

# LAKE VIEW ATHLETICS ASSOCIATION

## BASEBALL DIVISION RULES

**Rookie Boys Division:** 7 and 8 year olds play Tuesdays, Thursdays, Saturdays  
Age cut-off date: April 30th

Start Times: 6:00 PM on weekdays – 9:00 AM, Noon on Saturdays

Distances: Bases are 60 feet from back of base (home plate) to front of base.  
Pitchers Mound is 46 feet from back of home plate to front of pitching rubber.

Fields of Play: Diamonds 2 - 3 - 4 - 5

Type of Ball: Cal Ripken League regulation baseball

**Rules will be taken from the Cal Ripken/Babe Ruth League Rulebook. The following local rules are additional or will take precedence over those printed in the rule book:**

### 1. GENERAL

1.1. The home team sits in first base dugout.

1.2. Number of fielders

1.2.1. **Rookie Division:** Minimum = 8, Maximum = 10 (four distinct outfielders – LF, LCF, RCF, RF)

1.2.2. Game cannot start until the minimum number of fielders are available for each team. If a team is not able to field the minimum number of fielders within 10 minutes after the scheduled start time, the game is forfeited.

1.3. No inning may start after 8:30 PM on weekdays, or 2 ½ hours after the start of a game on Saturdays.

1.4. Only the umpire, league director or designated official may suspend play in the event of bad weather.

1.5. Official Game length: **Rookie Division** – 5 innings

1.5.1. **Rookie Division:** Three (3) complete innings will make an official game if play is stopped due to darkness or bad weather. Two and a half innings if home team is winning

1.6. If a game is suspended for darkness or bad weather prior to completing the official game length (*rule 1.5*), the score reverts to the end of the last full inning and the game will be completed at a later date.

1.7. No game can be rescheduled without approval of the League Scheduler.

### 2. BATTING

2.1. All but the last inning consist of three outs, or once through the team's batting order.

2.2. The final inning consists of three outs with no limit on the number of batters.

2.3. If BOTH teams have 10 or more players at the game, the team with the higher number of players sets the length of the batting order. (EX: Team A has 12 players and Team B has 10 players. The length of the batting order will be 12 batters for each team.)

2.4. Bunting

2.4.1. **Rookie Division:** Bunting is **not** allowed

2.5. Infield Fly Rule

2.5.1. **Rookie Division:** Infield fly rule is **not** used

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### 2.6. Dropped third strike

2.6.1. **Rookie Division:** No called strikes and therefore no dropped third strike.

### 2.7. Mercy rule

2.7.1. **Rookie Division:** The game is stopped after four (4) innings if a team is ahead by 15 or more runs.

### 2.8. No big barrel bats are allowed.

## 3. PITCHING

### 3.1. Strike Zone

3.1.1. **Rookie Division:** Batter will receive a maximum of 6 pitches, unless the umpire calls no pitch due to an un-hittable ball. There are no called strikes. If a player swings at a ball and misses, it will be counted as a strike. If a player swings and misses three times in one at bat, that player will be called out.

### 3.2. Walks

3.2.1. **Rookie Division:** No walks allowed.

### 3.3. Rookie Division only:

3.3.1. Coaches will operate pitching machine for their own team.

3.3.2. If a batted ball hits the pitching machine or enters the pitching machine area immediately adjacent to or underneath, the play is dead and the batter is awarded first base and all runners advance one base.

## 4. BASERUNNING

### 4.1. No leadoffs are allowed.

4.1.1. **Rookie Division:** Base runners cannot leave their base until the ball is hit. Runners will receive one warning for leaving their base too soon. If they leave too early a second time, the play is dead and that runner will be called out.

### 4.2. Stealing

4.2.1. **Rookie Division:** No stealing is allowed.

4.3. Runners must slide at all bases, except first base but including home, when the fielder has possession of the ball and is in position to make a play. **No** headfirst slides. If a player fails to slide on a play, that player will be called out.

4.4. For overthrows on a play at 1<sup>st</sup> Base, the runner must remain at 1<sup>st</sup> Base and is not awarded any additional bases. Runners on other bases must also remain at the base that they were running to (i.e. Runner on 2<sup>nd</sup> base running to 3<sup>rd</sup>; if an overthrow occurs on the play at 1<sup>st</sup>, the runner must stay at 3<sup>rd</sup>). For overthrows on a play at 3<sup>rd</sup> Base, the runner must remain at 3<sup>rd</sup> Base and is not awarded any additional bases. Runners on other bases must also remain at the base that they were running to (i.e. Batter running to 1<sup>st</sup> Base after a hit must remain at 1<sup>st</sup> Base and is not awarded 2<sup>nd</sup> if there is an overthrow on the play at 3<sup>rd</sup> Base). For any overthrows that may occur within the field of play (i.e. a play at 2<sup>nd</sup> Base or a play at Home), runners may advance until the play is considered dead (see 4.5.4).

4.5. Advancement of runners – **Rookie Division:** Coaches shall advance their runners as follows

4.5.1. Ball hit in front of infielders – one base maximum

4.5.2. Ball hit beyond infielders, but in front of outfielders – two base maximum

4.5.3. Ball hit beyond outfielders – no maximum applies

4.5.4. Play is considered dead when an infielder has possession of the ball in the infield.

4.5.5. Runners may advance when a play is being made on them.

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### 5. EQUIPMENT

#### 5.1. Game Ball

5.1.1. **Rookie Division:** Cal Ripken League regulation baseball

5.2. The batter, on-deck batter, and all base runners must wear a batting helmet.

5.3. Pitcher must wear a helmet during between inning warm-ups.

5.3.1. **Rookie Division only:** Player playing defensively at the pitchers position must wear a helmet at all times on the field

5.4. Pitcher must wear a heart-guard (provided by the league).

5.5. Only rubber molded cleats or tennis shoes are allowed, **NO** metal spikes.

5.6. Catcher will wear a helmet with face-guard, chest protector and shin guards during warm-ups and in the game.

5.7. A protective cup is strongly recommended for all position players, especially catchers and pitchers

5.8. Shorts or cut-offs are not allowed. Baseball pants must be worn.

5.9. Players will wear full issued uniform or they will not be allowed to play in the game.

### 6. SUBSTITUTION

6.1. Free substitution is allowed. Players can leave the game at any inning from any position and return at any inning to any position.

6.2. No player shall sit two (2) consecutive innings unless there is an injury to the player.

6.3. No player shall sit more than one (1) inning for a game unless all players have already sat at least one (1) inning.

6.4. Shortage of players

6.4.1. If a team is short of players, a player or players may be brought up from the next lower division of Lake View Baseball with the knowledge and permission of the director and the substitute player's coach. Should a regular roster player arrive late, the called-up player will finish that inning, whether he is scheduled to bat or in the field, and then give way to the regular roster player.

6.4.2. A called-up player can only play in the outfield unless injuries, additional shortage of players or opposing coach agrees that they can play the infield position.

6.4.3. A called-up player needs to wear his actual team jersey from the lower division.

6.5. Each player must play at least two (2) innings in the infield, keeping safety of such players in mind.

### 7. CONDUCT

7.1. A player throwing a bat unintentionally will be given a warning the first time. The second time in the same game, play will be stopped and the batter will be called out (strike out).

7.1.1. If the ball is hit and put into play on the second offense, the play is dead and base runners may not advance.

7.2. The umpire will give a player abusing equipment a warning. A second incident in the same game will result in automatic ejection for the remainder of the game.

7.3. If any umpire or coach has a discipline problem with a player, a complaint should be filed with the Division Director. If justified, the complaint will be taken to the league Board of Directors. If voted upon, a player may be suspended for one (1) game. The suspended player must attend the game and sit on the bench.