

MCGSL ROOKIE LEAGUE RULES

- 1) As noted in the General League Rules, the Rookie League will abide by ASA rules unless the following local rules supersede it.
- ~~2)~~ Games will be 6 innings or 1 hour (60 minutes) long. Umpires will start and keep the timer.
- 3) Each one half inning shall end when either three outs are earned, or seven runs are earned, with the following exception: **If the seventh run is earned on a hit/play where multiple runs are scored, all runs scored during that hit/play will count towards the hitting team's score. After the hit/play (which resulted in the seventh run) is complete, the half-inning will conclude.**
Example: a team has scored 6 runs in an inning and with two runners on base, the next batter hits a triple which allows the two runners to score, giving them a total of 8 runs in the inning. Having scored 7 runs, the teams still switch offense/defense due to the seven run rule, and the hitting team is credited the additional run which was scored on the same hit which allowed them to reach the seven run threshold.
 - a. In case of rain, darkness, or any other act of God, the game is called official if 4 complete innings have been played or 45 minutes have elapsed. If either condition has been met, the game will be considered official and it will not be rescheduled.
 - b. If the game is called before being official by the previous rule, the game will be rescheduled. At the time the rescheduled game is played, it will be picked up at the same score, inning and time left on the timer. Game details will be recorded by the field supervisor.
 - c. Reschedule dates will be determined by the MCGSL board and are not subject for negotiation.
- 4) Rookie League teams will play with 10 defensive players. The extra player will be an additional outfielder (Right, Right Center, Left Center and Left). At NO TIME will there be 2 players at the pitching position. The pitcher can play on either side of the machine.
- 5) Outfielders must have both feet in the grass or beyond the outfield arc depending on the playing field. Outfielders who do not comply will be given a one-time warning. Subsequent infractions will result in all base runners advancing one (1) base.
- 6) All pitches to batters will be provided by the pitching machine. The pitching machine will be set up by both coaches before the game and can only be reset at the beginning of a new inning with the agreement of both coaches. The machine will be placed 35 feet from the back of home plate. Pitching speed will be set between 33-36 mph.
- 7) A maximum of 7 pitches will be allowed per batter unless the 7th pitch is a foul ball. If the 7th pitch or subsequent pitches are foul balls, pitches will continue to that batter until they either put the ball into play or fail to make contact with the ball (swinging or not).
- 8) If at any time a LIVE ball makes contact with the pitching machine, the play will immediately be declared dead by the umpire and any batter/runner or base runner will be allowed to advance 1 base.
- 9) A player can advance a MAXIMUM of two (2) bases per offensive play as a batter or a base runner.
- 10) Stealing is not allowed.
- 11) The infield fly rule will NOT apply in Rookie League.
- 12) Base runners may leave the base when the ball leaves the pitching machine. The first infraction of this will lead to a TEAM warning issued by the umpire. Any further infractions by that team will result in the runner being called out.
- 13) Coaches should encourage base runners to slide when needed to avoid contact with players making a play at a base or home plate. Sliding at home is not mandatory but is STRONGLY ENCOURAGED to avoid a collision if a play is being made. Any call regarding sliding is at the umpire's discretion and cannot be argued.
- 14) Play will be stopped when the pitcher has the ball in the pitcher's circle. Any runner that is less than halfway to the next base will be returned by the umpire to the last base touched. Coaches are not allowed to touch the ball until the pitcher hands the ball to them at the end of the play.

15) If a game is tied at the end of an official game, the international tie-breaker rule will go into effect for one (1) additional inning. Both the Home and Visiting team will place their last legal batter from the previous inning on second base with 0 outs to start their respective half inning. The inning is then played as normal. In the event the game is still tied after 1 inning of the international tie-breaker, the game is recorded as a tie. Any regular season game that is called for the purpose of weather during the international tie-breaker inning will be called complete and the tied score from the end of the regulation time will be recorded as the official score. For any tournament game, continuous international tie-breaker innings will be played until a winner can be declared.