

Rookie League Rules

Rules Concerning All Teams (Rules follow the priority of MBI By-Laws, Babe Ruth/Cal Ripken Baseball, Major League Baseball)

1. Each player on a team must play a minimum of two innings and bat at least once. If a game is shortened for any reason, this rule does not apply. Each player must play and sit out equally throughout the season. Every player must sit once before another sits a second time. Each player must sit a second time before another player sits a third time and so on ...
2. In the event of injury to a player, after all eligible players have entered the game, at the discretion of the Umpire; a player may reenter a game as a replacement for the injured player. This player may not pitch, and must take the position of the injured player in the batting order.
3. In all leagues except Babe Ruth 16-18, a team may play with eight players if none are available. If a ninth player later become available, they will take the ninth position in the batting order (last position in Minor and Rookie). Coaches should not list players in their lineups until they are present. A batting order that is given to the opposing coach may not be altered later except as in a legal substitution. A team must field a legal team by 15 minutes after the scheduled starting time of the game, or forfeit.
4. Only registered players of the team, the coach and two assistants are allowed in the dugout. No batboys or batgirls are allowed in the dugouts.
5. No team of MBI may enter a team in a tournament or any other non-league games without the permission of the Commissioner.
6. The coaches of each division shall select the Super League Teams and Head Coach, with guidance from the Commissioner.
7. Coaches of Super League Teams may select their Assistant Coaches. Assistant Coaches will be from the same league as the Super League Team, unless none are available.
8. Traveling ball teams may borrow players from another traveling team for the purpose of filling a roster in out of town games. A Coach may not bench own players in order to play borrowed players. A borrowed player may not pitch in baseball.
9. All Coaches must return all equipment at the end of the season. Failure to do so will result in dismissal without right to protest. Coaches must collect all equipment usable, or broken, and return it to the appropriate Committee Chairperson.
10. No metal spikes are allowed in any league, except Babe Ruth 13-15 and 16-18.
11. The Commissioner may bar any player from participating in MBI Baseball/Softball, if the player is on the roster of any other non-academic team.
12. There is a two-hour time limit on all games. No inning may start after the two hours or after 10 p.m., 8:15 p.m. on unlighted fields. In case of a second game, (8 p.m. start) the first game may not start an inning after 8 p.m., regardless of the actual starting time of the first game. (Exception: Tournament or games with out of town teams) regardless of the number of innings played, the two-hour time limit constitutes a complete game.
13. Runners will be called out for an intentional collision, if the defensive player has the ball. These calls will be at the discretion of the Umpire.

14. Balls wedged under the fences shall be ruled doubles. If a player pulls a wedged ball from under the fence before being viewed by an umpire, the ball is in play and the runners may advance at their own risk. Balls that go under the fence are ground rolled doubles.
15. The home team dugout is on the first base line.
16. The home team Coach is responsible for bringing the bases to the storage building after the game.
17. A Coach may coach only one team per season.

RULES CONCERNING ROOKIE BASEBALL

1. Player is not to lead off or steal bases. Penalty: Runner is out and play is dead, with all action during play void.
2. No infield fly rule.
3. All players must be listed in the batting order and will bat; even when not playing in the field. No player sits out two innings in a row.
4. Regulation games are six (6) innings in length; for innings (three and one half if the home team is ahead) will be a complete game in case of rain or other obstructions.
5. No game shall continue after eight complete innings.
6. When the sixth run crosses the plate in any inning other than the sixth, seventh or eighth, the side is considered out, and no other runs may score.
7. A team will play with ten players. If ten are not available; it may play with as few as eight. An out will be recorded in the ninth batting position (empty spot). If a ninth player becomes available, they may take this spot in the batting order, with no further penalty.
8. When a team fields ten players, four of these players must be in the outfield and spaced a relatively equal distance apart.
9. Players on the infield shall not over shift.
10. Coaches may call one time out per inning to confer with players in the field. Duration one minute.
11. Coaches may not touch base runners unless time out is called. Penalty: Runner is out.
12. Batter may not bunt or swing easily at the ball.
13. Batter may not throw a bat in any direction. Penalty: First time, warning. Second time, batter will be called out.
14. A line will be drawn from first baseline to third baseline, with a radius of ten feet, from home plate. A batted ball must travel at least ten feet to be a fair ball.
15. A hash mark shall be drawn between third base and home plate. If a runner crosses this line, he/she must proceed home. Once he/she crosses this line, a force out is in effect at home plate.
16. Seven pitch limit. Foul balls not included on seventh pitch.
17. Fair play must rule all games.
18. Ten run rule shall not apply in league games.
19. Shall have live Kid pitch to the first three batters of the first three innings. If after the first three batters of the first two innings, three outs have not been achieved, coach pitch will finish inning. Coach pitch shall finish remaining innings. If live pitch cannot be

- achieved, coach will pitch all innings; however, no more than two consecutive games can be coach pitch only. Player that is placed in the position for live pitch must remain in that position until inning has ended, except for injuries or other similar circumstances.
20. Commissioner and league coordinator shall arrange to have a coach or coach assistant to umpire every league game play if necessary. Umpire has final call in regards to pitches, base running, and field play. If coaches disagree with call, they may ask that the umpire discuss the call, however, conference must be held away from fans. Umpire continues to have the final ruling.
21. Abolish time out rule and replace with "one base on an over throw". If player attempts play the batter is either out or can advance only one base. Umpire shall determine if batter may advance. The following is a detailed description of "One Base on an Overthrow"
- a. If batter is running to first and player in field attempts to throw the batter out, runner can advance to second base. Players in the field can attempt to throw the batter out at second base. Batter shall remain on second base if not thrown out.
 - b. If runner is on first or second base and ball is put in play, fielders can attempt to throw at any base; however, runners can only advance to the next base if ball is overthrown. For instance if runner is on second base and fielder attempts the play at third and ball is overthrown, runner may advance home and batter shall advance to second.
 - c. The hash mark will remain between third base and home plate. If runner has passed the hash mark, runner must advance home.
22. At initial start of a game, each pitcher at the start of the first inning will be allowed 10 practice pitches, then play shall begin. All pitchers will be allowed five practice pitches at the beginning of all innings thereafter. If a new pitcher is brought into the game at any time, he/she will be allowed 10 practice pitches and shall abide by the five practice pitch rule thereafter.

Justification for rule changes

1. By allowing live pitch, introduces the players to what can be expected at the next league while limiting amount of pitches that can be thrown by a player.
2. By forcing a coach from another rookie team to umpire will help to minimize unfair calls and bias.
3. By allowing the kids to try to make the play rather than teaching them to just raise hand, will begin to develop the skills needed at next league level. Will force coaches to teach the art of fielding to keep runners from scoring. By using umpire to call the game will reduce if not eliminate bias calls on runners advancing.