

NBIAA

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

2005 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 children, while providing time for them to recreate and have fun. The pitching machine concept has been added 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 eliminated and the game is safer, more fun, and improves the confidence and ability of all participants.

Pitching by players will commence in the final two innings to introduce both the batters and pitchers to the concept.

Playing Rules: As adopted by the Babe Ruth/Cal Ripken Jr. Baseball and amended by agreement of participating Township Representatives.

Rule 1: Players

a. Eligibility

Comprised of children who are seven years of age after August 1, 2004, and still eight years old before August 1, 2005.

b. Player Roster

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.

c. Playing Time

This is an instructional league. and players learn by practicing and playing. Ten players are allowed on the field defensively in each half inning. With each new inning, the team coach must rotate the extra player(s) in the field and (a) different player(s) sits on the bench for the next half inning. It is most important that players actively participate every moment possible during the game.

Uniforms. A special 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.

Rule 2: The Ball.

- a. RIF (Reduced Injury Factor) 5 or equivalent.

Rule 3: The Field

- a. Standard youth base lengths of 60 feet. The pitching machine is placed at 46 feet, but if the machine is set for a slower speed, then the machine may be moved up to 40 feet.
- b. A circle will be lined around the pitching machine (approximately 15 foot diameter) to designate a safety zone. If a ball in play comes to rest within the circle, the ball is dead. Runners advance one base.
- c. 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.

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Rule 4: Umpires

- a. Umpires will not be assigned to Rookie Baseball games.
- b. The batting team will be responsible for designating an adult to feed the pitching machine during the team's at bat for first four innings.
- c. The home team will be responsible for designating an adult to call balls and strikes during the last two innings while the players pitch.

Rule 5: Timing of Games

- a. **One hour forty five minute time limit on games.**
- b. 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.

Rule 6: Scoring

No official score shall be kept.

The score shall be kept by both teams for the purpose of the five runs per half inning, but is not required for the purposes of game completion.

A half inning is over once the defensive team has recorded three outs, or the offensive team has scored five runs.

NO LEAGUE STANDINGS WILL BE KEPT FOR THE NBCRRBL.

THERE WILL BE NO FORMAL LEAGUE CHAMPION NAMED.

Rule 7: Batting/Playing the Game

- a. All rostered players present for the game shall bat in order, whether playing defensively at the time or not.
- b. Batting helmets must be worn while at bat and while running the bases.
- c. Each batter receives five pitched strikes or 3 swings and misses from the pitching machine. If the ball has not been hit into fair territory, the batter is out. Three swings and misses, or one or two strikes on fouls and then a missed strike is an out. The batter is not out on an uncaught foul ball.
- d. A defensive player should assume the position of the pitcher to either side of the pitching machine while the machine is in use for the first four innings of the game (1st half of the season).
- e. A defensive player must pitch during the last two innings of the game, and is restricted to pitching one inning per game.
- f. No stealing is permitted. Leading off the base after the pitch crosses the plate is permitted.
- g. Sliding is permitted, and proper instruction is encouraged. **NO HEAD-FIRST SLIDING.**

Rule 8: Defense

- a) A fourth outfielder will be placed on the field defensively.
- b) 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.
- c) The catcher takes his normal position, in full protective equipment.
- d) Players will be allowed to pitch during the last two innings of the six inning game, and may be moved up to as close as forty feet, if necessary.
- e) A pitcher may not continue pitching after walking four batters in an inning, and should be removed after the fourth base on balls or the second hit batsman in an inning.
- f) A liberal strike zone of the armpit to just below the knee is encouraged to get the batters swinging at pitched pitches, and to improve the confidence of the pitcher.
- g) 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.
- h) Outfielders shall be positioned in the grass not as part of the infield.

Rule 9: Conduct

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:

- a. Coach warning on first offense;
- b. Must sit one full inning on second offense;
- c. Removal from game on third offense.

Rule 10: HAVE FUN!!!

