

## **Grand Chute Baseball Rookie League Rules – 2025**

1. **Player Eligibility:** Players must be 7 or 8 years old as of April 30th. If a player is turning 7 in the months of May - August, player may be moved up based on parent discretion and overall skill assessment. Players who are 8 years old can be “moved up” to Minors with parent discretion and overall skill assessment, if their birth date falls between May and August.
2. Games will consist of 6 innings or 75 minutes, whichever occurs first (No time limit in the playoffs). No new inning will start after 75 minutes. (If you start an inning and time expires, you still finish the inning) If at time limit or game is tied after 6 innings of play, California rule will go into effect:
  - a. Visiting team will start with the player who made the last out (not necessary the last batter), on 2nd base with 1 out and finish top half of the inning (no run limit). The Home team will start with the same situation and finish bottom half of the inning. If game is still tied repeat above process until game is decided, there are no ties.
  - b. If the coaches decide to simply end a league game with a tie, instead of playing additional innings, both teams will have game marked as loss for the purpose of seeding teams in tournament play.
3. **Run rules:** The game is declared over if a team is leading by 15 or more runs after 3 innings, 12 or more runs after 4 innings, or 10 or more runs after 5 innings. For regular season, coaches can agree to continue to play additional innings for the additional reps. Keeping score once game is declared over is optional.
4. Home and visiting teams are established on the schedule.
5. Before the first pitch is thrown the home team coach will announce the start time of the game.
6. An at bat will consist of a maximum of 5 pitches or 3 swings. If a batter fouls off the 5th pitch, the batter will continue to receive an unlimited number of pitches until the batter has put the ball in play, swung and missed (struck out), or does not swing at a pitch. The pitching machine must be used at all times.
7. The infield will consist of six players including the pitcher and catcher. The outfield will have the maximum of four players.
8. The pitcher should stand even with and on either side of the pitching rubber.
9. A team must have 7 players present to start a game. Any team with less than 7 players will forfeit the game.
10. An inning will consist of 6 runs scored by the team batting or when the fielding team records 3 outs. Play stops after the 6th run is scored in an inning. If additional runs are scored while the fielding team is trying to stop the play, those runs will not count. The

6th inning will be played, assuming time allows regardless if the losing team has the chance to win the game or not. (If a team is winning by more than 6 runs.) During the regular season, all innings are capped at 6 runs.

**PLAYOFF RUN RULE:** For the 6th inning, there is no run limit for either half of the inning. Also, no run limit for extra innings as described in the second paragraph of rule #1 above.

11. Catcher – with 2 outs, a courtesy runner can be used for the catcher if that person is on base and will be playing the catcher position the next inning. That courtesy runner, if used, must be the person who made the last out of that current inning.
12. No base stealing is allowed.
13. Runners may not lead off a base until the batter has swung the bat.
14. **No bunting.** Batters must attempt a full swing of the bat.
15. There is no infield fly rule.
16. Base runners cannot tag up on a ball caught by an infielder.
17. If a ball is hit to the outfield, the runner(s) may continue to advance, at their own risk until **the ball is controlled by any infielder** who is positioned in the infield.
  - a. **Halfway rule:** If a runner is not halfway to a base by the time an infielder controls the ball on the infield in fair territory, that runner must go back to the previous base. (on Field #2 with the larger dirt/infield area, if an outfielder fields the ball on the dirt, they must throw it to an infielder to satisfy this rule)
18. On a ball that is hit on the infield all base runners are only allowed to advance one base unless an overthrow occurs or until **the ball is controlled on the infield by an infielder on the infield in the field of play.**
19. If a batted ball hits the pitching machine, the bucket of balls or the coach a dead ball will be called. All base runners and the batter may advance one base.
20. Thrown balls that hit the pitching machine will also result in a dead ball. All base runners and the batter may advance to the base they are heading towards.
21. If a runner is hit by a FAIR batted ball while he is in FAIR territory he is out. This includes while he is standing on a base. The bases are in FAIR territory. When a runner is called out for being hit by a fair batted ball, the batter gets first base. All other runners remain at the base they held at the time of the pitch, unless forced to advance by the batter being awarded first base.
22. There is no must slide rule. When the fielder has the ball and is waiting to make a tag, the runner has two options: 1) Slide or 2) Attempt to get around the fielder. The runner must not deliberately or maliciously contact the fielder. Head first slides are not allowed unless returning to a base.

23. On an overthrow at any base, runner(s) may continue to advance at their own risk to the next base. If the defensive team challenges the runner(s) advancing to the next base, and another overthrow occurs the runner(s) may again continue to advance at their own risk to the next base. If the ball is controlled by any infielder on the infield (fair territory inside the fair/foul lines) and a play is not made on any advancing runner(s) those runner(s) are only allowed to advance one base.

24. On any overthrow from the outfield to the infield all runner(s) may continue to advance at their own risk to the next base. If the defensive team challenges the runner(s) advancing to the next base, and another overthrow occurs the runner(s) may again continue to advance at their own risk to the next base. If the ball is controlled by any infielder and a play is not made on any advancing runner(s) those runner(s) are only allowed to advance to the base they are going to.

25. Rookie league - If no umpire is available

- All plays at first base will be made by the 1st base coach. All plays at 2nd will be made by the coach running the pitching machine. All plays at 3rd will be made by the 3rd base coach. All plays at home plate will be made by the defensive coach positioned behind the catcher. *This same defensive coach is responsible for ALL fair/foul calls.* The Head Coach should be the 3<sup>rd</sup> base coach. This is to ensure that the individual who has the best understanding of the rules is directing the athletes on the base paths within the rules.

26. All players should be given the opportunity to play every position throughout the year (Please use your best judgement with 1<sup>st</sup> base and pitcher. Do not force an athlete to play these positions if it would be a safety risk).

27. No player is allowed to play the same infield position (Pitcher, 1st, 2nd, SS, or 3rd) more than 2 innings in a game. This rule is not in effect for any inning played under the California rule.(Doesn't apply to playoffs).

28. No player is allowed to play the infield positions (Pitcher, 1st, 2nd, SS, or 3rd) more than 3 consecutive innings. This rule is not in effect for any inning played under the California rule.(Doesn't apply to playoffs).

29. No player is allowed to play the infield positions (Pitcher, 1st, 2nd, SS, or 3rd) more than 4 total innings in any game. This rule is not in effect for any inning played under the California rule.(Doesn't apply to playoffs).

30. No player will sit out defensively more than two innings. Coaches must make every attempt to have all players sit out at least one inning before a player sits out a 2nd inning. This rule is not in effect for any inning played under the California rule.

31. All players present must be in the batting order.

32. A maximum of three defensive coaches will be allowed on the field. Two defensive coaches will be positioned in the outfield (in the outfield grass), with the 3rd defensive

coach positioned behind the catcher. The two coaches in the outfield can communicate with the ALL defensive players on the field.

33. The coach behind the catcher should keep communication to a quiet minimum once the ball has been placed on the pitching machine.
34. Have an adult behind the catcher to help with missed balls and act as the home plate umpire. This individual is also responsible for ALL fair and foul calls. This coach is responsible for returning the balls to the pitching machine coach after every batter.
35. Infielders cannot stand in baselines and/or occupy an entire base and must lineup behind the bases.
36. Outfielders must start out on the grass and may not cover a base for a force out.
- 37. The last team named on the schedule has the 3rd base dugout. This team is responsible for field cleanup. The first team on the schedule has the 1<sup>st</sup> base dugout and is responsible for field setup including the pitching machine. **LAST TEAMS ON THE FIELD PLEASE RAKE AROUND THE PITCHERS MOUND, HOME PLATE AND THE BASES.****
38. All teams are responsible for the garbage in their dug out and around the bleachers.
39. Winning team must email the score to the commissioner no later than Friday of each game week. Scores not submitted in time will be counted as a loss for tournament scheduling. At the conclusion of each game verify with the opposing coach the final score that will be submitted by the winning team.
40. Each team must keep a scorebook for their own team, not just a tally of the runs scored.
41. Coaches are asked to verify the score with the opposing coach at the conclusion of each inning.