

CUB Rookie Division Rules

Ages: 8 and 9 year old boys and girls

Rookie ball has two purposes:

- To get 8 and 9 year olds interested in the game of baseball.
- To begin preparing them for the next level of baseball.

This is accomplished by promoting active participation during the game and providing the players with the necessary fundamentals during games and practices. Coaches should focus on:

- Throwing mechanics.
- Fielding ground balls.
- Catching.
- Hitting techniques.
- Base running.
- Sliding.
- Throwing to the correct base depending on the situation.
- Pitching to the batters in practices in June to help prepare them for the Mosquito level.

This division is intended to provide a solid fundamental base while promoting good sportsmanship and fair play in a non-competitive atmosphere.

1. Roster: 8 – 10 players

2. Equipment: All players must have a glove, and a jock or jill. A 9” Easton Incrediballs will be used at this level. Cleats are highly recommended – no metal cleats.

3. Start Time: Games begins at 6:30 p.m. and are a maximum of 5 innings in length. No new inning may start after 8:00 p.m. **6 runs or 3 outs will end each half inning.**

- Have line up cards filled out in order to keep track of batting order.
- It is expected that practices would be held outside of scheduled game times.

4. Bases: 55 foot base paths

5. Pitching:

- Distance – 40 feet
- Dalori / Louisville Slugger Spring Loaded Pitching Machine
- **Power Lever** set at **#4**
- **Release Block** set at **#4**
- **Micro-Adjust** set at **#3 - #4** (Fine Tuning – Micro-Adjust Screw turn clockwise to raise or lower flight of ball).
- Speed – Set at approximately 35 – 40 mph
- 2 - 3 Incrediballs will be used for each game. **Note: Please take time to select a couple of balls that are the same weight and make sure they are placed into the pitching machine in the same orientation every time. You will see a notable increase in pitch location consistency.**

- ✓ The speed should be set so that there is little arc in the trajectory of the ball and the height of the pitch is in the batter’s power zone (knee to waist).
- ✓ A parent or coach of hitting team should operate machine for their own players.

6. Batting:

- All players on the team roster bat. Not all players may bat each inning as 6 runs or 3 outs ends the inning.
 - The batter and on-deck batter must wear helmet, with chin strap.
 - All players on team shall be on the batting lineup at the start of game.
 - Each batter shall receive up to 5 hittable pitches in an attempt to hit a fair ball. Bunting is not allowed.
 - An out will be given **if 3 strikes occur** or the ball is not hit on the 5th hittable pitch.
 - A foul ball on the 5th pitch, batter is awarded another pitch.
- ✓ Machine operator can declare no pitch if, in their opinion, ball is outside the hitting zone due to a malfunction of the machine.
- ✓ A struck ball hitting the machine, ball bucket or coach pitching the ball will be declared dead and the batter receives a single base. Runners that are forced to advance will advance one base as well.

7. Base Running:

- No leadoffs.
- Cannot leave base until contact has been made with the ball. The team will receive one warning and any future lead offs will be called an out.
- Runners may advance one base on an overthrow to any base.
- On a throw from the outfield, **the ball is declared dead once an infielder has gained control of the ball**, no further advancement of runners can occur.
- Positional players cannot obstruct a base runner from touching the base (i.e. blocking).

8. Defense

- No one player may play the same position for more than 2 innings in a game.
- It is required that each player will play every position by the end of the season. However, please use discretion for the pitching and catching position as some players may be reluctant to play these positions. Do not force unwilling players.
- Up to 10 players can play defense. **Do not bring extra fielder into to infield area. All additional players must play in the outfield.**
- Pitching position must be at least 5 feet on either side of machine, and not ahead of the machine.
- If there are only 7 or 8 players, eliminate pitching and catching position. A parent can fill in as catcher
- In the case where the players are having a difficult time catching and returning the ball and it is causing a delay in the game, it is recommended a parent or coach plays the catching position.

9. Outs: Outs are awarded by:

- Three strikes. Swinging or pitched strikes that are not swung at
- Ball not hit on the 5th pitch
- Throwing to a base for a putout (in a force situation)
- Tagging runner with the ball when the runner is not in contact with a base
- Catching a fly ball
- Base runners leaving the base before the ball is hit in play

10. Other Rules:

- No stealing.
- No Infield Fly Rule.
- Scores will be kept and the winning team is responsible for submitting the score to the League Coordinator.
- Team at bat will have a minimum of one coach or parent in the infield who will also act as umpire. Machine operator can assist on any decisions.
- If a team does not have 7 players, balance the teams with players from the opposing team and have FUN.