

THE NORTH YORK BASEBALL ASSOCIATION APPROVED NYBA PLAYING RULES OF JUNIOR ROOKIE BALL

(1) REGULATIONS

The NYBA rules, regulations and code of conduct are to be applied in conjunction with the following rules as they apply to Junior Rookie Ball.

(2) DIAMOND LAYOUT and EQUIPMENT

- a) The pitching machine is placed directly in front of home plate at a distance of 44 ft.
- b) Standard 65cc baseballs will be use in every game.
- c) An 8 ft. diameter safety circle shall be marked off around the pitching machine. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.
- d) Bases are 65 feet apart.
- e) A 3 ft. line will be drawn perpendicular to the base path between 1st and 2nd, 2nd and 3rd, and 3rd and home to designate the halfway point between those bases.
- f) Electrical cord must run along or under the ground from the pitching machine to the electrical source.
- g) During the regular season, the home team shall put out the bases and set up the pitching machine ½ hour before game time. The home team can have batting practice until 10 minutes before the scheduled game time. During playoffs, no batting practice will be allowed.
- h) The home team will put away the pitching machine after the end of the game.
- i) If requested, it is the responsibility of both teams to set up the field and put away the equipment.

(3) PLAYING-RULES

- a) A team shall field of a minimum of 6 and a maximum of 11 players and must be registered players with the NYBA. Youths not registered with NYBA are not allowed to participate in games or practices. A team will be allowed a grace period of 10 minutes after the official start time of the game to field a team with the required number of players. If a team cannot field the minimum number of players, the team shall forfeit the game; however, both teams can combine their teams to create two equal strength teams for an exhibition game.
- b) Each team must have at least 1 manager and/or 1 or more field coaches who shall be responsible for that team. Only one field coach is permitted in the outfield to assist the players during their defensive portion of the inning.
- c) Each team shall have a catcher, 1st baseman, a 2nd baseman, a 3rd baseman, a shortstop, a left fielder, a right fielder, 2 centre fielders and 2 pitchers in the line-up. In the event that a team has less than the maximum number of players, the number of out fielders and pitchers can be reduced.
- d) All Junior Rookie Ball baseball games shall be 5 innings and 3 innings shall constitute an official game. No new inning shall start after 1½ hours after the start of the game. An inning once started must be completed unless field conditions do not permit it (i.e. rain, darkness, lightning etc...).
- e) An inning shall be the maximum of 10 batters. In the event that a team has less than the maximum number of players, then the batting rotation will continue until 10 players have batted. The 10th batter is called the last batter and must be announced to the fielding team as LAST BATTER. On hitting the ball, the last batter and any runners on base must run around the base paths, touching the bases in the proper order. The fielding team must field the ball and throw the ball to the catcher, who then must tag the home plate to end the current portion of the inning. Players on base may score until the catcher tags the plate. If the last batter flies out (ball is caught) or the last batter strikes out, then the side is retired on the 10th batter with no runners on base scoring.

- f) A batted ball is no longer in play when one of the two following conditions occur;
 - i) There is an overthrow to a base, which goes past the projected fence line along the first or third base lines. In this case, the ball is considered dead and all base runners advance one base.
 - ii) An infielder standing on the infield holds the ball in the air with his hand to signify the end of play. Once the infielder holds up the ball the ball is dead and no further play is allowed on that batted ball. All base runners who pass the half way point between bases before the ball is held in the air will be awarded the destination base including home base, all other runners must return to their preceding base.
- g) Base runners cannot leave the base until the ball is hit. If an infraction occurs, 1 warning will be issued and for any infractions thereafter, the runner will be called out. (Each team may receive 1 warning.) No stealing is allowed.
- h) If a fly ball is caught, runners may advance if they tag up after the ball is caught. If the runner does not tag up, the runner may be forced out at the original base. Once the play is ruled dead (hand up), no appeals will be allowed.
- i) The plate umpire shall be to one side and behind the batter during the pitches and is not permitted to field or retrieve the pitched ball(s) until such time as indicated above. The umpire may call time to remove any pitched ball, which he/she feels is in conflict with the batter, or can cause potential injury. The 2nd umpire is the traditional base umpire.
- j) Infielders can ask for time in the infield area. Time will be given at the umpire 's discretion.
- k) Shoes with metal cleats are prohibited.
- l) The infield fly rule does not apply.
- m) All players in uniform must be put in a continuous batting order and this order will not be permitted to change.
- n) A coach/manager may only communicate positive instructions to his/her players on the field.
- o) Pitching machine speed is 35 mph. Height can be adjusted at any time. The coach feeding the balls into the machine will do so until the batter has completed his or her turn at bat or there are no longer any balls for the coach to feed into the machine.

- p) The pitcher(s) must stand beside the pitching machine outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line until the ball is released from the machine. The machine shall be 44 ft. from home plate. Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a regulation-batting helmet. The pitcher must not in any way break the plane of the 8 foot diameter circle around the machine whether stepping on the circle line or reaching in. If he/she breaks the plane of the circle and makes contact with the ball, play will be called dead and 1 base will be awarded. All other forced runners will move 1 base.
- q) There shall be no passed balls or wild pitches.
- r) Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes, he/she strikes out. Note: If a ball crosses the plate over a batter's head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- s) In addition to wooden bats, metal bats shall be allowed in OBA play. These bats, shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel is 2 $\frac{3}{4}$ ".
- t) The on deck batter, the batter and base runners must wear a prescribed protective helmet with flaps covering both ears. Helmets may not be changed except after the inning has been completed, or the player has been retired or has crossed home plate.
- u) If a batted ball hits the pitching machine or any associated parts including the cord, bucket or any adult in the playing field, then the ball is declared dead and the batter is awarded 1st base with the corresponding move of any base runners who may be forced to move. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In case of last batter, the side is retired.
- v) A ball that travels through the pitching circle without making contact with any equipment or players while in the circle shall be a live ball once it is outside the circle. If the ball comes to rest in the circle, play will be called dead, the batter is awarded the base and all forced runners advance.
- w) Batters cannot walk or bunt. (Bunts are automatic outs.)