



Saint John Youth Baseball
PO BOX 213
St. John, IN 46373
www.stjohnbaseball.org

Rookie Division Rules 2022

Games/Make-Up games/Tie games

1. All games will be 1 hour 45 minutes or 6 innings. No inning can start after 1 and 30 minutes.
2. A make-up game not played as prescribed due to weather will be given priority the following week for make-up.
3. In the event a make-up time cannot be agreed upon between the 2 managers, the League Commissioner will rule on the make-up time.
4. In the event a game is stopped due to time limitations and the game is a tie, a tie will be recorded for your record.
5. Starting with the seventh inning and all subsequent innings thereafter, each team will begin its turn at bat with a runner on second base. This runner is the player who made the last out in the prior inning.

Pitchers

1. A week is defined as beginning Monday morning and ending Sunday evening.
2. Innings Pitched
 - a. A player is allowed to pitch a maximum of 2 consecutive innings per game, 6 innings per week. There is no limit to the number of games a player is allowed to pitch in a week. When a game goes into extra innings due to a tie, the previous pitcher can pitch one additional inning.
2. Once a player is removed as a pitcher, he cannot pitch again in that game (with the exception of the extra innings rule).
3. There are no balks.
4. There are no dropped third strikes.
5. The manager or coach must request and be granted a time out by the Home Plate umpire before a visit to the mound. An attempt to visit the mound without a granted timeout will result in the manager returning to the dugout and being charged a trip to the mound.
6. A second trip to the mound by a manager or a coach in any one inning must result in the removal of the pitcher from that position. Tending to an injured player does not constitute a trip to the mound.
7. The pitcher's foot must be in contact with the front of the rubber. After the pitcher and manager have received one warning, pitches made without contact with the rubber will be called balls.
8. Hit Batters

- a. If any one pitcher hits 2 batters in one inning or 3 batters in one game (including extra inning games), that pitcher must be removed from that position.
9. A complete inning pitched is assessed to that player once one official pitch is thrown in that inning.
10. Per Inning: A pitcher can walk/hit up to two (2) batters in an inning. When the pitcher throws ball four/hits the third batter that inning, the Coach from the batting team will come and pitch to that batter until they either put the ball in play or strike out. If the coach comes out to the batter with no strikes on the count, the batter will be given 1 strike to start the count with coach pitch. The pitcher may continue to pitch that inning. The 2 walk/hit limit is based on innings, not pitchers. In the event that the 3rd batter is hit, resulting in the batter temporarily leaving the game, the last out can take first base for the batter. If the player remains in the game to hit off of coach pitch or, he can take 1st base at the coach's discretion.

Players

1. A minimum of 8 players is required to be present at the designated game time. Replacement players may be called from a younger league if a team has less than 9 players. See number 7 below. Failure to have the required 8 players present at the designated game time, as determined by the Home plate umpire, will result in a forfeited game for the team missing the required number of players.
2. A maximum of ten defensive positions can be used (using 4 outfielders) to ensure more playing time for the players. If the roster has more than ten, then subs must be used. No player may sit two consecutive innings until he has played a minimum of nine outs in the field.
3. A continuous batting order will be used. A minimum of 9 players must be listed in the continuous batting order at all times. In the event those less than 9 players are available to bat, an out will be registered for the missing batter(s) at each missing turn at bat.
4. Substitutions may be made anytime during an inning provided the umpire has granted a time out.
5. In the event a player or players must leave the game before its completion, the player or players will be removed from the continuous batting order. An out will not be registered for this absence unless the removal results in less than 9 batters (see rule 3 above). Once a player is removed from the continuous batting order, the player cannot reenter the game in any capacity.
6. A player or players are allowed to enter a game late at the discretion of the player's Manager. Each late entrant will be entered as the last batter in the continuous batting order in order of his arrival. The opposing Manager will be notified of each addition prior to the start of an inning or half inning. A player cannot enter the game until such notification takes place. There are no restrictions placed on this player regarding defensive positions.
7. Calling Players Up: Managers must notify the Commissioner if they need a call up player. Managers are not allowed to have a call up player play without approval from the commissioner. Players called up from the younger league cannot play in another league if a conflict exists with their scheduled league games. Call up players must bat last. If the player that was absent shows up, he must split time with the sub player.
8. All male players must wear a hard cup during practices and games. Participation in a practice or game is prohibited in the absence of a hard cup.

9. Every player is strongly recommended to wear his entire uniform, including his hat, when he is on the field, excluding batters, runners, and catchers which are required to wear helmets. All uniform shirts should be tucked into the pants at all times.
10. All batters and runners must wear helmets with face guards. The helmet must be worn at all times while the player is on the field.
11. Rubber spikes are allowed. Metal spikes are not allowed. A player is not allowed to participate in a game or practice until they are removed.

Batters and Runners

1. During a game, a team will be given one warning about intentional throwing of the bat by the batter. The second incident will result in the batter being called out for that turn at bat. Teams may be given a warning for other acts of unsportsmanlike conduct (i.e., helmet throwing, verbal disrespect, etc.). At the umpire's discretion, an incident of unsportsmanlike conduct may also result in that player's ejection from the game.
 - a. **Batters:** Each team will bat all players in a continuous batting order. Batting line-ups will be given to opposing teams before the start of the game.
 - b. **Batting out of order:** If you bat out of order, the player missed will be counted as an out. Exceptions: Player doesn't want to bat, washroom break, etc... Opposing coach must be notified prior to player's turn at bat. If a player misses their turn at bat, they must wait until their turn in the rotation.
 - c. **Last batter rule:** The team with the most batters will determine the last batter. (For instance team A has 8 players and team B has 12 players both teams will bat 12 batters in an inning). If the last batter puts the ball in play the next out ends the Inning no matter if the batting team had 1, 2 or no (0) outs prior to the last batter's turn at bat. If no outs are made and the runners are stopped on the bases and the pitcher reaches the mound with the ball, then the play is stopped and the inning is over. Once the out is achieved, the runners are only credited with the bases they have established.
 - d. **Bunting:** There will be no bunting.
 - e. **Over throws rule:** A runner may advance 1 base on an overthrow at their own risk. Play can be made at the next base by the fielder once he retrieves the ball; however, runner is only awarded one base regardless if there was an overthrow at that next base.
 - f. Players must slide feet first to avoid contact at a base play. Any type of bulling over, running over, jumping over or unnecessary contact will result in the runner being called out. No head first slides allowed runner will be called out.
 - g. No lead-offs, (if a player leads-off the first time the player will be warned, the next time will be called out).
 - h. No Stealing
 - i. No Infield fly rule
 - j. Balls hit in outfield batter advances as many bases until ball is back to the pitcher on the mound, at the discretion of the umpire, or a play is made on that said batter.
2. **End of Inning**
 - i. A half inning will end when three outs are recorded or when the max runs allowed in an inning has been reached. The max runs in an inning are 5 runs (no last batter rule). Once this has been reached the ball will be declared dead. There is no run limit in the last inning as

determined by the umpire; the fielding team must record three outs. 10-run rule is in effect after inning 4.

3. Courtesy Runner can be used for Catchers at any time to expedite the game.
 - a. Courtesy Runner will be the last batted out
 - b. Courtesy Runner for Pitcher / Catcher of record
 - c. Courtesy Runner will not be allowed in the final inning.

Managers

1. Managers are responsible for the behavior of their players and spectators during the game. If in the judgment of the Home Plate umpire, a player or spectator is exhibiting unsportsmanlike conduct, he may eject that player or person from the game. Examples of unsportsmanlike conduct are, but not limited to, the following: profanity, throwing equipment, taunting opponents and/or displaying disrespect to coaches, umpires, or players.
2. Keeping and Recording Official Scores
 - i. Each team is to record their respective scores.
 - ii. Verification of the scores during each game is encouraged.
 - iii. In the event of a discrepancy, the Home Plate Umpire will rule.
 - iv. It is the responsibility of the winning team to notify the League Commissioner of the final score.
2. The Home Team will be responsible for setting up bases, lining the field, and raking/dragging the field before and after every game. Each coaching staff is responsible for policing the field, their dugout and their spectator areas after each game.
3. Managers and coaches will not use tobacco products when in contact with the players.
4. Protests of the game must be made with the Home Plate umpire, at the time of the play in question, and reported to the League Commissioner on the day of the game. Protests may be reported to the League President in cases where the League Commissioner cannot be reached.

Penalties

1. Any violation of the make-up game rule #1, pitcher's rule #2, pitcher's rule #3, or player's rule #2 may be protested by the offended team. If the Board of Directors upholds the protest, a forfeited game will be assessed to the violating team.
2. In the event a spectator becomes unruly or abusive to the players, coaching staff, umpiring crew, or other spectators, the head umpire will give a minimum of one warning for that spectator to control himself/herself. Continued unruly or abusive behavior will result in the ejection of the spectator from the park property by the head umpire. Refusal by the spectator to remove themselves from the park grounds will result in a suspended game. Such a suspended game will be continued under the rules prescribed for makeup games.

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