

# Wilson Premier Youth Baseball

2018

## Rookie League

The purpose of the Rookie League is to introduce 5, 6 and 7-year-old boys and girls to organized baseball. Managers, coaches and parents will teach baseball within the following framework. Boys & girls will have a positive experience participating in a fun program and:

- Learn the basic rules and fundamental skills of baseball.
- Keep competition in perspective by learning fair, sportsmanlike play.
- Develop personal skills such as teamwork, following direction and cooperation.
- Learn respect for adults, teammates & equipment.

Prior to his or her first regular season game, managers are encouraged to practice at least two times per week.

A scheduled game that has been not played or halted due to rain will be rescheduled by the Vice President/Director of Baseball Operations.

All seven (7) year-old boys and girls who are graduating from the Rookie League and those players who are planning to enter the American League may participate in the All-Star game.

## Playing Rules

1. Managers, coaches, players and parents must abide by their respective "Code of Ethics."
2. Coaches must use "Incrediballs" for any pre-game batting practice. Game balls cannot be used prior to the game.
3. Games must start promptly at their designated times. Games are not limited to a specific number of innings. An approximate time limit applies, 1 ½ hours.
4. Players may only wear athletic shoes or rubber-cleated shoes. Metal spikes are not permitted.
5. Keeping score is prohibited. There must be no discussion of who won or lost the game.
6. Every player must participate on defense during every game. The manager will use ten (10) fielders with four (4) players in the outfield. **Fielding positions must be consistently rotated so that all players can experience all positions.** Managers are allowed to make defensive changes during an inning.
7. Players serving as a catcher must wear customary protective equipment including a protective cup. A catcher may be used in the catcher's box, or any position between the catcher's box and the fence, during a pitched ball. The catcher is not required to use a catcher's glove; they may use their own fielder's glove.

NOTE: A player who will not bat in the ½ inning should be utilized as the catcher and must be ready to catch prior to the start of the net ½ inning.

8. The team manager or coach serves as the pitcher. When the batting tee is used, the catcher must stand at a safe distance behind the tee. Managers and coaches will be extremely cautious and strive to prevent injuries due to a thrown bat.
9. All players present will be installed in the batting order. This order must be changed for every game. **For example, there is no one "leadoff" or "cleanup" hitter for a team.**

The following schedule prevails for when the half inning is over and the opposing team takes its turn at bat.

Start of Season:

- When ½ of the number of players who are present for the game complete an at-bat

Mid-Season Manager's Agreement:

- OPTION 1: When there are 3 outs
- OPTION 2: When ½ of the number of players who are present for the game complete an at-bat and when there are 3 outs, the baserunners vacate any base achieved

**When managers cannot agree, OPTION 2 prevails.**

10. There are no strikeouts or walks.
11. Every player will be given the opportunity to hit a pitched ball.
  - **A batter will receive a maximum of five (5) strikes or eight (8) total pitches.**
  - When the batter does not hit a pitched ball, the batting tee must be used at home plate until the batter hits the ball into fair territory.
12. The manager or his/her designee controls the batting tee. By doing so, the manager or coach can readily instruct the batter. Every player will bat until he/she puts the ball in play. The batter should be given the opportunity to hit the ball with the tee remaining in an upright position. In most cases, knocking over the tee on an attempt to hit the ball should result in another attempt by the batter.
13. A full swing must be taken. Bunting is prohibited.
14. When the ball has been hit in the infield, runners may attempt to advance one base.
15. When a batted ball reaches the outfield, the batter-runner is allowed to attempt to advance to 2<sup>nd</sup> base and any other runner may attempt to advance 2 bases.
16. Managers and coaches should avoid chaotic, unrealistic base running situations.
17. Baserunners are prohibited from advancing to the next base on an overthrow.

18. Customary baseball rules apply to the batter and base runners as they pertain to ruled "out" on a force play, a tag at any base or a caught fly ball. Managers are given discretion with new/younger players who have not yet grasped basic base running skills. Allowing these players to stay on base gives them more experience and increases their confidence.

NOTE: For the second half of the season, runners are removed from the base when put-out.

19. Leadoffs and base stealing are prohibited.
20. A manager and one coach may take a position on the field while their team is in the field. Although play should be continuous, a manager or coach may certainly pause in between at-bats to give simple instructions to a player. Practices must be used for extended teaching.
21. In the interest of safety, the pitcher must stand with at least one foot on the pitching mound when the adult is throwing a pitch to the batter.

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10/11/16