

The Rookie / Burdick (Rookie) Division will utilize the 2019 Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules (Babe Ruth Rule Book) for the regular season. The following rules will supersede the Babe Ruth Rule Book.

General Game Rules

1. Rookie Division games shall be six innings in length.
2. There shall be a 2-hour time limit for each game.
 - a. No new inning shall start after 2 hours from the games scheduled start time.
 - b. The Official Scorekeeper (where applicable) OR the Umpire shall either provide OR designate one official timekeeper. No other time shall be used to influence the outcome of a game.
3. The Rookie division will not utilize the ten-run rule.
4. The game will be played regardless of the number of players present.

Defense

5. Defensive players shall be rotated and no player may sit out for more than one inning at a time on defense, except for injury or disciplinary reasons.
6. A maximum of ten players may play defensively with four players being outfielders. The outfielders shall play in the grass outside the infield circle.
7. A maximum of three coaches may be on the field to assist with positioning of players. Two of the coaches may be positioned in the outfield and the third coach in the infield.

Batting / Offense

8. The batting order shall be consecutive and include all players on the roster who are present to play. Players arriving late shall be placed at the end of the batting order.
9. No team shall have more than ten players to bat in one inning regardless of the score unless three outs have been recorded before the tenth batter.
 - a. If the tenth player of the inning comes to bat, the number of outs shall be adjusted to (two). If the ball is hit and an out not made, the ball must be caught at home plate to end the inning.
10. A batter gets a maximum of five swings or eight pitches before they are called out (strikeouts will count as an out). If the batter makes no contact, it is considered an out.
11. On hits to the outfield, play stops when an infielder has control of the ball. Runners may not advance and shall return to their last base occupied.
12. Runners may advance one base on missed or dropped ball in field of play.
13. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The runner will never be allowed to run into or jump over the fielder.
14. A batted ball which hits the pitching machine or coach shall be treated as interference, with the batter awarded first base. All other runners shall return to their base occupied at the time of the pitch, unless forced to advance by the batter being awarded first.

Pitching

15. Pitching machines will be utilized. Settings should be set to three and three with the power set to five. The machine should be placed 46 feet from the back of the plate where possible. This distance may need to be adjusted for fields with raised mounds. Any time adjustments are made to speed or distance, the other will need to be adjusted to accommodate.
 - a. Prior to the start of the game, each team may designate a maximum of three players who after three pitches from the pitching machine does not put the ball in play, may be allowed to finish their at bat with the coach finishing the remaining pitches.

- b. The player designated at the pitching position shall have one foot within a 5' radius of the pitching mound (skinned fields) or one foot within the cut out on turf fields.

16. Beginning May 20, 2019, players will pitch in any inning that begins after an hour and thirty minutes from the games scheduled start time. A pitcher may throw a maximum of six to pitches to any batter. After six pitches, the offensive coach shall finish pitching to the batter with a maximum of five pitches from the coach.

A player pitcher shall not exceed 18 pitches in any one game. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.