

MYBA 2025 Rookie League Rules



1. General Rules

- 1.1. NFHS (National Federation of State High School Associations) rules and any state adaptations by the WIAA will be followed unless identified otherwise below by MYBA. www.nfhs.org
 - 1.2. To be eligible to play for the Rookie league, players must be in 1st and 2nd grade as of May 1 of the current year.
 - 1.3. Eight-player rule: 8 players are needed to start a game or a forfeit is called. A scrimmage game may then be played with less than 8.
 - 1.4. 11 players may take the field on defense. 6 regular infield positions and up to 5 outfielders. In Tournament play teams may field 5 players if both teams have enough. If not, then only 4 are allowed. Outfielders must remain on outfield grass or a minimum of 15 feet beyond the base path (on fields with deep infields) until after the ball is hit. There is no Rover position. All players must be located in actual baseball positions. Pitcher position must be located near the pitching machine (if a circle is lined or created by the umpire then the pitcher must start each pitch in the pitching circle. If no circle is created then the pitcher must be within 10 feet of the pitching machine at the pitch/hit. (Example - Outfielders play outfield and do not cover a base, pitchers do not stand near second prior to a pitch/hit)
 - 1.5. When batting all players must remain on their bench with the exception of the on-deck batters.
 - 1.6. Every player at the game is required to play a minimum of two innings. If a player comes to a game late, they must be put into the game at the bottom of the batting order, with an effort to play two innings, but the two innings are not required. Coaches are highly encouraged to rotate players at different positions during the season.
 - 1.7.1 Bases are set at 60 feet
 - 1.7.2 Home will occupy the first base dugout and be responsible to work the scoreboard. Both teams are responsible to clean up dugouts and put equipment away if it is the last game of the night.
 - 1.8. A coach from the batting team uses the machine to pitch to their own players. Teams may also have a coach at 1st, 3rd and near home plate. The fielding team is allowed 2 coaches in the outfield and one near home plate. The fielding team will provide a coach to backup the catcher to retrieve passed pitched balls to speed up the game. Coaches should not retrieve any live balls. Coaches should find teachable moments and general suggestions on defense. (Coaches should not be following/moving around players).
 - 1.7. In tournament play, there are no appeals. After the ball is dead, the umpire will make any calls that need to be made. Example: if a runner misses a base, the umpire calls the runner "out" after the ball is dead.
 - 1.8. The infield fly rule is NOT in effect.
 - 1.9. Games played during the first week are scrimmages.
 - 1.9.1 No score will be kept the first week of scrimmages
 - 1.9.2 Games beginning during the second week will have scores kept and recorded for standings. Home team is to find an adult to keep score. The controller is located in the concession stand. Please take it back to the concession stand after the game or hand it to the next home team playing. Please do not just "leave" it for the next game.
 - 1.10. Length of Play:
 - 1.10.1 No new innings will begin after 1 hour 15 minutes from game start. If the 1 hour 15 minute mark is hit during an inning, the inning will be finished. Games will not be called in the middle of an inning due to time.
 - 1.10.2 A complete game will be defined by 5 complete innings, the 1 hour 15 minute time limit, run rule or in the event of a weather shortened game, 4 innings (3-1/2 with home team ahead) will be considered a complete game
 - 1.10.3 For Tournament Games - Umpires are to notify both head coaches of the official start time.
- Page 3 Sportsmanship **Must be observed by all!**

- 1.10.4 Rain out games in league play, if not completed through 4 innings (3-1/2 with home team ahead), will be canceled and not included in league standings. Rain outs will not be rescheduled.
- 1.10.5 A 4-run limit will be in effect for all innings except any inning starting after 1 hour will be unlimited runs. Unlimited innings will require 3 outs to be made by the team in the field. The 5th inning is always an unlimited run inning if the game goes that far.
- 1.10.6 New inning starts when the 6th out of the previous inning is made.
- 1.10.7 Regular season games that are tied after the time limit will end as ties.
- 1.10.8 Run rule – If the home team is leading by 10 or more after 4 innings, the game will be considered complete and no new inning will happen
- 1.10.9 Tournament championship game shall be played to 5 innings unless NFHS run rule limits are in effect
- 1.10.10 Tournament games (other than the championship game) that are tied at the end of the 1 hour 15 minute time limit or 5 full innings will use the international tie rule for extra innings.
- 1.10.10.1 The last player to make an out in the previous inning starts at 2nd base.
- 1.10.10.2 Each ½ inning will be required to be played until **3 outs** have been made.
- 1.10.10.3 Tournament Championship games will be played until a team has a higher score at the bottom of an inning.
- 1.11 In tournament play, when an umpire observes anyone required to wear a batting helmet deliberately remove their batting helmet while in the field of play, the umpire shall issue a warning to the coach of the involved player's team. All subsequent violations of the rule shall result in player being restricted to the bench for the remainder of the game.
- 1.12 Catchers should keep their equipment on when not at bat.
- 1.13 Each sighting of lightning will result in a 30 minute delay.
- 1.14 A soft core/flexi-ball will be used. Currently use a MacGregor Safe/Soft Level 1.
- 1.15 Catchers must wear protective gear and are encouraged to wear a cup.

2. Pitching

- 2.1. Pitching mound will be approximately 35 feet from home plate.
- 2.2. A pitching machine will be used by the coach from the batting team. No player pitching.
- 2.3. A player will be placed at the pitcher's position and must field their position when the coach is pitching using the pitching machine.

3. Hitting

- 3.1. Every player at the game must be put into the batting order.
 - 3.1.1. If a player comes late, they will be entered into the game at the end of the batting order.
 - 3.1.2. If the umpires and coaches agree that a player cannot continue in the game due to injury or illness, that player may be removed from the line-up without penalty. (Make sure you check with the umpires and the opposing coach before removing anyone from your line-up). If injured on the base path, the player who recorded the previous out will take their place.
 - 3.1.3. If a player is injured in the middle of his at bat, the next batter in the lineup will start with a 0-0 count and no out recorded.
 - 3.1.4. Teams not batting a player in the 9th position shall take an out at that spot in the lineup. This includes situations due to player injury or illness.
- 3.2. Bunting will not be allowed during games.
- 3.3. No walks will be allowed.
- 3.4. Batters cannot foul out unless the ball is caught by a fielder.
- 3.5. Batters **can** strike out. 3 swinging strikes or 6 total pitches from the pitching machine. If the batter fouls tips the 6th pitch they will continue to get another pitch
- 3.6. Should a batter be hit by a pitch while in the batters' box, the pitch will be called a ball but the batter will NOT advance to first base.

- 3.7. During tournament play a team will receive one warning by the umpire if a player throws the bat. Any future player on the team that was warned will be out.
- 3.8. Any ball that hits the pitching machine, pitching machine coach, or bucket is a dead ball and each runner advances one base.

4. Base running

- 4.1. No stealing will be allowed
- 4.2. Base runner may lead off after the ball crosses home plate.
- 4.2.1. A warning will be given if the runner leaves early
- 4.2.2. A second offense for the team will result in the runner being called out.
- 4.2.3. The runner may be put out on a throw from the catcher after leading off.
- 4.2.4. The base runner may not advance on a throw from the catcher if the ball is overthrown or misplayed by the defense.
- 4.3. A base runner at 3rd base cannot advance to home plate on a dropped or passed ball.
- 4.4. On a dropped third strike, the batter is out. The batter may not attempt to go to first base.
- 4.5. To speed up play, courtesy runners are encouraged for players on base that will be the catcher the next inning.. The player that made the last recorded out for that team will be the runner for the catcher. Please have the leaving player immediately get the catcher gear on for the next inning. The player that comes out must become the catcher for the next inning or the team forfeits any runs scored in the previous at bat for that team.
- 4.6. No metal cleats
- 4.7. Double "Safety" base will be used for first base for all youth league games.
- 4.8. Sliding is encouraged when a play is being made at the base. No head first sliding into the next base – this will result in an automatic out.
- 4.9. Coaches, please try to continually remind fielders to avoid obstructing the runners and standing in the base paths.
- 4.10. Runners will not advance on overthrows by infielders. We want players to learn to try to make the correct play without added consequence. Example: a hit to the short stop and they overthrow it to the first baseman. Play may continue on an overthrow by an outfielder until an infielder controls/possess and stops play.
- 4.11. Outfielders must start in the grass and will be taught to play the outfield position (minimum 5 yards into the grass on Novak). Outfielders should be taught to throw the ball in to the correct base or cutoff. We are not coaching outfielders to become a rover position near second base or to have them run the ball in to tag a base or a runner. Teach them to throw to the correct infielder.
- 4.12. On balls hit to the outfield, the infielder can stop play once they control/possess the ball. As we teach kids to attempt to make the correct baseball play (outfielders play the outfield position and make the correct throws to the infielders - they should not run the ball to the infield to stop the play as they won't do that as they continue to develop).
- 4.12.1. Base runners that are more than ½ way to the next base, may advance at their own risk to the next base.
- 4.12.2. Base-runners that are less than ½ way to the next base must return to the previous base without consequence on a play that is stopped. Teachable moment: there are consequences to rounding bases and play on the infield has not stopped. Once an infielder stops, the play is dead and the rule is followed. When in doubt/unsure, talk it out with all involved then always err on the side of caution and allow them back to the base.

5. Conduct

- 5.1. Profanity will not be tolerated toward any individual or group by anyone. Excited utterance will be looked at on an individual basis.

- 5.2. No Smoking by coaches, players, or umpires in the immediate area of the playing field while they are involved in the game at hand.
- 5.3. Drugs or alcohol will not be consumed prior to or during a game or practice that you are involved in as a coach, umpire or spectator.
- 5.4. **No jewelry may be worn during game play.** If a coach is ejected, he/she must also take a one-game suspension.
- 5.5. A player is not allowed to change or switch teams, unless the MYBA Rookie Baseball Commissioner, based upon his/her investigation of the situation, deems a change is necessary.
- 5.6. If a player quits the team, the league commissioner must be notified in writing by the coach as to the reason the player quit.
- 5.7. This league is umpired by the coaches during the season. Please have **adult** base coaches to help make the calls on the field.
- 5.8. All concerns and complaints will be turned over to the MYBA Rookie League commissioner. Any questions call Duane Deicher at 920-629-7560 in Manitowoc.