

## **West Linn Rookie Tournament Rules**

### **June 15-17, 2018**

- 1) Players must turn 6, 7 or 8 on or before April 30<sup>th</sup> of that calendar year.
- 2) All players will be placed in the batting order.
- 3) Fielder will consist of four (4) infielders and four (4) outfielders, a catcher and a pitcher. Outfielders must remain in outfield (grass area) until ball is hit.
- 4) The catcher will wear all catchers' protective gear and assume the normal position.
- 5) There is only one pitcher and they will be placed on either side of the pitching machine for fielding purposes.
- 6) The most center part of the pitching machine will be placed at 46 feet unless the machine is not able to deliver a slower speed at that distance. The machine may be moved closer only to accommodate a slower speed. Each machine is different. The idea is to make the ball as hittable as possible which means a nice flat pitch at 46 feet. To do this usually requires a speed of approximately 40-42 mph. Both coaches must adjust the machine and approve the speed and pattern of delivery prior to the start of the game. Please only adjust the machine ONCE at the beginning of the game and then have the hitter move up or back in the batter's box, rather than moving the machine itself during the game. If the machine does need to be adjusted both coaches have to agree before the inning starts. We want to avoid adjusting the machine after the initial set-up.
- 7) No player may play more than two (2) innings at one position in each game.
- 8) Coaches should try to divide playing time between infield and outfield positions for all players.
- 9) There is free substitution for the team in the field.
- 10) No one player should sit on the bench (when his/her team is in the field) for more than one inning until all players on that team have sat for an inning. For example, if a team fields 13 kids that would mean that five kids would sit for two innings over a 6-inning game and all players would sit once.
- 11) An inning is considered over after (3) outs or when (5) runs are scored. The last inning will remain open.
- 12) No new inning shall be started after 1 hour and 30 minutes. A new inning start time is considered at the time the third out was recorded in the last inning, not when the pitcher is ready to face the first batter.
- 13) Umpire will determine the start time of games and records it with the home book. Home book is the official book for the game.
- 14) Home team is determined by a coin flip with the team travelling the farthest making the call. In bracket play the home team is the higher seed.
- 15) The last inning played will be an open inning with no five (5) run limit. Games will be played until a winner is determined (unless there is a tie).
- 16) A 10-run rule is in effect, if at the end of the 4<sup>th</sup> inning a team is up by 10 or more runs the game is considered complete.
- 17) Games are six (6) innings. There are no extra innings, in pool play, ties are possible.
- 18) Bracket play will not end in a tie, extra innings may be required. If the game ends in a tie in bracket play, we will revert to the KC Tie Breaker to identify the winner. In the KC tie breaker, the visiting team places on 2<sup>nd</sup> base the player who made the last out from

the previous inning. The inning begins with one out and the inning is played out until the home team makes the third out and there are no limits on runs scored. Then the home team would repeat this process until a third out is made or they score more runs than the visiting team did in their half of inning. If the inning ends again in a tie then the process is repeated.

19) Criteria for Bracket seeding are as follows in order of importance based on pool play:

- a. Win/Loss Record
- b. Head to Head Record
- c. Least Runs Allowed
- d. Most runs scored, no more than 10 runs per game

20) Each player gets a maximum of (5) hittable pitches. Batter is not out on a 5<sup>th</sup> pitch foul ball unless caught by the catcher in the air. A hittable pitch is one that crosses the plate between the hitters knees and the lettering on the players chest. A pitch outside of this will not be considered a strike unless the batter swings at the pitch. A hittable pitch is per the umpires discretion.

21) Stealing or leading off is not allowed. No runner can advance on a passed ball.

22) There is no infield fly rule.

23) Only Cal Ripken approved bats are allowed.

24) Any batted ball that hits the machine is a dead ball. Runners may only advance to their intended bag. A thrown ball that hits the machine is treated the same.

25) On any play in the field, a base runner may advance one base on an overthrow and there may be only one overthrow per play. The play will then be considered dead.

26) For a runner to advance more than one (1) base per play they must be at least halfway to the next base prior to the ball being controlled by an infielder (catcher, pitcher, 1B, 2B, SS, 3B) in the infield which is defined as the turf area at Fields Bridge and inside the dirt infield at Oppenlander and must raise both hands in the air to signal to the umpire that the play is over. If the fielder attempts to throw or tag a runner trying to advance or return to base, the play is still considered live.

27) No intentional bunts are allowed. The batter must take a full swing at the ball.

28) All players must be properly equipped.

29) Coaches with the team at bat will feed the machine. Base coaches may assist with foul balls only and should not give any signals for safe and out calls on the base paths.

30) All standard baseball rules apply.

31) At the completion of play, each manager will award a player from the other team an MVP pin for sportsmanship, effort and on-field performance.