

**RYBSA/JAYBA RULES for
Boys Rookies Baseball Division
Ages: 7–8 years old**

2018 Season

These rules apply only to the Boys Rookies Baseball League. They are intended to supplement the Universal Rules for this level of play.

General Rules:

1. Maximum Player Age: 8 Years Old
2. Ball: Restricted Flight Baseball – RIF (Reduced Injury Factor) 10
3. Playing Time (First 6 Innings):
 - a. All players present at the game must play a minimum of 3 innings in the field.
 - b. No player shall sit for 2 innings before all players have sat for 1 inning.
 - c. No player shall sit more than two consecutive innings.
 - d. All players must play a minimum of 2 innings in the infield. Catcher is NOT considered an infield position. No player can play infield positions for more than four innings in one game.
 - e. The Rookies league is a developmental league and it is expected that all players will receive an opportunity to play all positions. Therefore, players should move to a new position each inning (e.g., players should not play the same position twice during a game). However, the RYBSA and JAYBA Boards realize that there are logistical issues (safety, no shows, etc.) with complying with this rule. Therefore, a player may play a position more than once in a game, but this should be an exception and not the rule.
4. Playing Time (Extra Innings): Coaches have the option of reusing their 1st and 2nd inning player positioning or placing their players where they wish. If coaches do not reuse their earlier positioning, then rules 3b and 3c will apply.
5. Base Paths: 60 Feet
6. Pitching Rubber: 40 feet from the center of Home Plate
7. Batting Tee: Not used

Equipment:

1. Uniform: Rookie boy players will be furnished a team jersey, socks and cap which will be worn to all games. Boys must wear this uniform for the games. The jersey must be tucked in. Players must provide their own gray pants. The pants must remain long, and not converted to shorts.
2. Bats: Bats must be official baseball bats with a maximum bat diameter of 2 5/8".
3. Catchers Gear: Catchers must wear a protective helmet, catching mask, shin guards and chest protector that will be furnished by the league. Catchers should also use a catcher's mitt while catching, however NOT MANDATORY. If the player is more comfortable at this level using his/her own glove that is acceptable.

Coaching:

1. There may be one coach positioned by the pitching machine and one coach positioned in the field when their team is on defense.

Games:

1. At least one umpire supplied by the home team shall officiate each game. The home team will make every effort to secure a second umpire to officiate each game as well.
2. Innings per Game: Standard games consist of 6 innings. Four and one-half innings is considered a full game if the home team is ahead, five innings if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of the inning.
 - a. While school is in session for either team, there will be no new inning after 1:15 of play. The game will be considered complete and will count in the standings even if less than the innings stated above are finished (NO EXCEPTIONS). Out of school game length will be no new inning after 1:30 of play unless the score is tied. The game shall then revert to the extra inning rule in #4 of this section.
3. The intent is for all games to complete the number of innings listed in the appropriate league specific rules:
 - a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limit the amount of gear the catcher removes and using a pinch-runner for the catcher after two outs).
 - b. Organized position changes, etc.
4. Once an inning is started it must be completed. Reasons for not completing the prescribed number of innings are limited to:
 - a. Weather – rain, lightning (See general RULES for definition).

- b. Continuation of the game cannot change the outcome (run rule prevents the team losing from taking the lead).
 - c. Injuries result in either team not having enough players.
- 5. Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided visibility is safe for the players. If after two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half win and a half loss.
- 6. Injury Substitutions: A player who is injured during the game may be taken out and a substitute put in his place. If, after resting, he is able to play again, he may rejoin the game. He must, however, have sat out a minimum of one complete inning. For example, a player removed because of injury in the top of the 2nd inning may rejoin the game no sooner than the top of the 3rd inning. A player may not start a game or rejoin a game if he needs a pinch runner or fielder in order to resume play.
- 7. Each team will have 10 players in the game at all times. In case of injury, a team will be allowed to continue with 9 players. A team will be allowed to play with less than 9 players if both coaches agree. Teams are allowed to substitute T-Ball players to field a full team.
- 8. Catchers are expected to field pitched balls and return them to the pitcher. However, a coach may assist in returning the balls in order to keep the games moving.

Batting:

- 1. Batting Order: Each team shall use a progressive batting order to include all players present. If a player arrives after the game has started, they shall bat at the end of the batting order.
- 2. Inning Limitations: **Three (3) outs or six (6) runs, whichever comes first (**Please note New Run Rule Below for innings after inning number 5 **or if last inning of the game is announced due to the time limit**)
- 3. **RUN RULE BY DEFINITION:
 For those games where the inning run rule applies, FOR INNINGS 1 TO 5 any team that scores (6) runs per inning, that ½ of the inning is over, and the teams will switch sides at the time the 6th run touches home plate. FOR THE REMAINDER OF THE GAME(**or if it is announced as last inning based on the time limit**), ANY TEAM THAT SCORES (10) RUNS PER INNING, THAT ½ OF THE INNING IS OVER, AND THE TEAMS WILL SWITCH SIDES AT THE TIME THE 10TH RUN TOUCHES HOME PLATE. For games where the deficit is larger than the max number of runs scored could tie the game, at that point, the game would officially be over, and THAT is the

score that must be logged in. We still encourage the coaches and teams to play additional innings if time and darkness allow affording players the opportunity to play more baseball and enjoy themselves.

4. Bunting: Not allowed.
5. Helmets: Batters and Runners must wear helmets while in the field of play.
6. A batter throwing the bat after striking the ball will first be warned about the situation, as well as warning the coach. Should the same player throw the bat a second time, that player will be called out and all runners will return to their original base.
7. T-Ball Field: Balls hit over the fence on the fly are home runs. Balls that bounce over or under the fence, (regardless of being touched by a fielder) are doubles and all runners advance 2 bases.

Fielding:

1. Infield Fly Rule: Not Used.
2. All fielders must play in “traditional” positions (e.g., shortstop must be positioned between 2nd base and 3rd base. No “shift” defenses may be employed.
3. The player who is playing the Pitcher position MUST be positioned within arms-length of the pitching machine or the coach while the ball is being pitched. There will be markings clearly designating the pitching area.
4. Outfielders may not make put-outs in the infield by tagging base-runners or stepping on a base to force an out.

Base Running:

1. Leading Off: Not allowed.
2. Base runners will be held to the nearest base once the ball is returned to the infield (inside the base paths) whether in control of an infielder or not. The ball will be considered dead.
3. If a ball is hit off the pitching machine, it will be considered a live ball as long as it is in the field of play. If it bounces out of play after contacting the machine, it will be considered ‘out of play’ and the runner will be awarded the next base.
4. Overthrows: Players may not advance on an overthrow.

Pitching:

1. A pitching machine will be used for all official games. The pitching machine will be set to throw pitches at a speed setting agreed to by both coaches. Normally this has been 32-36 mph. The setting can only be changed if both coaches agree.
2. There will be markings around the pitching machine for the player in the pitching position so the player is aware of where to stand.
3. While school is in session for either team, the batter will be pitched up to five (5) balls. A foul on what should be the batters final pitch that is not caught by the defense will result in an additional pitch (e.g., the batter cannot be called out on a fouled off final pitch unless the foul is caught by the defense). Once the teams are out of school, the batter will be out after three swinging strikes, regardless of whether he/she has received five pitches or not. A foul on the third strike that is not caught by the defense will result in an additional pitch.
4. If time allows after the completion of a complete and official game, and in order to begin developing pitching skills, the teams are encouraged to play an additional inning allowing players to pitch. Runs scored during any additional player-pitch innings will not count towards the just completed game. This inning is for training purposes only.