

2010 UCT ROOKIE LEAGUE RULES

GENERAL RULES

1. All managers, coaches, and umpires must be 18 years old.
2. All managers, coaches, and players are not to leave the playing field/dugout area once the game has begun, except for emergencies. Using the restroom is allowed under this rule.
3. No food or drinks are allowed in the dugouts. Water and Powerade are acceptable.
4. A player may be ejected from the game for throwing a helmet or bat in anger.
5. Abusive talk, fighting, and rowdiness will not be tolerated and may lead to ejection and possible suspension from further games. The competition is for kids, and should be played as such.
6. Only **ONE** manager or coach may go to the foul line to talk to the players. The infielders may be called to the foul line for one-minute time out. Teams will be limited to (3) three defensive time outs per game.
7. The batboy must wear a helmet at all times while his/her team is at bat.
8. A line-up (first name, last name, #, and position) must be given to the scorekeeper and the other team **15 minutes** prior to game time.
9. The batting order will include all players. There will be (10) ten players on defense with all players playing a minimum of (6) six outs on the field. If a player is forced to leave the game prior to its completion, an out will NOT be recorded each time that player is scheduled to bat the remainder of the game.
10. While school is in session, there will be a 10 run rule after (4) four innings on school nights. After school is out and on weekends, there will be a 10 run rule after (5) five innings. Also until school is out, no new inning may begin after 9:15 P.M. considering this, no new inning of the first game may begin after 7:15, so the second game can start at 7:30, or as soon as possible after that time, with no infield practice after 7:30.
11. In the event of an injury during live play, the umpire may call time out at his/her discretion.
12. **The practice of hitting into fences is prohibited!**
13. A suspended game shall be resumed at the point of suspension of the original game. Players will never be excluded from playing even if they missed the original game. They will be added to the bottom of the batting order and will take their next scheduled turn at bat.
14. Each team will have (10) ten minutes of infield practice prior to the game (time permitting). The visitors will take their infield practice first. Be prompt so that games can be kept on schedule.

15. Home team will be responsible for making sure umpires equipment, game balls, bases and pitching machine are set and in place by game time. Home team for the second game will be responsible for putting away pitching machine, bases and equipment.

16. Visiting team will be responsible for making sure the scoreboard and microphone are in place and ready for the game time (adults to announce games- **no children** announcers). Visiting team for the second game will be responsible for putting away the press box equipment.

Penalty for Violation of General Rules #15, #16.

1st Offense- Reprimand, suspension from next game. This includes no bleachers or dugouts. Manager must sit in press box, and may not communicate with his team.

2nd Offense- Suspension for 2 games. Manager may not come to the park during his team's game.

3rd Offense- Action of the Executive Board.

17. A tie game that reaches a time limit during a school night will be resumed the next time the two teams meet. Starting where the game stopped at. The game will be played until the tie is broke.

OFFENSE

1. The team at bat during an inning may have no more than 3 coaches on the field at any time, 1at first, 1at third, and 1at pitching machine.

2. The ball is dead when the pitcher has possession of the ball and has any part of the body in the circle of the pitcher's mound.

3. All players must stay on the bench except the batter, on-deck batter, and the batboy.

4. **The pitching machine:** The person feeding the pitching machine must stoop down on throws from first to third and back on batted balls. Failure to do so will result in an OUT being called. The umpire will make the judgment on this call. Any batted balls hitting the machine or coach will be a dead ball. Batter is awarded a single, and base runners advance one base. If the ball stays under the pitching machine, the ball is dead and the batter and the runner's advance (1) one base.

5. If the umpire calls (2) two consecutive balls, the pitching machine will be adjusted. The home plate umpire can order the machine adjusted at any time for safety reasons.

6. The slide rule will be used. A runner is out if he/she does not slide or attempt to **AVOID A COLLISION WITH A FIELDER** who has the ball and is waiting to make the tag. A fielder may not block the plate/base unless he/she has the ball.

7. The offensive team will be allowed six runs per inning. The inning is over when the 6th run of the inning has scored. However, during the last inning, the 6 run rule is not in effect. The offensive team can score as many runs as they like.

8. There will be no fake bunt/swings. This rule is for safety purposes only. The batter will be called out for this violation.

9. All bats must be little league approved (no softball bats, etc.)

10. The pitching machine will be set at 38 to 40 mph for each game.

11. Each batter shall receive 6 pitches or 3 swinging strikes before being called out. If the sixth pitch is hit foul, the batter will continue his/her turn at bat until he/she does not swing, swings and misses, or hits the ball in play. No walks will be issued.

DEFENSE

1. A team will use (10) ten players on defense, but can start the game with (9) nine if only (9) nine show up. If additional players arrive after the start, they will be added to the bottom of the batting order and will take their next scheduled turn at bat.

2. Two defensive coaches will be allowed on the field, but must remain in foul territory beyond the first and third bases.

3. The outfielders must play in the outfield. (This is for when the play starts. After the pitch is made, outfielders can make plays anywhere.)

4. The first and third basemen must stay behind the halfway line and the pitcher must stay behind the line in the circle until the pitch leaves the pitching machine. Note major and minor league mounds will be chalked with a circle and a line inside the circle beside the pitching machine.

5. Play is stopped when the pitcher has the ball within the pitcher's circle. Any contact with circle is considered inside the circle. Any runner that has reached the halfway line or forced from a base may proceed to the next base without the risk of being put out.

6. Once the pitcher has possession of the ball within the circle, he may not bring it out of the circle to make a play on any runner.

7. If the pitcher fields a batted ball within the circle, he may make a play on any runner at any base from inside the circle. Otherwise, the play is dead when runner reaches base safely.

8. The infield fly rule will not be enforced during UCT league and league tournament play. This rule will not supersede the city-tournament rules.

9. A catcher's area will be marked prior to the game and will be from the front of the batter's box and extend 6' beyond the back of the batter's box. It will be from the outside of one batter's box to the outside of the other batter's box.

10. Any other rule not covered under UCT Rookie League Rules please revert to the Cal Ripken Book.

Base Running

1. Base stealing is permitted, but only if the pitched ball leaves the catcher's area. (only 1 base per pitch). The runner may not leave the base at all until the ball leaves the catcher's area. A ball on the line is still considered to be in the catcher's area. The 1st violation of this rule will result in a team warning, any further violations the player will be called out.

2. The umpire will raise his hand when the ball leaves the catchers area, letting teams know when it's safe to steal bases.
3. Any runner who has established contact with or beyond the halfway line will be allowed to continue to the next base. This will be a judgement call by the umpire.
4. A runner will only be allowed to advance 1 base on over throws, when defensive team is making a play at any base.

Safety Base

The fielder must not occupy the safety base at any time. If the fielder touches the base, the runner advances to the next base. The fielder & runner must try to avoid any collision. If the runner chooses to touch the white bag, we will play by the regular rules. It will be at the discretion of the umpires.

Rookie League Options

There will be only (5) five types of options available to each rookie league team per season. These options are a manager option, a coach's option, a sibling option, a grandfather option and a sponsor option. Of these options, only (1) one of each of these can be exercised per season. This would be maximum total of (5) options that any team could receive in any one season. Note: a sponsor option can only be used by a company owner's child. An employee's child does not qualify him/her for a sponsor option. *All options must be discussed and declared between coaches before the Rookie League Draft begins.* Please see document given to parents of coaches options describing the meaning and expectations of this agreement/option.

A. Brothers and sisters becoming candidates at the time will be drafted under the family name to avoid separation.

B. A player becoming a candidate, while his/her brother/sister is a member of a rookie league team must meet the following qualification: *if the older sibling is 8, candidate must be at least 6.

C. A player becoming a candidate, while her/her parent is a manager in the league in which the candidate is eligible, will be picked up as the 'manager option'. That team will not be allowed to have another 'manager' option until the original 'manager' option is no longer playing for that team.

D. A player becoming a candidate, while his/her parent is a coach in the league in which the candidate is eligible, will be picked up as the 'coach' option. This child will remain the 'coach' option for one season.

E. Managers must declare sponsor, manager, coaches and brother/sister options before the spring draft begins.

Rookie League Draft

Following spring try-outs, and on a date announced by the Rookie League Director, League Managers will gather along with necessary members of the Board of Directors for the purpose of the player's draft. The player selection draft will be conducted in secrecy. *Players should never be told the position in which they were selected.*

Discussion of what occurs in the draft room is prohibited. Please see the following section for '**player auction**' (**part C of Length of Ownership**), and more information concerning players being released to auction.

A. Teams will draft in reverse order according to their standings at the end of the previous season.

This order will be the selection order for each round:

Example: 6 Team League

6th place team – 1st pick

5th place team – 2nd pick

4th place team – 3rd pick

3rd place team – 4th pick

2nd place team – 5th pick

1st place team – 6th pick

The same order will follow for 2nd round and so on. If two or more teams have the same record in league standings then the team with the poorer head-to-head record will have earlier draft selection. If head-to-head competition is the same then draft selection order will be based on a coin toss.

B. Any player that tried out for the Rookie League draft, and is 6 years of age, is eligible to be drafted by a Rookie League team at any time. All players' 7-8 years old must try-out to be eligible to play Rookie league at UCT.

Length of Ownership

A. Each player will, for the duration of his Rookie league Cal Ripkin career, be the property of the team that drafted said player unless he/she is released (Please see part C of this section).

B. The Board of Directors reserves the right to allow players to continue playing baseball at UCT even though their residence has moved out of the league district. This player must be a member of a Rookie League team and in good standing.

C. Players released to auction: If a player no longer wants to play for a particular team, the player, with Manager's approval, will be placed into an auction at the next upcoming spring draft. An agreement to release a player to auction must be in writing with permission from the manager and parent/guardian. Parents must sign an agreement saying they understand that their child will be placed into an auction and could be chosen by any team. If there are no offers for the player, the player will return to their original team. *A child being release back into the draft/auction can not become the new team's option.*

D. Auction: An auction will take place before the draft selection begins for players wishing to be released to auction. All players released to auction must be announced before the draft begins. Each player released will be auctioned starting with oldest to

youngest. All teams will be allowed to offer only current year draft pick(s) for the player. The manager from the team releasing the player determines which offer is best for his/her team. A player that receives no offers during the auction will return to his/her team.

Concessions Stand

Parent/Guardian is responsible to work his/her scheduled shift in the concession stand or find an approved replacement. If a parent/guardian or their approved sub does not show up at their scheduled time, their child will not be allowed to participate until a \$30.00 fee has been paid to concession stand manager. The child must come dressed in uniform and sit in the dugout.