



Rookies
Rules and Regulations

1. Cal Ripken / Babe Ruth Rules shall be used at all times, except in any circumstances when said rules are in direct conflict with posted SOBR Rules. In such case, SOBR shall supersede Cal Ripken / Babe Ruth Rules. Any protest situation must be resolved before continuation of play. Umpire shall be informed of nature of protest and Board Member on Duty (BMOD) shall be sought to rule on protest. BMOD is permitted to seek advice of other board members or officials as he or she determines is necessary to resolve protest, including by telephone conference. Only Rules Questions may be protested. Judgment calls can never be protested.
2. Time Limit/Game Length – The official scorer (home team scorer) shall record the official start time in the scorebook according to the umpire's watch or game clock. No new inning shall begin after the time limit has passed. If an inning starts within the time limit, it must be finished to the extent the outcome of the game may be affected.
 - Time Limit - 2 hours for games
 - If time permits, regulations games will be 6 innings per game
3. Player Requirements to Start a Game:
 - Each team must have a minimum of 9 players at the "official start time" for a game to begin. In the event the minimum cannot be met, the game is considered a forfeit and the win goes to the team that has the required number of players. If a team's roster consists of ten (10) or less players then this can be waived with the consent of both managers.
 - In the event both teams cannot field the minimum number of players, the game shall be declared a double forfeit. If a double forfeit occurs, both managers may petition the league president and the division director, to reverse the forfeit and reschedule the game. Upon unanimous consent of ALL four parties (league president, division director, and both team managers) the Game may be rescheduled, played, and counted in the standings. However managers are encouraged to play the game even if it is unofficial.
 - Once the game is started a team may continue to play even if the number of players falls below eight (8). Defensive positions eliminated shall be from the outfield only. A player who leaves a game due to injury or illness is skipped over in the batting order and is NOT considered an out when his or her turn at bat arrives. If a player leaves a

game for any reason other than injury or illness, that player must remain in the batting order and is considered an out when his or her turn at bat arrives.

4. If a team is going to have less than 10 players, than the effected Manager must contact the Division Director ASAP. The division director will than contact Coach Pitch Director to request players to play up. The effected team/teams will borrow as many players as needed to fill the minimum player rule.
5. Players arriving after the Start of Games -If a player arrives after the start of the game, the player must be added to the bottom of the batting order. Defensively, a late player will be counted as playing a defensive inning for any inning that they missed. For example, if a player shows up after the second inning begins the manager will have to play that player for one inning to comply with the minimum play rules.
6. Minimum Playing Time Rules - Each player must play a minimum of three defensive innings. For the fall and spring season, every player will be given the opportunity to play infield at least one inning per game. A Manager violating this rule will be asked to keep an official record of the players' positions by inning and return it to the league rep after every game. If a team is mathematically unable to comply with the minimum play rule, they will not be subject to a forfeit.
7. Scoring – When any team’s 4th run of any inning is scored, the inning shall be considered over, even if the team has no outs assessed against them. No more than 4 runs per inning may be scored regardless of how many players cross the plate during the play scoring the 4th run. In the 6th inning, the run rule is increased to 10 runs.
8. Mercy Rule - The game will end via 10 run rule when one team leads by 10 or more runs at the end of 3 ½ innings or 4 innings if the home team is behind.
 - 3 ½ innings complete if home team ahead (Visitors must bat 4 times)
 - 4 innings complete if home team behind (Both team have batted 4 times)
9. If a game is tied, extra innings will be played if there are 15 minutes or more remaining on the game clock, otherwise the game is declared a tie.
10. Official Scorebooks for Minor league will be stored in the Concession Stand and must be returned to the Concession Stand immediately after games.
11. Weather decisions on field condition, practice / games being played, halting a game or completion of a game shall be made by the following people in order of availability:
 - Baseball President/Rookie Director
 - Board Member on Duty

- Head Umpire
- Manager – May pull players from field only if both managers agree; however, managers MAY NOT postpone, reschedule or cancel a game. NOTE: Manager may cancel their practice at any time

12. Games halted by weather will be considered complete regulation games if at least:

- 3 ½ innings complete if home team ahead (Visitors must bat 4 times)
- 4 innings complete if home team behind (Both team have batted 4 times).
- Cal Ripken/Babe Ruth rules 4.10, 4.11 & 4.12 shall apply to halted games (as adjusted above for 6 inning games)
- All halted playoff games shall be considered suspended games and be restarted from the point they were stopped.

13. Batting:

- All players present for the scheduled game will bat.
- Only bats approved for play as regulated in the official Babe Ruth/Cal Ripken rule book will be allowed.
- All players are required to wear approved batting helmets while batting.
- A batted ball that hits the pitching machine will be considered a dead ball. The batter is awarded first base and all runners are advanced one base if forced to do so. Example: If there is on runner 3rd base and 2nd base is open the runner on 3rd is not forced, there for that runner must remain at 3rd base.
- Each batter will be allowed a maximum of five (5) pitches. If the ball has not been hit into fair territory, then the batter is out unless he fouls off the 5th pitch. In this case, his at bat continues until he hits a fair ball, strikes out, or takes a hittable pitch. Note: Per baseball rules, a foul tip is a strike and in play if caught by the catcher. See definitions of ‘foul tip’ and ‘strike’ in section 2.0 of the Babe Ruth League, Inc rulebook. This means that a caught foul tip on the 5th pitch or any pitch thereafter is a strike and the batter is out. There are no walks.
- Any player hit by a pitch will be awarded first base by Umpire’s judgment. A ball that bounces in front of the plate will automatically be considered a "no pitch". It will be up to the discretion of the Home Plate umpire to determine if any other pitch should be declared a "no pitch". This option should only be exercised in extreme cases when the pitch is not hittable from any position within the batter’s box. Any pitch swung on by the batter will be a strike.
- Machine Adjustments should be made at the end of an inning, unless a ball or player hits the machine, or the umpire determines that the machine must be adjusted. Managers from each team will be consulted during machine adjustments. The umpire can make adjustments at any time due to a machine malfunction.
- The pitching machine shall be setup on the pitching mound, 46 feet from home plate. The pitching machine speed shall be set on the league specified speed. That speed setting will be marked on the machine after the division director measures the speed with a speed gun. This speed will be approximately 41mph.
- If a player arrives after the start of a game, the player must be added to the bottom of the lineup.

14. Bunting is allowed. Players may NOT fake a bunt and then swing (Slash bunt). If, at the umpire's discretion the play occurred, the batter is out and ball/play is dead. Runner do not advance. If a player fouls off a pitch with 2 strikes or on the fifth pitch, the player will be called out by the umpire.

15. Fielding:

- Coach Placement:
 - 1) Defensive - Two defensive coaches will be allowed on the field while their team is on the field playing defense. These coaches must be in foul territory at all times, beyond first and third base.
 - 2) Offensive – One Manager or Coach at First Base one Manager or Coach at Third base one Manager or Coach running the pitching machine. The offensive team will provide a team parent/coach to retrieve missed pitches by the catcher and foul balls hit to the back stop. The parent/coach behind home plate is to stand off to the side and provide no instruction to the batter, unless there is a safety hazard. The maximum number of offensive coaches on the field at one time will be three (4).

- The defensive positions must be filled as follows:
 - Catcher – Catcher must wear a protective cup. A catcher capable of taking up a stance and catching a ball while positioned in the catcher's box (this removes possibility of playing under skilled players in this position). Play cannot continue without a catcher. The catcher must begin each pitch within the catcher's box as defined in the national Babe Ruth rulebook.
 - Infield – One player at the pitcher's mound, first base, second base, third base and shortstop.
 - Pitcher – The pitcher, one only, must have one foot in the clay that makes up the pitcher's mound when the ball is pitched. The pitcher must also take his position such that he is behind the forward legs of the pitching machine.
 - Outfield – Four (4) players are to be placed in the outfield. League rotation rules apply for all players regardless of number. Outfielders must be at least 15 ft behind baseline.
 - All infielders must begin play in the infield. Only infielders can tag a runner or touch a base to record an out. All outfielders must begin each pitch in the outfield. Outfielders may not record an out except for a fly ball.

- 16.** Dead Ball - Play will be stopped when the runners have been stopped from advancing. It will be up to the umpire to determine when the ball is dead and to cease play by holding both arms in the air.
- 17.** No head first slides into any base. Players may slide head first back to a base. Head first slides into a base will result in runner being called out and ball/play is dead.
- 18.** Players must avoid contact. (Avoiding contact is umpire discretion).
- 19.** If a player is forced to leave the game as a result of injury which occurs during the game, the player may be removed from the game and his/her position in the batting order shall be skipped without penalty or an out being declared. The judgment as to whether or not an injury occurred shall be left to the umpire. If a player is leaving the game for reason other than such an injury, an out shall be declared each time that player's turn in the batting order arrives. Regardless of anything to the contrary in this rule, a team's batting order must consist of at least 9 players.
- 20.** In the event of injury, immediate medical attention shall be given and the player taken to the emergency room if necessary. Coaches should always carry Consent for Treatment forms in the team book for such emergencies. League President and Rookie Director shall be notified immediately of injuries.
- 21.** Any player bleeding during a game shall be removed until the bleeding has stopped and a bandage applied.
- 22.** Courtesy Runner Rule – Babe Ruth/Cal Ripken rules do not permit courtesy runners for pitcher and catcher during tournament play. SOBR does allow a courtesy runner for the pitcher or catcher during league play. However if a player is injured during the game and cannot run, and the player reaches base safely, the batter last out shall take his/her place on base as a runner. Injured players should be removed from the game once a pinch runner is used. If a player has an injury which occurred prior to the start of the game such that he/she is too injured to be able to run the bases, said player should not be permitted to participate in the game. Courtesy runners shall be the last batted out.
- 23.** Catchers must have proper catcher's equipment (including protective cup).
- 24.** If a game is tied, extra innings will be played if there is 15 minutes or more remaining on the game clock, otherwise the game is declared a tie.
- 25.** If umpires are not available, contact the Board Member on Duty.
- 26.** Players shall not wear jewelry.
- 27.** Infield Fly rule shall not apply.

28. Players must remain in the dugout during games.
29. Exception: Trips to bathroom or water fountain – one at a time. No player should be sitting in the stands.
30. No metal cleats.
31. Behavior of players, managers, coaches and spectators will be according to the SOBR Code of Conduct.
32. Protest - Protests are not allowed in this division.
33. Dress Code - The League furnishes each player with a hat, shirt, and socks. Uniform shirts will be tucked in and hats worn with hat bill facing forward. Per Babe Ruth rule 1.1, all players shall wear a uniform of like color, trim and style. SOBR has waived this rule in rare instances to allow players to play. Abuse of the exception to the uniform rule will be brought to the attention of the Board. Players shall make every attempt to play in uniform, including replacing lost uniform at their expense. Dress Code does not apply to Call Up players per paragraph
34. Team Directions and Strategy - Authority for team direction, strategy, and leadership rests with the team Manager and coaches. Team direction, strategy, and leadership during a game must come from the manager and coaches who are present on the field. Parents may not "coach from the stands" in the form of giving signals and calling plays.
35. Players or coaches ejected from a game will automatically sit the next game.
36. Each team will play 10 defensive players in the field.
37. All BATTERS must wear a helmet at all times when batting, on base or on deck.
38. On deck batters are permitted in the on deck circle and must be in the circle to the back of the batter.
39. Coaches should always try to ensure catchers are ready to take the field while their team is batting to speed up games.
40. **Both Teams Opening Responsibilities:**
 - Setting up and testing the pitching machine.
 - Setting up the field and getting ready for the game. Un-cover, mound & home plate. Rake if needed and chalk baselines, batters boxes.
41. **Home Team Responsibilities:**
 - The home team is determined by the official league schedule. The home team is responsible for the following:

- Supplying two (2) new baseballs to the Head Umpire. (Retrieved From Concession Stand)
- Providing an Official Scorekeeper. Official scorebook retrieved from concession stand. Record keeping function are defined as Official Game Roster, Official Start Time of Game, outs, runs per inning, proper batting order of teams and maximum runs per inning.
- Batting cage use last 30 minutes, 1 hour before the game.

42. Visiting Team Responsibilities:

- Batting cage use first 30 minutes, 1 hour before the game.

43. Both Teams Closing Responsibilities:

- Both Teams will be responsible for closing the field.
- Place pitching machine in equipment room.
- Rake all clay areas.
- Take trash out to dumpster. Trash cans in dug-outs and cans between bleachers. Dumpster located behind minor field (right field fence parking lot)
- Re-cover pitching mound/home plate areas