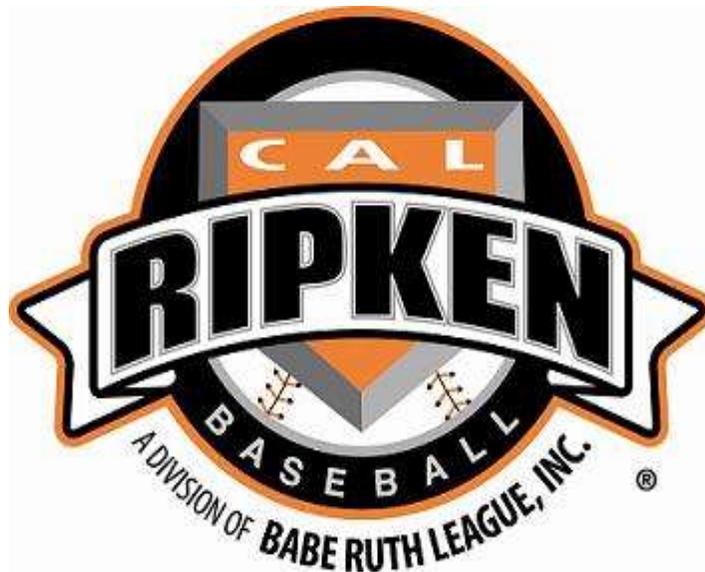


## **ROOKIE SUPPLEMENT RULES 2021**

(These are league rules that supplement or change those found in the Cal Ripken Rule Book)

# **Owensboro/Daviess County Baseball Association**



Revised 3/10/2021

# **GENERAL RULES FOR ALL DIVISIONS**

## **GENERAL PURPOSE**

To inspire the youth of Daviess Co. regardless of race, creed or color to practice the highest ideals of sportsmanship and physical fitness. To bring our youth closer together through the means of a common interest through fellowship and athletic competition. To encourage adults to behave in an adult like manner when supervising the youth. To keep the welfare of the youth foremost and free from any adult compulsion for power and glory. To instill in the youth of Daviess Co. morality and fellowship with their fellow teammates.

## **GENERAL RULES**

### **NEWLY FORMED TEAMS**

Once a player has been drafted or picked as a coach's option that player **MUST** remain on that team even as a player moves up to a higher division. An exception to this rule is a returning player who signs up after the draft, will go back into the pool to be placed on the team with the least # of players.

A player that requests to be moved to a different team should make a request to the Playground President. If the request is determined to be justifiable, the player will be moved to a team with the lowest number of players. If both local teams are at max number of 12, the player will be offered an opportunity to transfer to another playground. A player may not request to transfer to another playground to simply play for a certain coach or with friends.

Team roster size may not exceed 12 players or fall less than 8 players for league play (except for special consideration and permission by the ODC Cal Ripken board which may allow a maximum roster of 14 players). A team with less than 8 players shall forfeit that game. Team can play with 8 players. Ninth batter is an out unless it is the third out. If additional players arrive, they will go to the bottom of the batting line up.

The order of the draft will be determined by the number of players returning to each team with the team with the fewest returning players having the first pick. The team with the next fewest returning players have the second pick, etc. In the case of a newly formed team, that team will be considered to have the least numbers of players and will receive the first draft pick.

Siblings of players already on the team must be exercised by the third round of the draft. (Note) If two or more siblings are in the draft together, they both must be taken at the same time. The other teams will then catch up on the next round in the draft.

Each team will receive one draft choice on the first and second rounds of the draft. Commencing with the third round, the team with the least number of returning players will draft players until the number of its players become even with the number of players on the team with the next fewest returning players. If there are more than two teams participating in the draft, these two teams will then alternate picks until both

become even with the number of players. Draft choices will alternate from team to team until each team reaches maximum roster size.

#### **EXAMPLE**

- Team 1 has 10 returning players
- Team 2 has 8 returning players
- Team 2 gets 1<sup>st</sup> pick = 9 players
- Team 1 gets 1<sup>st</sup> pick = 11 players
- Team 2 gets 2<sup>nd</sup> pick = 10 players
- Team 1 gets 2<sup>nd</sup> pick = 12 players

At this time, team 2 gets the next 2 picks. Team 1 must wait to pick again until team 2 catches up with 12 players. The team will then alternate on a ratio of one to one until all players are chosen or roster size reaches 12 players.

### **Returning PLAYERS/Teams**

All players that played the previous season will remain on that team as long as the same Head Coach returns, including moving up divisions. Newly formed teams will be made up with the player in the draft.

### **Games called due to Weather**

Games called because of the weather will be played on the next two open opportunities where field is available and both teams are not scheduled for other games. Rescheduling of the game will be done by the home team playground president at the time of the rainout cancellation. (If the playground president is unavailable or weather is severe enough to not allow for scheduling at that times, then the playground president will contact the visiting coach within 48 hours to reschedule the game.) The make-up game must be rescheduled at the time of the rain out or within the following 48 hours. If the first rain make-up is rained out, then the next available open field date will be the next make up opportunity. If either team does not agree with the date/time, a forfeit will be incurred.

### **Forfeit**

A forfeit will be decided by the ODC Cal Ripken Board Member and not the coaches. There must be a legitimate reason for not being able to play the proposed make-up dates.

### **Game Rain Out**

If a game is called due to weather after 3 ½ complete innings and the home team is ahead by 1 or more runs or the visiting team is ahead by 6 or more runs, then it will be considered a complete game. If the game is called before the end of 3 ½ innings, the game must be rescheduled using guidelines listed in “Games called due to Weather”.

## **Resuming a Rained-out Game**

Games must resume from the point at which the game ended due to the rain out (Innings, Outs, Runs and Batting Count). Should a player that was on base or batting in the original game be absent from the make-up game, then the batting order and players on base will move up a position. Any player absent from original game roster will be considered an out. If there was a substitute in the original game that has not played any innings, he/she must then play his/her required two innings in the make-up game and cannot be taken out of the game until the mandatory play rule is satisfied. Any player who has played a total of two innings in the original game and/or the make-up game can be subbed at any time after satisfying the mandatory play rule.

## **All Lights Out at 9:30 pm on School Nights**

Policies laid out by the lease agreement with Daviess County Public Schools requires all lights to be out by 9:30 pm on school nights. All games will be called at 9:20 pm on school nights regardless of the outs in the inning or the score to allow players and spectators to safely vacate the premises. If the inning is not complete, the score should go back to the last complete inning. No new inning shall start after 9:10 pm on school nights. If the game is tied after the home team bats and the time is past 9:15, the game will be considered a tie.

## **Official Game Book/Time**

The home team coach will be responsible for the official game time. The home plate umpire and the head coach of the visiting team will agree to this. This time must be written on the official record and the official book. (NOTE: Home team score book will be the official book and the official game record is located in the concession stand).

## **Official Game Record**

Within 48 hours after a game, the home team coach shall access the provided team's website either through the internet or the App and load the game score. **If coach does not fill out the game record, then the team will forfeit (1) win for each record not filled out at the end of the season when tournament seeding is done.**

## **Missing Practice**

If a player continuously misses practice for reasons other than school, church functions or family related misfortunes, the coach of the player can ask the WDC Cal Ripken Board to wave the players play rule. This will apply to discipline problems with the player.

## **Game Rosters**

Both teams must provide other team with a game roster prior to start of game. Once game has started, rosters may NOT change. No additions to roster will be allowed for late arriving players. If player included on roster is unavailable to bat, that position in the roster will be considered an out unless it is the 3<sup>rd</sup> out.

# ODC Rookie League Supplemental Rules

## Time Limit

**ALL games will end on time limits, on back to back games when fall on School nights. NO EXCEPTIONS!** There will be a 1 hour 30 min. time limit for all games. Any game tied at the time limit during the regular season and not under the restrictions of the Lights Out Policy will utilize one round of the International Tie-Breaker Rules. Each team will have one at bat and will start with two outs. The last batter of the previous inning shall be placed at 2<sup>nd</sup> base for the tie break inning. Batting order shall proceed as normal. If neither team score during the tie-break inning, the game will be deemed a tie. Games will be played out under normal rules during tournament. **Under no circumstances shall the All Lights Out requirement from above be violated when school is in session.**

## Protective Equipment

All male players are **REQUIRED** to wear an athletic cup. All batters and base runners are required to have a protective face guard attached to the helmet. A batter will not be allowed to bat without the appropriate face cage on their helmet. If a batter cannot utilize the appropriate helmet, they should be called out. It is recommended that players wear protective chest protectors under their jersey. It is also recommended that any player occupying the pitching position wear a face protector.

## Run Rule

There will be a maximum of (5) runs per inning for Rookie.

## Mercy Rule

If a team falls behind by (11) runs at the end of the fourth inning, the game will be called. If a team falls behind by (6) runs at the end of the fifth inning, the game will be called.

## Coaches

During offense, a team may have a coach at the pitching machine, first base, and third base. Any of those three coaches may direct the action of the batters and runners. No other coaches shall occupy the field. Under no circumstance shall a coach use physical contact with a player to in order to get them to advance while the ball is live. Any player that is contacted by a coach while the ball is live will automatically be out. During defense, no coach shall occupy the field in rookie.

## Play Rule/Substitutions

All players shall be placed in the batting order. (Game can be played with as few as 8 players.) There will be 10 players on the field defensively. Any players in excess of 10 players that are in the batting order and must be rotated in the field defensively after the second inning. With each new inning, the team coach must rotate the players on the bench back into the field and new players will sit on the bench the next half inning. Using this concept, no player is permitted to sit on the bench more than once a game. Special circumstances/exception to this would be an injury. Numbers of players greater than 12 on a roster may also place a player on the bench more 1 time during a game, **this of course would happen while still following the before mentioned mandatory rotation of players.** This allows all players to take part in almost the entire game. There will be 4 outfielders and 6 infielders(one of which is pitcher mound) on the field defensively. If a team of (9) players has a player sick or injured during the game, the team can continue to play and the injured or sick player will be counted as an out at his/her time at bat unless 3<sup>rd</sup> out. A team must not ball below (8) players or they will forfeit the game).

## Courtesy Runner for Catcher or an Injured Player

A courtesy runner may be utilized only when the offensive team has **2** outs, or in the case of an injured player. The courtesy runner will be the player that received the last out. Injury must occur during game not before.

## Chatting

Fielders may chat during the game but must not shout **SWING** at any time. Catchers may only talk to umpires, fellow teammates, and coaches.

## Rookie Game Balls

Home playground will supply (5) balls at the concession stand; the home team coach will have the responsibility of returning the balls at the end of the game. Note: Game balls will be replaced as needed by the playground.

## Pitching Rules

Rookie will use a Louisville Slugger sling-arm pitching machine; it will be set at (46) feet from the back of home plate. The spring of the pitching will be set at 10 on all machines to achieve (39-42) mph at plate. **Each batter will receive a maximum of (4) pitches or (3) strikes (whichever comes first).** If a batter does not put the ball into fair play by the fourth pitch, the batter is out regardless of strikes. However, if a batter has two strikes and foul tips the next pitch, the batter will continue to get additional pitches until the ball is put in fair play or strike three occurs. If there are (2) strikes and a foul tip is hit by the batter and is caught by the catcher, then the batter is out.

## **Adjustment of Pitching Machine**

With the pitching machines introduced during the 2019 season, there should be little to no adjustments required to the pitching machine other than left to right. Adjustments of the pitching machine will be at the sole discretion of the umpire. No coach shall adjust the pitching machine unless directed to do so by the umpire.

## **Ball Hitting Pitching Machine**

If the batter hits the ball and the ball hits the pitching machine before being touched by a defensive player, it is a dead ball, the batter advances to first and all other runners advance one base if it is a force only. Pitching coach is considered to be part of the pitching machine. If a ball is live and hits the pitching machine from a throw, the ball remains live. A ball that is thrown and become lodged in the pitching machine will become dead and all runners will advance one base regardless of force.

## **Bunting**

No bunting allowed in Rookie league. If batter bunts, it is a dead ball and the batter will be called out.

## **Play on a Runner**

Once a ball becomes live from a hit, a defensive player fielding the ball shall make an effort to throw the ball to the defensive player closest to the intended play. A player that fields the ball and is close to a runner may make an attempted out on the runner or may take position in front of the runner to achieve time without being required to throw the ball. A defensive player may not field a live ball and chase a runner or run to a base if another defensive player is in position to make the attempted play. For example, a defensive player playing the pitcher location may not field the ball between the pitcher mound and home plate and chase the runner to first with another defensive player taking position at first. If the pitcher fields the ball on the first base side of the field and does not have to “chase” the runner, he may make a reasonable attempt to get the runner out. If, in the opinion of the umpire, a defensive player had an opportunity to throw the ball to another defensive player for the intended play, all runners shall advance one base. The only exception is if the pitcher fields the ball and attempts to makes a play at home. The pitcher may run to home for a force, may attempt to make a tag on a runner, or take position to achieve time without involving the catcher.

## **Advancing Runners**

Runners may keep advancing until time is called by the umpire.

## **Calling for Time**

Rookie players must stop the lead runner and call for time. All runners must then stop. If a runner is halfway to the next base when time is called, they will advance to that base. (Judgment call from umpire). Calling of time consist of a defensive player with the ball being in proximity of the lead runner and the next advancing base such that advancement of the lead runner is not reasonably expected.

## Base Stealing

Rookie players are not allowed to steal bases.

## Sliding

A runner advancing to the next base or home plate must slide feet first. Any runner advancing to a base where a play is about to occur shall attempt to slide in order to avoid unnecessary contact. A close play should be considered when the ball is within an approximate 10 feet radius from the base. **This is an umpire's discretion.** The offensive player shall not slide in a manner that intentionally causes the defensive player its right to attempt to finish the play. If, in the umpires discretion, the offensive runners slide was determined to intentionally affect the defensive player in a negative manner then the runner should be called out and the ball becomes dead. No defensive player, including the catcher shall block a base or home plate in an effort to block a slide without possession of the ball or in a reasonable act of becoming in possession of the ball. Any defensive player blocking a base or home plate without the ball or becoming in reasonable possession of the ball shall be considered obstructing and the runner will receive the base.

Sliding at first base is an automatic out.

## Leaving Early

Rookie players may not leave early. Leaving early will be counted as an out. (Judgment call by the umpire)  
Base runner's foot **MUST** stay on base until ball is hit.

## First Base/ Safety Bag

First base at each field is equipped with an orange safety base. The purpose of the safety base is to provide the runner a clear and safe path to run through first base without contact from a defensive player. If a defensive player makes contact with the runner while the runner is in direct path to the orange safety base, then the runner shall be declared safe. If the runner, running from home to first, does not attempt to contact the orange safety base and instead makes contact with the white base, any contact made from a defensive player making a play is legal and the runner is not protected.

## Supplemental Discipline

Any player or coach that is ejected from a game will automatically be required to sit out the following game. Depending on the severity of the actions resulting in ejection, additional disciplinary actions may occur after review by the ODC Board.

## Tournament Rule

League tournament for Rookie will follow league rules, unless otherwise stated. WDC Board will decide tournament sites, dates, and seeding. Each player **MUST** play 50% of league games to be eligible for league tournament, unless you get WDC Board approval. No more than two (2) games shall be played on a single day.

## Protest Rule

Protest will be allowed for rule infractions only. Protest **MUST** be declared before next pitch is thrown. A protest must be reported to a league representative within **24** hours. A \$100 fee will be required for every protest. Which goes to home ballpark. **Judgment calls by umpires cannot be protested.**

## ODC Rookie League Rules (Deviations from Cal Ripken 2021 Rulebook)

ODC board has approved the following changes from Cal Ripken Rulebook to further assist players to advance to next level.

### Defensive Positions

There will be 10 players on the field defensively. There will be 4 outfielders and 6 infielders (one of which is pitcher mound) on the field defensively.

Cal Ripken Rule (Suggested Cal Ripken Baseball – Rookie Rules and Regulations/2-B/Page 15):  
*A fourth outfielder and fifth infielder will be placed on the field defensively.*

### Rule Changes

All rules must be approved by **ODC Board**

### ODC Cal Ripken History

The Four West Daviess County Playgrounds, Burns, Sorgho, Southern Oaks, and Stanley have been Cal Ripken Sanctioned since a unanimous vote on March 26, 2009.

**These Rules were modified, reviewed, and Approved by the ODC BOARD March 10, 2021.**