

Bismarck Youth Baseball

2022 Rookie Division Rules

Rules Highlights

While Bismarck Youth Baseball generally follows the rule book published for the Cal Ripken Division of the Babe Ruth League, the Bismarck Youth Baseball Board has adopted a few variations to those rules. A summary of these rule variations for the Rookie Division is provided below.

The Rookie Division

Designed for players 7 and 8 years of age. A pitching machine is used at this level. Players rotate positions throughout the season. Regulation baseball rules are utilized. Expectation is for players to attend all practices and games.

Batting and Play

The batting roster consists of all players present at the game. Each batter will receive 5 pitches in which to hit the ball. In the case of a foul ball on the 5th pitch, the player will receive one additional pitch. **If a player fouls off the 5th pitch, they keep getting another pitch until there is a ball in play or a swing and a miss.** A team's turn at bat ends after all players have batted through the lineup. Coaches must declare the last batter and play will end after their at-bat. Rookie division will allow 10 players in the field.

Games Forfeited

If eight or more players are present at the game, the game is official, and no penalty outs will be called. If seven or fewer players are present, the game is forfeited. Allow 10 minutes a coach to produce eight players before declaring a game forfeited. When a game is forfeited, the teams are strongly encouraged to play for fun -- in the spirit of good sportsmanship.

On-Deck Batter

For safety reasons, on-deck batters must stay in the dugout until the batter is done batting. After the batter is done, the on-deck batter should quickly approach the batter's box, take a practice swing, and step to the plate. The on-deck batter must put the batting helmet on in the dugout and be ready to go. As a safety precaution, **there should be no practice swings outside the field or in the dugout. Parents and Coaches, please discourage this as soon as you see a player begin to swing, as serious injuries do and have occurred because a batter is swinging the bat where others can be hit.**

Coaching

Two adult coaches can serve as base coaches. Coaches will operate the machine and pitch to their own players. Coaches of both teams must keep the pitching machine in the same spot as well on the same speed. The speed must be kept at the designated speed/setting on the machine.

The Visiting Team Coach for the first game of the night will pick up a pitching machine from the garage area of the Concession Stand building and set it up. There will be an electric machine, removable legs, 100-ft extension cord, and bucket of balls in a wagon for each of the three Rookie fields. When setting up the machines on the field, run the power cord across the 3rd base line, and then down along dugout, plugging it into the power box behind the backstop. The Visiting Team Coach for the second game (7:30 game) of the night will double-check machine settings before the second game and return the wagon above-mentioned items to the Concession Stand building (garage area) at the end of the night. Once there are six wagons in the garage area of the concession stand building, the door needs to be locked. If you are the last one to put away a wagon, please lock up.

Pitching Machine and Live Play

A batted ball that hits the pitching machine is a dead ball and the batter and all runners advance 1 base. A thrown ball that hits the pitching machine is a live ball. The machine is considered to be part of the playing field. There will be a 10-foot diameter circle chalked around the machine. Any batted ball that lands in this area is dead, and the hitter awarded first base. Any batted ball that comes in contact with the machine or adult operator is dead and the hitter awarded first

base. Once the ball comes into the infield after a hit, runners cannot continue to advance around the bases if the pitcher secures it in the 10-foot circle.

Base Running

There is no leading off the bases. On the 3rd out of an inning, the bases are cleared and the remaining batters on the team will hit and run the bases accordingly.

Dugout

We allow only team players and coaching staff in the dugout or on the bench. The coaching staff is limited to three adult coaches.

Uniforms

Players must be in **full league uniform**. Full league uniform includes all items the League provides including: hat (faced forward unless catching), **jersey (tucked in)** belt, pants and socks. Since all of these items are provided by the League, failure of a player to be in **full uniform (including hat)** will result in the inability to participate in the game. We encourage each team Coach or Coordinator to pick a solid color of t-shirt to wear under their jersey (i.e. white, black, red etc).

Players are not allowed to wear chains, earrings, watches, pins, etc. No metal spikes are allowed. Injured players wearing casts are not allowed to participate. **We require all catchers to wear a supporter with a protective cup.**

Game Time Limit

The first game will run from 5:30 PM to 7:15 PM, with no new inning starting after 7:00 PM. The teams playing the first game **MUST** be off the field by 7:15 PM. **No exceptions.** The second game will run from 7:30 PM to 9:15 PM with no new inning starting after 9:00 PM. There are **NO LIGHTS** at the Scheels Sports Complex. Regulation games are 5 innings or, 90 minutes, whichever comes first. It is a regulation game after four (4) innings. There is no 10-run rule, only the maximum innings or the time limit rule ends a game. In the case of tie games, the game ends in a tie.

Bunting

Bunting is **NOT** allowed, whether for a base hit or a sacrifice.

Sportsmanship

Coaches are responsible for their own behavior, as well as the behavior of their Assistant Coaches, Players and Player parents/family members/spectators. If inappropriate behavior is observed by an umpire, or brought to an umpire's attention, the umpire will bring the two coaches together to determine which team is represented by the individual(s) exhibiting the behavior. The applicable coach will then give a warning to the individual(s). If the behavior continues after the warning, then the umpire will stop the game, and the applicable coach will be responsible for pulling the associated player off the field and asking the offending party, player and player family to leave the field. Play should not continue until this has occurred. **This is not an option for the coach to decide, this is the policy that must be followed.** BYB has a zero-tolerance for inappropriate sportsmanship, and all parents agreed to such at the time of registration. The Board will support any enforcement of this policy undertaken by the umpires and coaches.

Should the spectator, family member, player or coach partake in unsportsmanlike behavior at any future games, the player and family will be removed from the League by the Board of Directors, and future registrations will not be considered for siblings.

By the day after a warning or ejection is given, umpires/coaches should send an email summarizing the situation to info@bismarckyouthbaseball.org. The BYB Executive Committee will consult with the appropriate Division Director and Director of Umpires to determine if any additional action is necessary. All documentation will be retained by the League for future reference.

- The above sportsmanship rules are League-wide. For the 2019 season, as Rookie Coaches are serving as umpires during League games - they will need to work together to address sportsmanship matters that occur during games. If a situation warrants real-time involvement by someone other than coaches, please call the Board Rep

on-call (names will be posted at concession stand). Then, email the league as noted above no later than the following day.

Please contact the Rookie Division Directors Chantel Shorey – 426-2652 – chantelshorey@hotmail.com or Jeff Tescher 527-6788 - jefftescher@gmail.com) should you have any questions regarding rules for the Rookie Division.

