

# NBIAA

Northern Burlington Instructional Athletic Association  
P.O. Box 334, Columbus, New Jersey 08022

## ***2012 Rookie Baseball Rules (7 & 8 years old)*** ***Northern Burlington Cal Ripken Jr. Baseball League***

**GOAL:** To introduce and instruct the fundamentals of the game of baseball to seven and eight year old boys, while providing time for them to recreate and have fun. The pitching machine concept is included to promote batting skills development and to keep interest in the game.

The pitching machine, which will be employed for the first four innings of all games, will throw strikes consistently and provide the batter with a greater opportunity to succeed, while keeping the defensive players in the game. Fear of being hit by a pitched ball is greatly reduced and the game is safer, more fun, and improves the confidence and ability of all participants.

Pitching by players will commence after four innings to introduce both the batters and pitchers to live pitching.

**PLAYING RULES:** As adopted by the Babe Ruth/Cal Ripken Baseball and amended by agreement of participating Township Representatives.

### **Exceptions to Babe Ruth Baseball Rules:**

#### **THE GAME:**

1. Comprised of boys who will be 7 or 8 years of age on April 30<sup>th</sup> of the calendar year
2. A 12-player roster is suggested, with all players placed in the batting order. The game may be played with as few as eight players and ten players may be fielded if present
3. This is an instructional league, and players learn by practicing and playing. Teams should play ten (10) defensive players every inning, four of which must play in outfield positions (beyond the outfield grass). No fifth infielders will be permitted. Every player must play a defensive position at least every other inning including a minimum of one inning at pitcher, catcher, or any infield position. It is most important that players actively participate every moment possible during the game.
4. An effort has been made to equip all teams with uniform shirts that are different in color to any opponent they may play. Players should be in proper uniform for all games, including uniform cap, jersey, pants if provided, and cleats or sneakers.
5. A "Level 5" Reduced Injury Factor baseball will be used for all games. The home team furnishes the balls
6. All weeknight games will start at 6:00 pm. Pre-game warm-ups must be no longer than 10 minutes for each team. The game will consist of 6 innings with a 2 hour max. A game is considered complete after 3 ½ innings if the home team is winning or 4 innings if the home team is losing at the time of cancellation by weather, darkness, etc. Games CAN end in a tie.
7. The half inning ends when 3 outs are made or 5 runs are scored. During the first 4 innings each batter gets 5 "Hittable" balls of the pitching machine. The ball must be put in play or the batter ends his turn and an out is recorded. Balls and strikes will be called starting in the fifth inning (kid pitch). A coach from the defensive team should call balls and strikes from behind the pitcher.
8. A 10-game schedule will be played and scoring will be kept. Final records will determine seeding for the year end tournament
9. Home team must contact the visiting team if a game needs to be postponed due to weather or field

conditions. A one hour minimum is requested. To re-schedule a game, please contact your township coordinator.

### **THE FIELD**

1. Standard youth base lengths of 60 feet.
2. The pitching machine is placed at the pitcher's mound (46'). Recommended speed is 38 - 42 mph, and there should be minimal arc (8" – 12") on the pitch.
3. A circle will be lined around the pitching machine (approximately 15 foot diameter) to designate a safety zone. If a ball hits the pitching machine or comes to rest within the circle, the ball is dead. Runners advance one base.
4. A batted ball that hits the pitching machine will be declared dead immediately. The batter is awarded first base, and all runners advance one base.

### **PITCHING**

1. At this level we want to encourage the boys to pitch learning the proper mechanics as described in the Babe Ruth Rulebook.
2. The pitching rubber will be set at 46 ft. from home plate. If the pitcher can consistently reach the plate from 46' without hazardous effort he must pitch from the rubber. A pitcher may move up as needed to reach the plate consistently (not to gain an advantage) but not beyond the front of the circle (~38').
3. There will be no walks in the kid pitch innings.
4. If a pitcher throws four balls out of the strike zone to a batter, an offensive coach will come in and throw a maximum of three (3) pitches to complete the at bat. Any toss towards home will count as a pitch no matter if the ball is hittable or not. If the batter is hit by a pitch during coach pitch, he is not awarded 1<sup>st</sup> base and it counts as a pitch. If the batter does not put the ball in play after three pitches, he is out.
5. To keep the game moving, any pitcher who requires 4 coach pitch occurrences in an inning must be removed for the balance of that inning.

### **UMPIRES**

1. Umpires will not be assigned to Rookie Baseball games. Each coach should umpire the games. A defensive coach will be permitted on the field each inning to give instruction.
2. A coach from the offensive team will be responsible for feeding the pitching machine during the team's at bat for first four innings.
3. A coach from the defensive team will call balls and strikes during the kid pitch innings.

### **TIMING OF GAMES**

1. No inning should begin after one hour and forty five minutes from the first pitch.
2. Games shall be no longer than 6 innings in length and may be stopped before six innings upon agreement and at the discretion of the coaches.

### **SCORING**

1. Scores will be kept.
2. The score shall be kept by both teams for the purpose of the five runs per half inning and/or 3 outs. A half inning is over once the defensive team has recorded three outs, or the offensive team has scored five runs.

**Formal league standings will be kept for the Rookie Baseball League. Team records will be kept to 'seed' teams for a year-end league tournament, which includes all teams in the division.**

### **BATTING / PLAYING THE GAME**

1. All rostered players present for the game shall bat in order, whether playing defensively at the time or not.

2. Batting helmets must be worn while at bat and while running the bases.
3. Each batter receives five hittable pitches or 3 swings and misses from the pitching machine. If the ball has not been hit into fair territory, the batter is out. Three strikes are an out, foul balls are strikes but a batter is not out on a foul ball after two strikes. The batter is not out on an uncaught foul ball.
4. A batter may only advance beyond 1st base if the batted ball clearly lands in the outfield grass in the air. A ball that does not reach the outfield in the air but gets past or between the outfielders will be limited to a single. Any hit that does not reach the outfield grass in the air will be limited to a single.
5. Base runners may only advance the number of bases the batter is permitted. If the batted ball reaches the outfield in the air, base runners can only advance an extra base if the batter attempts to advance the extra base (No runner can score from 2<sup>nd</sup> base unless the batter attempts to reach second on a hit ball into the outfield grass).
6. A defensive player should assume the position of the pitcher to either side of the pitching, but no closer to the batter than the machine while the machine is in use.
7. A defensive player will pitch for the last two innings of the game. Players are restricted to pitching **ONE** inning per game. One inning consist of 3 outs. If a pitcher is replaced due to 4 coach pitch occurrences prior to 3 outs, the player may return the next half-inning to record the balance of the three outs.
8. No stealing is permitted. Leading off the base after the pitch crosses the plate is permitted.
9. Sliding is permitted, and proper instruction is encouraged. **NO HEAD-FIRST SLIDING.**

### **DEFENSE**

1. A fourth outfielder will be placed on the field defensively.
2. A fifth infielder is placed on either side of the pitching machine assuming the defensive position of the pitcher no closer to home plate than the pitching machine.
3. The catcher takes his normal position, in full protective equipment including a protective cup.
4. Players will pitch at least the last two innings of the six inning game, and should be moved up, if necessary. Any player may only pitch one inning per game.
5. A pitcher must be removed after four coach pitch occurrences or two (2) hit batsmen in the same inning.
6. A liberal strike zone of the armpit to just below the knee and to the inside of each batter's box is encouraged to get the batters swinging at pitched pitches, and to improve the confidence of the pitcher.
7. A batted ball that hits the pitching machine will be declared dead immediately. The batter is awarded first base, and all runners advance one base.
8. Outfielders shall be positioned in the grass not as part of the infield.

### **CONDUCT**

1. Coach warning on first offense.
2. Must sit one full inning on second offense.

**Good sportsmanship is a requirement to play in all NB Cal Ripken Jr. Baseball Leagues. If a player throws equipment, uses profanity, or otherwise does not act in a sportsmanlike manner, he/she will be subject to the following:**

**HAVE FUN!!!!**

