount importance. The machine cannot be left unoccupied. If the machine is on, an adult must be present at the machine.

Stopping Play: A play stops when the ball is in the vicinity of the pitcher's mound after an attempt is made by a fielder to return the ball to the pitcher (umpire discretion), even if the ball is overthrown or dropped. Base runners will be allowed to advance if beyond half way to the next base only (umpire discretion).

Individual Playing Time: Only zero (0) or two (2) players should remain on the bench during defense. If twelve (12) players are in attendance, ten (10) are allowed in the field with two (2) substitutes. Eleven (11) players in attendance would result in nine (9) players in the field with two (2) substitutes. If only ten (10), then all will play the field, etc.

Late Arrivals: Do not penalize players arriving late to games. Encourage parents to get their child to the game early to allow for proper warm-up. If a player arrives late, add them to the bottom of the batting order and insert them into the defense as originally scheduled.

Defense: There will be a maximum of six (6) fielders playing in the traditional infield positions. Only one pitcher is allowed. The remaining players shall be positioned in the outfield.

All teams will field a catcher who will wear full catcher's gear and stand at the backstop until the ball is hit.

Player Rotation:

All players must rotate to ALL positions on the field (exception: 1st Base due to possible safety concerns if a player cannot catch a thrown ball). No player shall play more than one consecutive inning in the outfield or three consecutive innings in the infield. This means that ALL players rotate to the infield the inning after playing in the outfield. (e.g. no player always plays infield or outfield).

No player shall sit on the bench (defensively) more than one inning in any regular season game before all players have sat on the bench. No player can sit on the bench for consecutive innings. Bench time should be evenly distributed between all players on the team.

Umpiring:

The offense coach will feed the machine and act as the sole umpire for the game. Base coaches can assist with calls.

Coaching:

A maximum of three (3) coaches will be allowed on the field to assist with defense. **No more than four (4) total coaches and/or team parents are allowed on the field and in the dugout combined at any time.** At least one coach or team parent **MUST** be in the dugout at all times that a player is in the dugout.

Manager Selection will be determined by FYBL Rules and approved by the Board of Directors. All adults who are on the field or assisting in the dugout must have successfully cleared the FYBL approved background screening process.