



Barrington Youth Baseball & Softball

Rookie (G1) League Rules

Revised March 2010

1. League Season

- The league season will begin with practices the first week of April and will conclude by the end of June.

2. Playoffs

- There will not be standings or an elimination playoff tournament.

3. Use of Players

- a. All players on a team's roster will bat in consecutive order. A player arriving after the game starts will be added to the end of the order. The opposing manager must be notified.
- b. All players must play a minimum of four innings and may not sit out in consecutive innings. In official games shortened due to weather, time limit or darkness, this rule will not apply.
- c. No player can sit twice until every player has sat once.
- d. In addition to playing a minimum of 4 innings, each player must play 2 innings at an infield position during the game. The catcher and pitcher are considered infield positions for this rule. There will be a maximum of four innings a player may play in the infield and a maximum of two innings per position.
- e. Each team is allowed to have four (4) outfielders. Outfielders are required to stay on the outfield grass until the ball is hit. An outfielder is required to throw to an infielder to make a putout at any base. Outfielders are not allowed to cover bases.
- f. A team must field a minimum of 7 players at the start of the game, with no less than 5 from their own roster.

Any violations concerning the use of players should be reported to the Commissioner and shall be grounds for suspension of managers. These rules will be strictly enforced.

4. Replacements

- a. If a team loses a player for the season, the manager must notify the Rookie League Commissioner. The league, at its' discretion, will provide a substitute player.
- b. If less than 9 players are available for a game, the team may use a player from any other team (including the opposing team) within the BYBS Rookie league or T-Ball League.
- c. A substitute player must play and bat last.

5. Base Running

- a. A pinch runner must be used if the catcher is on base with 2 outs. The courtesy runner shall be the last batted out.
- b. Base stealing is not allowed. A base runner will be returned to the base originally occupied on any attempted steal.
- c. Lead offs are not allowed. The base runner must stay on the base until the ball is hit. If a runner leaves early on a ball hit in play the runner will be returned to the first open base or called out if the base is occupied.
- d. When a play is made on a base runner at first base or any other base and the ball is overthrown, the base runner may not advance.



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- e.* Play stops once a ball is returned from the outfield grass area to the infield dirt area. Subject to rule 5(f), a runner may only proceed to the next base if the runner is in the process of advancing and is at least halfway to the next base.
- f.* The base runner may only advance as many bases as the batter takes.
- g.* Defensive obstruction of the base runner (including by any field coach) results in the award of the next base. Offensive obstruction will result in the runner being called out.
- h.* If a ball is hit but does not leave the infield, runners may advance one base only.

6. Batting

- a.* We will have a 6 pitch rule. Each batter will have 6 pitches to put the ball in play. There are no strike outs. If the batter does not put the ball in play after 6 pitches, the player is called out. A foul ball on the 6th pitch doesn't count as a pitch.
- b.* A batter will not receive a walk.
- c.* A batter hit by a pitch will **not** be awarded first base.
- d.* Each team will be permitted a maximum of six runs per inning.
 - 1. 6 runs or 3 outs will conclude a team's at bat.
 - 2. Unlimited runs will be allowed in the 6th inning, unless a visiting team has a lead of 15 runs or more, then the 6 run limit applies. When this occurs, the home team in the 6th inning is limited to the number of runs needed to tie.
 - 3. All extra innings, if permitted, will have 3 run limits for each team.
- e.* A batted ball that strikes the coach pitcher will be in play. If a coach-pitcher intentionally catches or knocks down a ball to avoid an injury to a player, the batter will be awarded a single. A batted fair ball that strikes a defensive coach, or is caught or knocked down by a defensive coach will be a ground rule double with all base runners awarded two bases.
- f.* The barrel width of the bat may not exceed 2 ¼ inches and must state "Approved for play in Little League".
- g.* When your team is batting you are required to provide a first and third base coach and allowed to provide a Parent to back-up the catcher to speed up play and help the batter.

7. Pitching/Defense

- a.* Coaches will pitch to their own team from the pitching rubber closest to home plate (42 feet). Coaches may not pitch underhand.
- b.* A defensive player will occupy the position of the pitcher and must be within a 6 ft. radius of the pitching rubber. The player must be positioned no closer to the batter than the coach-pitcher, and may advance after the ball has been hit.
- c.* The infield fly rule does **not** apply.
- d.* When your team is on defense you will be allowed up to 2 coaches in the outfield.



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8. Game Time

- a.* No full inning will begin after 1 hour and 45 minutes past the official game start time unless four innings have not been completed (3 1/2 if the home team is ahead).
- b.* If the following day is a school day, no full inning may start after 10:00 p.m., unless 4 innings have not been completed (3 1/2 if the home team is ahead).
- c.* Subject to rule 8(a) tie games can go to extra innings if ample time remains such that the next game will be able to start at its' scheduled time.
- d.* All games will begin at the published start time, unless the game before has exceeded its allotted time.

9. Suspension

- a.* The use of profanity by players, fans, managers, or coaches is prohibited. Unsportsmanlike conduct of any nature will result in ejection.
- b.* Any manager or coach ejected from the game will automatically be suspended for the next game. A second ejection will result in review by the BYB&S Board of Directors.
- c.* A manager is responsible for the conduct of his team and fans. If team members or fans engage in unsportsmanlike conduct, the umpire shall warn the team's manager. If there is a second incident of unsportsmanlike conduct, the umpire shall inform the BYB&S Board.
- d.* No use of tobacco products or drinking of alcoholic beverages by any manager or coach while on the field or in the dugout will be allowed.

10. Threatening Weather and Lightning Conditions

- a.* Threatening weather conditions and/or lightning will end the game or practice session. The activation of a lightning detector, regardless of existing weather conditions or a visual sighting of lightning, will end the game or practice session at that point. Due to the lack of lightning safe, enclosed structures, the Station Fields (Lines & Station), the FOD facility or Park District (Langendorf or Beese) will be cleared of all persons in lightning conditions. All players, spectators, coaches and managers are to move to an area of safety (i.e. Langendorf Park Field House, High School Gym (if available) or a motor vehicle with a metal roof). Areas around the concession stands are not considered safe areas. No one will be allowed into the Station Fields, FOD Facility or Park District field area while a lightning detector is activated.
- b.* Games scheduled to start while a lightning detector is activated will be cancelled as a rain out if the delay due to the activation exceeds fifteen minutes past the games posted starting time.
- c.* Practice sessions will be delayed until the lightning detector or condition has cleared. No one will be allowed to practice until a detector has cleared.
- d.* No one will be allowed into the Station/Lines Fields, FOD Facility or Park District field area while a lightning detector is activated. Dropping off players by parents or guardians will not be permitted until the activation has cleared. For safety considerations, everyone shall remain in their cars while a lightning detector is activated or lightning conditions exist.



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11. Umpires

- a.* A manager **cannot** discuss any judgment call. The first violation will result in a warning; the second violation will result in ejection.
- b.* Managers or coaches trying to influence the umpires by calling balls, strikes, and safe or out will not be allowed.
- c.* Respect all umpires decisions. If you need to question the umpire, on regards to rules interpretation, you must discuss it in a respectful way after the side is retired.

12. Miscellaneous

- a.* All teams are responsible for picking up **everything** in their dugouts after every game.
- b.* Home teams will be responsible for operating the scoreboards from ground level when available. Please make sure the boxes are not damaged, as they are very expensive to replace.
- c.* Occasionally, BYB&S will have conflicts with the High School. We try to communicate with the best of our ability. Barrington High School will have priority in any conflict. Please try to understand and act accordingly.
- d.* If there is a problem with a parent that appears to be out of control, you may go into the concession stand and call the local authorities. Please remain calm at all times.
- e.* First Aid Kits will be located in the concession stands both at F.O.D. and Langendorf Park, should you need it.
- f.* No soft toss allowed against the backstops.