

# **TEE BALL & ROOKIE LEAGUE**

**KINDERGARTEN, 1<sup>ST</sup> & 2<sup>ND</sup> GRADES**

**OFFICIAL REGULATIONS & PLAYING RULES**



SUMMIT, N.J. JUNIOR BASEBALL LEAGUE, INC.  
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# Quick Reference Guide – Regulations

Refer to Regulations Section for Complete Explanations

## QUICK REFERENCE GUIDE--REGULATIONS

### III. **Players:**

- Only Summit residents can register for League (However, exceptions are outlined in this regulation)
- Maximum fee is equal to two oldest family members' fees
- Automatic forfeiture of game(s) for using illegal player
- **Player Code of Conduct.** Failure to follow code may result in removal from game or League

### V. **Pitchers:**

- **T-Ball:** This is a no pitch league. All hitting in games will be from batting T's.
- **Rookie League (1<sup>st</sup> Grade):** This is a coach pitch only league. All pitching in games will be conducted by the offensive team coach / assistant coach. Following ten (10) coach pitches, an individual at bat will be completed using a batting T.
- **Rookie League (2<sup>nd</sup> Grade):** For the first part of the season, this is a coach-pitch league. Beginning on the first Saturday in May, players will be given the opportunity to pitch in games situations subject to the following conditions.
  - Coaches must agree before the game starts as to whether to use their own coach or the opposing team's coach for "mop up" duty.
  - The coach (with "mop-up" duty) should assist the pitcher (coach-pitch) to complete an individual at bat if five (5) pitches have been thrown to an individual batter without a hit. Following five (5) player pitches and five (5) coach pitches, an individual at bat will be completed using a batting T.
  - Any pitcher hitting two (2) batters shall be removed as a pitcher from that game.
  - A pitcher is allowed to pitch no more than thirty (30) pitches or one (1) inning (whichever comes first) per week.
  - The league pitching week shall run from Sunday through Saturday.

### VIII. **Field Decorum:**

- Player may be suspended for damage to League property or to League-used fields

### X. **Post Game Procedures:**

Following the final out of the game played on any given day, the coaches shall:

- Have the players police the grounds and secure any League equipment.
- Have the players, parents, and coaches collect and properly discard of all refuse or recyclable materials in and around their respective playing area.
- Rake and drag the field (coaches from both teams must do this).

Following the last scheduled game of the day, the coaches shall also:

- Place any field maintenance equipment in the appropriate shed and secure and lock shed.
- Secure and lock storage lockers.

# Quick Reference Guide – Playing Rules

Refer to Official Playing Rules Section for Complete Explanations

## QUICK REFERENCE GUIDE—OFFICIAL PLAYING RULES

### Rule 1.00 The Playing Fields:

- **Bases:** The bases are 60 feet apart.
- **Pitching plate:** is 46 feet from the home plate side of the rubber to the apex at the rear of home plate.
- **Batter's box:** is 3 feet by 6 feet and 4 inches from home plate.

### Rule 2.00 Game Uniforms and Equipment:

- Max Bat Length / Max Bat Diameter: 29" / 2 1/4"
- Non-wood bats must be marked BPF 1.15
- Jewelry of any kind cannot be worn by any player during a practice or a game.
- Use of a NOCSAE-approved helmet and helmet mounted faceguard by the batter, on deck batter, and all base runners is mandatory during practice, as well as during games.

### Rule 3.02 Inclement Weather Conditions and/or Wet Grounds:

- League can cancel game up to 15 minutes before start time. Coaches can jointly decide to call game from between 15 minutes before to 15 minutes after official start time.
- Coaches cannot reschedule games by mutual agreement; only League Director has this authority. Coaches can only postpone games due to weather related conditions as per this rule.
- Lightning/Thunder rule explained

### Rule 4.0 General Game Rules:

- No bunting.
- No base stealing. The player stays on the base until the ball is hit (no leading).
- There are no walks or strikeouts.
- The Infield Fly Rule is not applicable.
- There are no penalties for Interference, Obstruction, or Balks.
- All players are inserted into the lineup for hitting.
- T-BALL LEAGUE ONLY:
  - An inning is over when all the players have batted once.
  - Every player bats and plays in the field in every inning.
- ROOKIE LEAGUE ONLY:
  - An inning is over after 3 outs or when all the players have batted once.
  - There will be ten (10) defensive players on the field. The tenth player shall be an extra outfielder.
  - Every player must play half of the innings played in each game, including practice games, and rescheduled games. An inning is defined as being officially inserted into the batting and fielding lineup.
  - Each player must play the entirety (start to finish) of at least three (3) official length games during the regular season.
- Regulation Games are defined for Rookie Leagues only.
- Saturday Game Time Limitation - Games shall not start a new inning within ten (10) minutes of the start time of the next scheduled game.

### Rule 7.00 The Runner:

- Base runners may not advance on an overthrow.
- T-BALL LEAGUE ONLY –
  - Runners and batter-runner will advance one base per hit
  - A base runner called out remains on base.
- ROOKIE LEAGUE ONLY –
  - A base runner called out, will return to the bench
  - Base runners will not advance once a batted ball is returned to the infield after it has been in the outfield.
  - Players will advance one base per hit (unless called out), unless the batted ball reaches the outfield at which time they may advance until the ball returns to the infield.

### Rule 9.00 – Definition of Terms:

- The Home Team will occupy the first base dugout.

# Summit N.J. Junior Baseball League, Incorporated

## T-Ball / Rookie League – REGULATIONS

### REGULATIONS

These regulations govern the conduct and operation of the Summit, N.J. Junior Baseball League, Inc. (hereinafter referred to as the “League”).

#### I. THE LEAGUE

- a) The League is the only unit of organization.
- b) The League shall be governed by the Board of Directors as elected by the membership or appointed by the President in accordance with the League’s By-laws.
- c) All the League’s administrative regulations will be governed by the League’s By-Laws.
- d) The League shall:
  - 1) Provide all players with uniforms.
  - 2) Provide accident insurance coverage for all players, coaches and umpires.

#### II. THE TEAMS

- a) The Board of Directors shall establish the number of players on each team and make an effort to fairly balance player abilities across teams by age, grade and skill level.
- b) No more than the number of players established by the Board of Directors under Regulation II (a) may be in uniform during any game.
- c) If a coach loses one or more of the players on his roster during the Regular Season he must notify the appropriate League Director within three (3) days. Upon confirmation the League Director, in consultation with the League President, will determine whether the player must be replaced. If so the League Director will promptly replace the lost player(s) in the manner set forth as follows (the playing ability of the player shall NOT be considered a justifiable reason for replacement):
  - 1) As available from the appropriate league waiting list.
  - 2) If there is no waiting list, a player may be reassigned from another team in the same league that has extra players upon approval of the League Director in consultation with the coach of the team that will lose the player(s). Transfer player(s) shall be chosen based first, if at all possible, on similar age and skill level as the player being replaced. Any transfer of a player shall be subject to prior approval of the player’s parent or guardian.

#### III. PLAYERS

- a) Only players who are Summit residents or planning to become Summit residents during the League Regular Season and who meet the grade level requirements shall be eligible to register and play in the League. However, SJBB may elect to sponsor a team(s)/program where it would be advantageous to include players from outside the City of Summit. In these instances, upon the approval of the Board of Directors, players from outside the City of Summit may register for specific SJBB sponsored team(s)/program(s).
- b) If players are pitching on teams not sponsored by Summit Junior Baseball, their pitch counts on those non-sponsored teams will not count towards their weekly total in Summit Junior Baseball and rest periods do not apply.
- c) Each new player must present acceptable proof of age to the League President or Registrar if requested.

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## T-Ball / Rookie League - REGULATIONS

- d) Upon recommendation of the player's coach, a player may be dismissed from the League by the League Board of Directors for failing to attend seventy-five per cent (75%) of the team practice sessions and two (2) consecutive games, or a total of any three (3) games. A coach electing to invoke this rule must do so through his respective League Director. The League Director will contact the player's parents to determine the circumstances and level of the player's interest and will report his/her findings to the League Board of Directors. The League Board of Directors shall then promptly act on the request.
- e) A player who moves from the City of Summit after the start of the session will be permitted to complete the current season.
- f) **ELIGIBILITY BY LEAGUE:**
  - 1) T-Ball League: Kindergarten
  - 2) Rookie League: 1st and 2nd Grade
- g) All players are required to pay the League registration fee to be eligible to play. The League will provide scholarships in accordance with the League Scholarship Policy for players who may be financially unable to pay.
- h) The maximum registration fee for the League's Regular Season programs for any family shall not exceed the sum of the League's registration fees for the two oldest registered family members. Fees for other League sponsored programs shall be subject to the requirements of those programs.
- i) A player must have a completed registration form with a signed parental or guardian authorization on file with the Registrar to be eligible to participate in any League practice or game.
- j) The Registrar will maintain the official team roster. The use of a player not on the official roster is illegal and will result in the automatic forfeiture of any game(s) in which the ineligible player participated. The alleged violation must be brought to the attention of the appropriate League Director. Upon receiving notice of the alleged violation the League Director shall promptly investigate and bring the facts and circumstances to the League Board of Directors at its next meeting, who shall make a final determination as to whether a violation occurred. Allegations alleging a violation of this regulation may be made at any time after the alleged violation occurred but prior to the conclusion of the Regular Season. If a Board meeting cannot occur in a timely manner the League Director in concert with the League President and one other Board member shall make the final determination as to whether a violation occurred. There is no appeal from any decision made under this section.
- k) **PLAYER CODE OF CONDUCT:** All players shall conduct themselves in a proper and ethical manner, demonstrating respect for their teammates, fellow players, coaches, umpires and game spectators. Failure to conduct themselves in this way may subject them to removal from the game, team or League, or result in such other sanction or penalty as may be determined by the League President in his/her sole discretion upon a showing of good cause. Such sanction or penalty shall be final, except that a penalty that removes a player from the League may be appealed within twenty-four (24) hours of the decision to the League Board of Directors. If appealed its implementation shall be postponed until the League Board of Directors rules on the decision. The League President shall not be eligible to vote on any such appeal.

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## T-Ball / Rookie League - REGULATIONS

### IV. SELECTION OF PLAYERS

- a) T-Ball and Rookie League Directors shall, in consultation with the Registrar, assign players to teams in their Leagues. Reasonable efforts will be made to assign players in those Leagues to teams by school, location or other appropriate criteria.
- b) It is mandatory that all players abide by team assignments. Any exception to assigning a player to a team as approved by the League Board of Directors may be approved and implemented by the League President after consulting with the appropriate League Director.
- c) The only regular exception other than that stated in (b) above to assigning players to a team is that children in the same League within the same family shall be assigned to the same team absent a request from their parent or guardian not to do so.
- d) League Directors shall be responsible for identifying coaches and assistant coaches for each team prior to the start of the Regular Season. League Directors may assign new coaches or assistant coaches if their assignment is judged necessary for coaching needs after the start of the Regular Season. All coaching assignments made after the start of the season shall be made in accordance with League policy and are subject to prior approval of the League President.
- e) Players may be assigned to a team in a lower non-grade appropriate League only upon parental/guardian request and/or approval and only with the approval of the League President and only where the League Directors of the two Leagues involved have determined that the player's skill level, as determined by the players' ratings, skill evaluation and prior year's coaches' recommendation, if applicable, clearly demonstrates that the player's participation in the grade appropriate League will raise very clear and unacceptable personal safety or other concerns for that player.

### V. PITCHERS

- a) **T-Ball:** This is a no pitch league. All hitting in games will be from batting T's.
- b) **Rookie League (1<sup>st</sup> Grade):** This is a [coach-pitch](#) only league. All pitching in games will be conducted by the offensive team coach / assistant coach. Following ten (10) coach pitches, an individual at bat will be completed using a batting T.
- c) **Rookie League (2<sup>nd</sup> Grade):** For the first part of the season, this is a coach-pitch league. Beginning on the first Saturday in May, players will be given the opportunity to pitch in games situations subject to the following conditions.
  - 1) Coaches must agree before the game starts as to whether to use their own coach or the opposing team's coach for "mop up" duty.
  - 2) The coach (with "mop-up" duty) should assist the pitcher (coach-pitch) to complete an individual at bat if five (5) pitches have been thrown to an individual batter without a hit. Following five (5) player pitches and five (5) coach pitches, an individual at bat will be completed using a batting T.
  - 3) Any pitcher hitting two (2) batters shall be removed as a pitcher from that game.
  - 4) Once a player is removed as a pitcher he/she may not re-enter that game as a pitcher.
  - 5) A pitcher is allowed to pitch no more than thirty (30) pitches or one (1) inning (whichever comes first) per week.
  - 6) The league pitching week shall run from Sunday through Saturday.
  - 7) Every player must be given a chance to pitch over the course of the season.

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## T-Ball / Rookie League - REGULATIONS

### **VI. SCHEDULES**

Official Regular Season game schedules and any special game schedules shall be prepared by the League prior to the start of the Regular Season and shall be distributed to coaches and players.

### **VII. PARTICIPATION IN OTHER BASEBALL LEAGUES & PROGRAMS**

Subject to League Board of Directors approval, the League may sponsor a team's or player's participation in a non-League organized, or multi-town baseball league or program. Such participation may be subject to the playing rules of that league or program, except that the League's rules and regulations shall govern the conduct of its sponsored teams and players to the extent they do not conflict with the written rules and regulations of the approved baseball league or program.

### **VIII. FIELD DECORUM**

- a) The actions of players, coaches, and League officials must be above reproach.
- b) Only uniformed players and coaches shall be permitted within the confines of the playing field just prior to and during games. Except for the batter, base runners, the player "on deck" and coaches, all players shall be on their benches, in their respective dugouts or in the bullpen when their team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen.
- c) Only adults are permitted in the coaching boxes.
- d) It is the responsibility of the team coaches to maintain team discipline and decorum during a game.
- e) Damage caused to League equipment or League-used fields, (e.g., helmets, bats, dugout, etc.), is prohibited. If found liable following an investigation by the appropriate League Director, the offending player may be suspended from the League or be subject to such other sanctions as recommended by the League Director and approved by the League President. Any determination and subsequent sanction under this Section shall be final.

### **IX. USE OF LEAGUE UNIFORM AND EMBLEM**

Use of the official League name is restricted to administrative and operational purposes of the League only and cannot be extended to any other individual or organization for any purpose whatever.

### **X. POST GAME PROCEDURES**

- a) Following the final out of the game played on any given day, the coaches shall:
  - 1) Have the players police the grounds and secure any League equipment.
  - 2) Have the players, parents, and coaches collect and properly discard of all refuse or recyclable materials in and around their respective playing area.
  - 3) Rake and drag the field (coaches from both teams must do this).
- b) Following the last scheduled game of the day, the coaches shall also:
  - 1) Place any field maintenance equipment in the appropriate shed and secure and lock shed.
  - 2) Secure and lock storage lockers.

# Summit N.J. Junior Baseball League, Incorporated

## T-Ball / Rookie League - OFFICIAL PLAYING RULES

### OFFICIAL PLAYING RULES

#### 1.00 THE PLAYING FIELDS

**1.01** – The distance between bases, including home base, shall be sixty (60) feet. The infield shall be sixty (60) feet square.

*NOTE: All bases and home plate are within the infield and within fair territory. The distance from home to first and third bases is measured from the apex at the rear of home plate, to the outfield side of first and third bases. However, the line from first to second and third to second goes from the outfield/foul-line corner of the bases to the center of second base. More simply stated; after you mark the 60 foot square; you place home, first and third inside within the square and place the center of second base on the point where the lines from first and third meet.*

**1.02** – The distance from the front of the pitching plate to the point at home base, where the first and third base lines intersect, shall be forty-six (46) feet.

*NOTE: It is a 4" by 18" slab that is set 6" above the level of home plate. The slope starts at a point 4" toward home on the home plate side of the rubber. The drop of the slope is 1" down for each 12" toward home plate.*

**1.03** - The coach's boxes shall be clearly marked and shall not be closer than six feet from the foul lines where practicable.

**1.04** - The batter's box shall be rectangular, approximately 6 feet by 3 feet. The batter's box shall be separated from home plate by 4 inches. The batter's box shall be clearly marked at the beginning of the game.

#### 2.00 GAME UNIFORMS AND EQUIPMENT

**2.01** - The official or approved League baseball, supplied by the League, must be used.

**2.02** - Wood or non-wood bats may be used by a player. Any bat altered from its original issued state, such as being painted or weighted, is an illegal bat and shall be removed from the game. Only 2 ¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed. The maximum bat lengths and diameters allowed are as follows:

Max Length / Max Diameter: 29" / 2 ¼"

**2.03** (a) Each player is responsible for the upkeep and repair of the uniform provided to him or her. During a game, shirts of all players shall be neatly tucked in. No player shall wear jewelry of any kind during a game or practice, attach to their uniform any foreign material, or wear ragged, frayed, or slit sleeves or undershirts other than a solid color when exposed to view. (b) Shoes with metal spikes or cleats are not permitted. Rubber cleats are permissible. Nothing may be attached to the heel or toe other than a toe plate.

**2.04** - Catchers must wear a League-approved catcher's mitt (of any shape, size or weight consistent with protecting the hand), chest protector, helmet, protective cup, shin guard and mask with throat protector. Any player warming up a pitcher (on the field or in the bull pen) must wear a mask.

**2.05** - The first baseman may wear a glove or mitt not more than 14" from top to bottom and not more than 8" inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the glove.

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## T-Ball / Rookie League - OFFICIAL PLAYING RULES

**2.06** - Each fielder, other than the first baseman, may wear a glove not more than 12” inches long or more than 8” inches wide, measured from the base of the thumb crotch to the outer edge of the glove.

**2.07** - (a) The pitcher’s glove shall be uniform in color including all stitching, lacing and webbing. (b) The pitcher’s glove may not be white or gray. (c) A pitcher shall not attach any foreign material to his/her glove. (d) No pitcher shall wear sweatbands or watches on the wrists or a batting glove under the fielder’s glove.

**2.08** - Use of a [NOCSAE](#)-approved helmet and helmet mounted faceguard by the batter, on deck batter, and all base runners is mandatory during practice, as well as during games.

### **3.00 - GAME PRELIMINARIES**

**3.01** - Coaches and players should arrive at the field thirty minutes before game time. Before the game begins, the coaches shall:

- 1) Line the base paths, batter’s box and coach’s box.
- 2) Ensure the playing field is ready for play - inspect pitcher’s mound and batter’s box and general area of play.
- 3) Secure bases.
- 4) Home and visiting team coaches supply a new baseball for each game.
- 5) Secure equipment locker/shed before game starts.

**3.02** Inclement Weather Conditions and/or wet grounds.

a) Coach Authorized Cancellations

- 1) Games may be postponed or rescheduled by the coaches of the teams involved because of poor playing field conditions or bad weather only if the coaches reach a joint decision at the field.
- 2) The coaches must be at the field and cannot make a decision to postpone a game any earlier than 15 MINUTES BEFORE the scheduled game time.
- 3) The coaches can delay a decision to postpone for whatever reason until no later than 15 minutes after the officially scheduled start time of the game.
- 4) Coaches should notify the appropriate League Director within 24 hours of a decision to cancel a game due to unplayable conditions or inclement weather.

b) League-Authorized Cancellations

- 1) The League President and/or the Director of Field Operations, or in their absence, the appropriate League Director, may postpone and cause a game to be rescheduled due to inclement weather, if in his/her opinion the field is deemed unplayable. That decision can be made at any time prior to 15 minutes before the scheduled start time.
- 2) No games may be rescheduled by agreement of the coaches other than as noted above.

c) Thunder / Lightning Postponement and/or Cancellations

- 1) Once Thunder / Lightning has been recognized, all personnel, athletes and spectators will evacuate the playing field to seek shelter in sturdy buildings or vehicles. Personnel, athletes and spectators should not use the dugouts or other field structures as shelter.
- 2) Recognition of Thunder / Lightning will be defined as the sound of thunder, the sight of lightning, or the triggering of any lightning alarm if active at the field.

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## T-Ball / Rookie League - OFFICIAL PLAYING RULES

- 3) **Thirty-minute rule** – Game play will be postponed for at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Any subsequent lightning or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.

*NOTE: In the event that a game is canceled due to unplayable grounds and there are games scheduled following that cancelled game, the coaches of the cancelled game should make every attempt to ready the field so that the game(s) following may be played.*

### 4.00 - GENERAL GAME RULES

4.01 - No player shall intentionally damage or discolor the ball.

4.02 - No bunting.

4.03 - No base stealing. The player stays on the base until the ball is hit (No Leading).

4.04 - There are no walks or strikeouts.

4.05 - The Infield Fly Rule is not applicable.

4.06 - There are no penalties for [Interference](#), [Obstruction](#), or [Balks](#).

4.07 - T-BALL LEAGUE ONLY:

- a. The ball must travel 10 feet or it is a foul.
- b. An inning is over when all the players have batted once.

4.08 - ROOKIE LEAGUE ONLY:

- a. Adult coaches may warm up a pitcher at home plate between innings.
- b. An inning is over after 3 outs or when all the players have batted once.

### 4.09- PLAYER PARTICIPATION

- 1) Every player in attendance at a game shall be inserted in the batting order at the start of the game (e.g., players 1 through 15). A player arriving after the start of a game shall be inserted as the last batter in the lineup.
- 2) T-BALL LEAGUE ONLY: Every player bats and plays in the field in every inning.
- 3) ROOKIE LEAGUE ONLY:

- a. There will be ten (10) defensive players on the field. The tenth player shall be an extra outfielder.
- b. Every player must play half of the innings played in each game, including practice games, and rescheduled games. An inning is defined as being officially inserted into the batting and fielding lineup.

*NOTE: The only exceptions are the last half inning not played when the home team wins the game or the game is called pursuant to Rule 3.02 (Inclement Weather and/or Wet Grounds). Coaches shall rotate their playing order so that no player(s) are repeatedly penalized by this half inning not played.*

- c. Each player must play the entirety (start to finish) of at least three (3) official length games during the regular season.

*NOTE: Practice games do not count towards this requirement.*

- d. Coaches are expected to anticipate games shortened by darkness, especially during the early part of the season.
- e. Should a coach wish to play a player less than half of the innings played, authorization must be obtained in advance from the League Director.

Any violation of 4.09 3.b. or 4.09 3.c. must be alleged and brought to the attention of the appropriate League Director by a coach in the same league as the team who

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## T-Ball / Rookie League - OFFICIAL PLAYING RULES

allegedly violated this rule, or the parent/guardian of the player who may have been the subject of the violation. Upon receiving notice of the alleged violation the League Director shall promptly investigate and bring the facts and circumstances to the League Board of Directors at its next meeting, who shall make a final determination as to whether a violation occurred and the appropriate disciplinary action. There is no appeal from any decision made under this section.

### **4.10 - REGULATION GAMES**

- a) T-BALL LEAGUE: No regulation game exists. Coaches are encouraged to play at least three (3) full innings, preferably (6). Score is not kept during the game.
- b) ROOKIE LEAGUE:
  - 1) A regulation game consists of six (6) innings, unless it is shortened:
    - i. Because the home team needs none of its half of the sixth inning or only a fraction of it, or
    - ii. Because the coaches call the game.
  - 2) If the score is tied after six (6) completed innings play shall terminate and the game will end in a tie.

**4.11 - Saturday game time limitations:** On Saturdays, games shall not start a new inning within ten (10) minutes of the start time of the next scheduled game. Innings in progress at this time shall be played to completion. The next inning begins when the final out is recorded in the prior complete inning.

**4.12 – END OF GAME PLAY -** A called game ends at the moment the coaches agree to terminate play. **EXCEPTION:** If the game is called during an uncompleted inning, the game ends at the end of the last previous completed inning, unless the home team has tied the game or gone ahead in the uncompleted inning.

### **5.00 - STARTING & PLAYING THE GAME**

**5.01 -** The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his/her position in the batter's box, the coaches shall call "play" and the game shall start.

**5.02 -** The offensive team shall station two (2) coaches on the field during its time at bat, one in the first base coach's box and one in the third base coach's box. The defensive team may station coaches on the field for the purpose of defensive player fielding and pitching instruction.

**5.03 -** The ball becomes dead when "time out" is called.

### **6.00 - THE BATTER**

**6.01 -** Each player of the offensive team shall bat in the order that his/her name appears in the team's batting order.

**6.02 -** A batter is out when:

- a) His/her fair or foul ball (other than a foul tip) is legally caught;
- b) After a player hits a fair ball, the player or first base is tagged before the player touches first base;

**6.03 - ROOKIE LEAGUE ONLY -** The batter becomes a runner and is entitled to first base without liability to be put out (provided he/she advances to and touches first base) when the batter is touched by a pitched ball, which he/she is not attempting to hit.

# Summit N.J. Junior Baseball League, Incorporated

## T-Ball / Rookie League - OFFICIAL PLAYING RULES

### 7.00 - THE RUNNER

7.01 - Base runners may not advance on an overthrow.

7.02 - T-BALL LEAGUE ONLY –

- a) Runners and batter-runner will advance one base per hit
- b) A base runner called out remains on base.

7.03 - ROOKIE LEAGUE ONLY –

- a) A base runner called out, will return to the bench
- b) Base runners will not advance once a batted ball is returned to the infield after it has been in the outfield.
- c) Players will advance one base per hit (unless called out), unless the batted ball reaches the outfield at which time they may advance until the ball returns to the infield.
- d) Any runner is out when:
  - 1) He/She runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference with a fielder fielding a batted ball.
  - 2) He/She is tagged, when the ball is live, while off a base.  
*EXCEPTION: A batter-runner cannot be tagged out after overrunning or over sliding first base if the runner returns immediately to the base. One (1) step in the direction of second base enables a fielder to tag out the runner on the overrun at first base.*
  - 3) He/She fails to retouch the base after a fair or foul fly ball is legally caught, before that runner or the base is tagged by a fielder.
  - 4) He/She fails to reach the next base before a fielder tags the runner or the base, after the runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed.
  - 5) He/She is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance.  
*NOTE: If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.*
  - 6) He/She passes a preceding runner before such runner is out.
  - 7) With the ball in play, while advancing or returning to a base, he/she fails to touch each base in order before his/her base is tagged.  
*NOTES: No runner may return to touch a missed base after a following runner has scored. When the ball is dead no runner may return to touch a missed base, or once the runner left after he/she advanced to and touched a base beyond the missed base.*
  - 8) In running or sliding for home base, he/she fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his/her hand when touching home base.
  - 9) If attempting a Headfirst Slide into any base, except while returning back to a base.

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## T-Ball / Rookie League - OFFICIAL PLAYING RULES

### 8.00 - THE PITCHER

**8.01 - LEGAL PITCHING DELIVERY.** There are two (2) legal pitching Positions: the Windup Position and the Set Position. Either position may be used at any time.

- a) **THE WINDUP POSITION.** The pitcher shall stand facing the batter, any part of his/her pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with his/her delivery of the ball to the batter commits the pitcher to the pitch without interruption or alteration. He/she shall not raise either foot from the ground, except that in his/her actual delivery of the ball to the batter, he/she may take one step backward and one step forward with the free foot. When a pitcher holds the ball with both hands in front of his/her body, with his/her pivot foot in contact with the Pitcher's plate, and his/her other foot free, the pitcher will be considered in the Windup Position.

***NOTE:** In the Windup Position, a pitcher is permitted to have his/her "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.*

- b) **THE SET POSITION.** Set positions shall be indicated by the pitcher by he/she standing facing the batter with any part of the pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, holding the ball with both hands in front of the body and coming to a complete stop. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his/her pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as the "stretch". But if the pitcher so elects, he/she shall come to the Set Position before delivering the ball to the batter. After assuming Set position, any natural motion associated with the pitcher's delivery of the ball to the batter commits the pitcher to pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his/her side; from this position the pitcher shall go to his/her set position without interruption and in one continuous motion.

**8.02 - Pitcher Restrictions:** The pitcher shall not:

- a) Bring his/her pitching hand in contact with the lips.
- b) Apply a foreign substance of any kind to the ball.
- c) Expectorate on the ball, either hand or his/her glove.
- d) Rub the ball on his/her glove, person or clothing.
- e) Deface the ball in any manner.
- f) Deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course is allowed to rub the ball between his/her bare hands.
- g) Deliver a "quick-pitch" return pitch.
- h) The pitcher shall not throw any kind of breaking ball including but not limited to a curveball, slider, slurve, forkball, split finger, screwball, knuckle ball, and knuckle curve.

**8.03 -** When a pitcher takes his/her position at the beginning of each inning, he/she shall be permitted up to eight (8) warm-up pitches to the catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the coaches shall allow the new pitcher as many pitches as they deem necessary to assure the pitcher is warmed up.

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## T-Ball / Rookie League - OFFICIAL PLAYING RULES

### 9.00 - DEFINITION OF TERMS

**APPEAL** is the act of a fielder in claiming a violation of the rules by an offensive team.

**BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

**BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter.

**BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

**BASE COACH** is a coach who is stationed in the coach's box at first or third base to direct the batter and the runners.

**BASE ON BALLS** is an award of first base granted to a batter who, during his or her time at bat, receives four pitches outside the strike zone.

**BATTER** is an offensive player taking position in the batter box.

**BATTER-RUNNER** is a term that identifies the offensive player who has just finished his/her time at bat until he/she is put out or until the play on which he/she became a runner ends.

**BATTER'S BOX** is the area within which the batter must stand during his/her time at bat.

**BATTERY** is the pitcher and catcher.

**BENCH OR DUGOUT** is the seating facilities reserved for players, substitutes and coaches when they are not actively engaged on the playing field.

**BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly.

**CALLED GAME** is one which, for any reason, the umpire terminates.

**CATCH** is the act of a fielder in getting secure possession in his/her hand or glove of a ball in flight and firmly holding it before it touches the ground, providing he/she does not use his/her cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his/her contact with the ball, the fielder collides with a player, or a wall, or if the fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and is then caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he/she has complete control of the ball and that his/her release of the ball is voluntary and intentional.

**CATCHER** is the fielder who takes his position back of the home base.

**CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.

**COACH** is a person appointed by the president to be responsible for the team's actions on the field and to represent the team in communications with the umpire and the opposing team.

a) The coach shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.

b) If a coach leaves the field, he/she shall designate an assistant coach as his/her substitute and such substitute coach shall have the duties, rights and responsibilities of the coach.

**COACH-PITCH** is a modification of the game reserved for Rookie League players whose batting skills have advanced. A coach (adult or mature teen-ager) throws the ball to the

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batter. Underhand pitches can be thrown with an arc to reduce speed. Overhand pitches can be thrown from one knee on the ground to put the pitcher at the same level as the batter. If the player is unable to hit the pitched ball after a pre-determined number of throws -- the ball is placed on a tee and the batter's turn continues.

**DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

**DEFENSE OR DEFENSIVE** is the team or player of the team in the field.

**DOUBLE-HEADER** is two regularly scheduled or rescheduled games, played in immediate succession.

**DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

a) A force double play is one in which both putouts are force plays.

b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out.

***EXAMPLE 1:** Runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). **EXAMPLE 2:** Bases loaded; none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).*

**FAIR BALL** is a batted ball that settles on fair ground between home and first/third base or that is on or over fair territory when bounding to the outfield past first or third base or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

***NOTE:** A fair fly shall be adjudged according to the relative position of the ball and the foul line including the foul pole and not as to whether the fielder is on fair or foul territory at the time he/she touches the ball.*

**FAIR TERRITORY** is that part of the playing field within, and including the first and third base lines, from home plate to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.

**FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

**FLY BALL** is a batted ball that goes high through the air in flight.

**FORCE PLAY** is a play in which a runner legally loses his/her right to occupy a base by reason of the batter becoming a runner.

**FORFEITED GAME** is a game declared ended by the umpire in accordance with the League Rules or Regulations or subsequently by the League Board of Directors in favor of the offended team by a score of 1 to 0.

**FOUL BALL** is a batted ball that settles on foul territory between home and first base or between home and third base or that bounds past first or third base on or over foul territory,

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or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of umpire or player or any object foreign to the natural ground.

*NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line including the foul pole and not as to whether the fielder is on foul or fair territory at the time he/she touches the ball.*

**FOUL TERRITORY** is that part of the playing field outside of the first and third base lines extending to the fence and perpendicular upwards.

**FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

**GROUND BALL** is a batted ball that rolls or bounces close to the ground.

**HOME TEAM** is the team which takes the field first at the start of the game. Adopted schedules will determine which team this will be. The Home Team will occupy the first base dugout.

**ILLEGAL OR ILLEGALLY** is contrary to these rules.

**ILLEGAL PITCH** is:

- a) A pitch delivered to the batter when the pitcher does not have his/her pivot foot in contact with the pitcher's plate;
- b) When the pitcher delivers the pitch with foreign substance applied to the ball. Rosin can be applied to the hand; or
- c) A quick return pitch.

**ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

**INFIELDER** is a fielder who occupies a position in the infield.

**INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself/herself in the infield on the play shall be considered infielders for the purpose of this rule.

- a) When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare, "Infield Fly" for the benefit of the runners. If the ball is near the base lines, the umpire shall declare "Infield Fly If Fair."
- b) The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

*NOTE 1: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.*

*NOTE 2: The Infield Fly Rule is not applicable in the T-Ball or Rookie Leagues.*

**FLIGHT** describes a batted, thrown or pitched ball which has not yet touched the ground or some object other than a fielder.

**JEOPARDY** is a term indicating that the ball is in play and an offensive player may be put out.

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**INNING** is that portion of a game within which the teams alternate on offense or defense and in which there are three outs for each team. Each team's time at bat is a half inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

**INTERFERENCE:**

- a) **OFFENSIVE INTERFERENCE** is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- b) **DEFENSIVE INTERFERENCE** is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- c) **COACH'S INTERFERENCE** occurs when a fair ball touches a coach on fair territory before passing a fielder.
- d) **SPECTATOR INTERFERENCE** occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

On any interference the ball is dead.

**LEAGUE WEEK** shall start on Sunday and ends on Saturday.

**LEGAL (or LEGALLY)** is in accordance with these rules.

**LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

**LIVE BALL** is a ball which is in play.

**NOCSAE – National Operating Committee on Standards for Athletic Equipment:**

Since its inception in 1969, NOCSAE has been a leading force in the effort to improve athletic equipment and as a result, reduce injuries. Some of the efforts of NOCSAE include the development of Test Standards for baseball/softball batting helmets, baseballs and softballs. NOCSAE research efforts have also led to a better understanding of the mechanism and tolerance of head and neck injuries and more knowledge concerning the design and structure of helmets and face masks. See <http://www.nocsa.org/index.html> for more information of NOCSAE standards.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

**OFFENSE** is the team or any player of the team, at bat.

**OFFICIAL RULES** are the Official Playing Rules of the League.

**OUT** is one of the three required retirements of an offensive team during its time at bat.

**OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

**OVERSLIDE** is the act of an offensive player when his/her slide to a base, other than when advancing from home to first base, is with such momentum that the runner loses contact with the base.

**PENALTY** is the application of these rules following an illegal act.

**PERSON** of a player or an umpire is any part of his/her body, clothing or equipment.

**PITCH** is a ball delivered to the batter by the pitcher.

**PITCHER** is the fielder designated to deliver the pitch to the batter.

**PITCHER RECOVERY DAY(S)** are the number of days of required rest for any SJBB League sponsored recreation or travel league pitcher. The Pitcher Recovery Day commences at 12:01am on the day following the day the game when the pitches were thrown. The Pitcher Recovery Day's duration is 24 hours.

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**PIVOT FOOT** is the pitcher's foot that is in contact with the pitcher's plate as the pitch is delivered.

**"PLAY"** is the umpire's order to start the game or to resume action following any dead ball.

**QUICK RETURN / QUICK PITCH** is a pitch made with obvious intent to catch a batter off balance.

**REGULAR SEASON** shall be the period of time during which League officially scheduled or approved games are being played, except that it shall not include playoff or championship games unless specifically noted.

**REGULATION GAME.** See Rule [4.10](#).

**RETOUCH** is the act of a runner in returning to a base as legally required.

**RUN** is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

**RUN-DOWN** is the act of the defense in an attempt to put out a runner between bases.

**RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

**"SAFE"** is a declaration by an umpire that the runner is entitled to the base for which he/she is trying.

**SET POSITION** is one of the two legal pitching positions.

**SQUEEZE PLAY** is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

**STRIKE** is a legal pitch that meets any of these conditions:

- a) Is struck at by the batter and is missed.
- b) Is not struck at, if any part of the ball passes through any part of the strike zone.
- c) Is fouled by the batter when he/she has less than two (2) strikes.
- d) Is bunted foul (batter is out and ball is dead if the batter bunts foul on a third strike).
- e) Touches the batter's person as he/she strikes at it (dead ball).
- f) Touches the bat in flight in the strike zone.
- g) Becomes a foul tip (ball is alive and in play).

**STRIKE ZONE** is that space over home plate that is between the batter's arm pits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when he/she swings at a pitch.

**TAG** is the action of a fielder in touching a base with his/her body while holding the ball securely and firmly in his/her glove; or touching a runner with the ball, or with his/her hand or glove holding the ball, while holding the ball securely and firmly in his/her hand or glove.

**THROW** is the act of propelling the ball with hand and arm to a given objective and is to be distinguished, always, from the pitch.

**TIE GAME** is when each team has the same number of runs. See Rule [4.10](#).

**"TIME"** is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

**TOUCH** - To touch a player or umpire is to touch any part of his/her body, clothing or equipment.

**TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

**WILD PITCH** is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

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## T-Ball / Rookie League - OFFICIAL PLAYING RULES

**WIND-UP POSITION** is one of the two legal pitching positions.

### **10.00 - GROUND RULES**

#### **10.01 –**

- a) All **FIELDS**: Any pitched ball that gets caught under or goes through the backstop is a dead ball and there will be no advancement on the bases.

***NOTE:** A throw in from outfield for a play at the plate would result in runner advancing to home plate being safe and all other base runners advancing one base from the last base touched when the ball became dead.*

- b) Any ball that is hit or thrown outside the white lines that extend from the dugout fences or the backstop is a dead ball. A fielder may reach over these out-of bounds lines to make a catch but both feet must be inside (not on) such lines to be considered a legal catch.

***NOTE:** The absence of a visible line does not void this rule. The umpire's judgment as to the location of the line shall be the determining factor.*

**10.02 - OTHER GROUND RULES:** Unless otherwise noted, ground rules shall be mutually determined by the respective coaches prior to the start of a game. It is recommended that the coaches cover the ground rules prior to the start of the game.