



# **SYB Rookies League Rules**

*Updated March 2024*



## **I. Age Requirements**

- a. The Rookies league is open to both boys and girls meeting the indicated age/grade requirements. Age/grade requirements are determined as of May 1 of the season year. For the Rookies league the grade requirements are Pre-K (age 5) through Kindergarten. If a child is not enrolled in public or private school, their eligibility for a particular league shall be based on the age and grade requirements in effect for Sycamore Community School District 427.

## **II. General**

- a. The main goal of the Rookies League is for young children to have fun while learning the basics of baseball and sportsmanship. Each member of the team plays a position and bats every inning. No scores or league standings are kept.
- b. Sportsmanlike conduct must be observed. No arguing or yelling at coaches, parents or players.
- c. Coaches and parents should reflect positive and constructive direction, tempered with patience.
- d. No smoking or alcohol is allowed on the playing field, benches or dugouts.
- e. Each team is responsible for picking up litter from the dugouts, field and stands.
- f. The use of bat boys and bat girls are not permitted.
- g. All players must wear their team uniforms provided by the league to all games. Team hats are also required to be worn at all practices.
- h. Coaches are responsible for crowd control. If a parent or spectator becomes unruly, they will be asked to leave the park. If they refuse, their team will forfeit the game. In the event that a dangerous or threatening situation develops, please contact the police (911) immediately. Please advise the commissioner of any of these situations at your earliest convenience.
- i. While their team is on the field, coaches are allowed to be on the field for instructional purposes but they must not interfere with play.
- j. While their team is at bat, coaches may be in the coach's boxes along the baselines.
- k. The visiting team is listed first on the schedule and will take the field for warm ups 30 minutes before game time. The home team is listed second and takes the field 15 minutes before game time. Visiting team occupies the first base dugout and the home team occupies the third base dugout.
- l. The home team will set up the field prior to the game. The visiting team is responsible for putting the equipment in the storage boxes and locking them after the game.
- m. The home and visiting team each must give 2 new baseballs to the umpires prior to the game.

## **III. Field Dimensions**

- a. The playing field has base paths of 50 feet in length. The player in the pitcher's area should be approximately 40 feet from the batter or home plate.

## **IV. Rosters**

- a. Rosters are made up of 9 to 12 players.
- b. A team will be allowed to field 8 players and still be a legal team. No player may be added or deleted from any team by a coach. As soon as a team loses a player, the manager must notify the commissioner. New players will be added as available. Any coach playing or practicing with ineligible players will forfeit the next game. Eligible players are those who have registered to play in the SYB In-house leagues.
- c. No new players may be added in the last 2 weeks of the season.

## **V. Game Play**

- a. The Rookie League is played with the combination of a batting tee and coach pitch.

- b. All games start promptly at 6:00 pm. The last inning may not start after 7:30 pm or when it is too dark to see safely.
- c. Regulation games are three (3) innings in length. If time and weather allow, coaches may choose to play longer for experience.
- d. No games will be forfeited. Every effort should be made to field a full team on the scheduled date. The Rookie teams share fields with other groups and must use them at the designated times and dates.
- e. All batters, base runners and on-deck batters must wear their protective helmet.
- f. All team members must play on defense every inning.
- g. Coaches may be in the field with the defensive players and offer advice but not interfere with the play. The coach must request time out to demonstrate a technique or explain a situation to the players during the progress of the game.
- h. There is no infield fly rule.

#### VI. Batting

- a. All players must hit off the batting tee during the 1st inning of every game. During the 2nd and 3rd inning of all games, capable players may attempt to hit off a coach-pitched ball. There will be a strict 7 pitch limit for coach pitch. Any batter not able to put the ball in play after 7 pitches will then need to use the batting tee to finish their at bat.
- b. No walks, strike outs, pinch hitting, bunting or half swings are permitted.
- c. Batters must assume a legal position within an imaginary batter's box. At no time should they be allowed to stand with either foot extending over a line parallel to and one inch away from the side of home plate.
- d. A coach should stand near the batter and assist with the tee.
- e. The coach at home plate shall warn batters who throw their bat. If after having been warned once, the same player throws his bat a second time, he shall be declared out and the play ruled dead.
- f. Coaches may be in the field with the defensive players and offer advice but not interfere with the play. The coach must request time out to demonstrate a technique or explain a situation to the players during the progress of the game.
- g. A continuous batting order shall be used. All team members bat each inning.
- h. Each time a player hits the ball into fair territory the batter and any/all base runners will advance one base. When the last batter of the inning is up, the coach will announce "last batter" to the coach of the opposing team. When the last batter hits the ball, all base runners will continue running until the play concludes.

#### VII. Base Running

- a. There is no base stealing or lead offs. The runner must have one foot on the base until the ball is hit.
- b. Intentionally running into a catcher or any other player constitutes an automatic out. No fielders, including catchers, shall stand in the base path unless they already have the ball. If a runner is unable to reach the base because he/she was obstructed by a fielder, the umpire shall declare the runner safe.
- c. A base runner must touch the base he is running to before he goes on to the next base and before the base runner behind him touches that base.
- d. Sliding into 1st base is not allowed. Sliding is permitted at any other base and is required if a play is made at home plate.
- e. If a player makes a successful put out at any base, that base runner will leave that base. No matter how many putouts there may be in any given inning the team that is up to bat will continue to bat around their entire order.

VIII. Pitching

- a. The batter shall remain at bat until he either hits a fair ball pitched by the offensive coach or off the tee.
- b. There will be a strict 7 pitch limit for coach pitch. Any batter not able to put the ball in play after 7 pitches will then need to use the batting tee to finish their at bat.

IX. Equipment

- a. Only approved equipment is to be used. Equipment will be checked out to each coach at the start of the season and must be returned within 2 weeks of the end of the season.
- b. Bats must be USA stamped and the barrel cannot exceed 2-1/4" in diameter.
- c. Before each game the opposing coach will inspect all of the bats from the other team. Any illegal bats will be removed from the playing field before the game can begin.
  - i. If there is suspicion that a player has brought an illegal bat into the game after the game begins, he/she will approach the umpire and ask for a bat check.
    1. If an illegal bat is discovered, the batter will be called out and no runners will advance if a ball was put into play.
    2. If there is a second offense, the player and the head coach will be ejected from the game.
  - ii. Bats can be spot checked by any member of the SYB board.
    1. The same disciplinary actions will be enforced if an illegal bat is found by a SYB board member.
- d. Equipment is not to be modified and only equipment approved by one of the National Youth Baseball Organizations is approved. Broken equipment that needs to be replaced must be turned in before new equipment will be issued.
- e. Contact the league commissioner for any replacements.
- f. No metal cleats are allowed.

X. Weather

- a. Coaches will decide whether or not a game should continue in the event of rain or darkness.
- b. In the event of lightning, play will be stopped immediately and all players will be removed from the field. The game will not be continued.
- c. Under no circumstances should a game be played when the wind-chill is below 40 degrees.

XI. Make-up Games

- a. Rain outs may be made up if both coaches agree. Make up games are not required.

XII. Conduct & Discipline

- a. Coaches are responsible for the conduct of their fellow coaches, players and fans. If a Coach, player or fan is ejected, the following suspensions apply:
  - i. 1st Offense – 1 game suspension to be served the following game and will not be allowed to be near the fields. You may be in the parking lot.
  - ii. 2nd Offense – Remainder of the season.
  - iii. These penalties are a minimum and any dismissal from a game will be reviewed by the board with corrective action to follow.
- b. If a parent or fan becomes unruly, they will be asked to leave the facility. If they refuse to leave; the team will forfeit the game.

*\*\*All rules are established for the safety, development and betterment of the players and the game. All rules are expected to be strictly followed as established. Any rules intentionally broken by a coach will be given one verbal warning. A second infraction will result in disciplinary action from the league, including, but not limited to, censure, suspension, revocation of league privileges, or ejection from the league. The Executive Committee shall be responsible for investigating and enforcing the League rules, including the Code of Conduct, bylaws, and constitution. Coaches and parents, please let the league commissioners know of any intention violations.*

