

ROOKIE

Ages: 7 and 8 years old by July 31 of the current year

Length of game: 6 innings or time

Dimensions: bases 50', foul line 120', centerfield 160', pitching machine 35'

Bat Sizes: Bats 29" and under. Barrels 2 5/8 maximum and -12 ratio.

Wooden bats ok, 29" in length. All personal bats must be approved by the commissioner.

Balls: 9" Baseball

Playing Rules

- NFHS baseball rules, with the exceptions and variations of FJBC rules and regulations listed below..
- Games start at 6:00 pm and end at 7:50 pm. The 1st siren will sound at 7:50 pm. No new inning will begin after 7:50 pm. The 2nd siren will sound at 8:10 pm. All play stops at 8:10 pm. If the final inning of the game is not completed by 8:10 pm the score will revert back to the score from the end of the previous inning.
- An inning (except the 6th inning) ends and a new inning is started the moment 3 outs are made or 5 runs are scored. The 6th inning ends after (a) the visiting team completes its half of the inning and the home team is ahead or (b) the 6th inning is completed and the visiting team is ahead.
- Each team will field 10 players, but not less than 8. The rover must be positioned in the outfield.
- All players will bat the entire game. The batting order cannot be changed.
- Open substitution/re-entry rule applies. No player may sit out more than 2 consecutive innings.
- Batter will wear a helmet approved by the league.
- If a home run is hit over the fence all runners preceding the batter will count even if more than 5 runs are scored. There are unlimited runs in the 6th inning.
- Pitching machine will be fed by the **Umpire Only**. Adjustments to the machine will be made by the umpire only as needed
- Strikes will be called. **No walks**. Balls will be a no-pitch.
- A 6' radius pitcher's circle will be drawn. The "pitcher" must be to either side of the pitching machine with at least one foot inside the circle at the time of the pitch. Long hair must be pulled back and tucked in. Play continues until the ball is thrown into or over the pitcher's circle while the pitcher is in the circle. If not, play continues. Runners may advance to the next base so long as they are halfway. (Umpire Judgement)
- Third Strike Rule: **COLD PLATE**. The batter is out whether or not the catcher catches the ball. Home plate cannot be stolen unless the runner is played on.
- Overthrows: if the ball goes into foul territory (out of play), the runner may advance one base in addition to the base to which he was going. If the ball stays in bounds, the runner may advance as far as possible at the risk of being tagged out.
- Base runners cannot leave the base until the ball is hit. If the runner leaves early the runner is out.
- Mandatory slide rule: All runners must slide to avoid contact in all close plays to avoid collision and injury.
- **No Stealing bases.**
- No jewelry.
- No steel cleats.
- All male players must wear a protective cup. Failure to do so will result in the player sitting out that game or until infraction is corrected.

ALL EQUIPMENT MUST BE TURNED IN ON TEAMS LAST GAME