



**Willamette Valley Babe Ruth  
Local Playing Rules  
Rookies**

# WVBR Local Playing Rules: Rookies

**Base Runner:** Runners may not leave the base until the ball crosses the plate or they may be called out. During preseason games, one warning will be issued to an offending base runner before a runner is called out.

**Base Runner:** In Rookie Minor, no base runner may steal on a pitch that is caught cleanly by the catcher. In Rookie Major, a base runner may steal at any time after the ball crosses the plate.

**Batting:** Each team must bat their entire roster.

**Batting:** The batter is allowed five strikes. The at-bat continues as long as the batter fouls off the fifth strike and the ball is not caught, or a foul on the fifth strike is the result of a bunt attempt. If the umpire or coach feeding the machine declares a ball, it will be recorded as NO PITCH.

**Batting:** If a pitch is out of the strike zone and the batter does not swing, the umpire will call “no pitch” and no runner may advance.

## **Dead Ball:**

- If a batted ball hits either the feeder or the pitching machine, the ball shall be declared dead. The batter will be awarded 1<sup>st</sup> base. All base runners are awarded the next base from when the pitch was thrown from the machine.
- Local Rule: A ball shall not be ruled dead until the pitcher has possession of the baseball and has at least one foot in the pitching circle.

**Defense:** There shall be ten players on defense with four in the outfield.

**Fake Bunting and Swinging Away:** At no time, will a batter show a bunt, pull the bat back and then swing away. Penalty: If a batter shows bunt and then swings away, the ball shall be ruled dead and the batter shall be called out.

**Fielders:** No player may sit out consecutive defensive innings.

**Injuries:** If a player is removed from the game due to injury, the player may not reenter the game. The injured player’s spot will be deleted from the batting order and no future outs will be recorded.

**Inning Length:** Each inning will continue until there are three outs, or six runs have been scored.

**Mercy Rule:** 15-Run Rule, if a team is trailing by 15 runs after they have batted four times, the game shall be stopped, and the final score recorded.

The seven-run rule shall be implemented once the trailing team has received five turns at bat. (If the home team is up by seven runs after 4 ½ innings or the visitor is up by seven runs after 5 innings), the game shall be declared over.

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**Pitcher:** The pitcher must remain in the ten-foot circle approximately even with the pitching machine, until the ball crosses the plate. In the event the pitcher, after receiving a warning, leaves the circle before the ball crosses the plate or is hit by a batter, he will be removed from the pitching position. The offensive team will have the option of the result of the play, or the batter will be awarded first base.

**Pitching Machine:** At the Complex, the home team coach is responsible for disassembling the pitching machine and placing the pitching machine and generator in the club house after the last game of the day.

**Pitching Machine Feeders:** Each team must supply its own person to feed the pitching machine. This person must make the best effort to move out of the way on all plays, including catcher to second throws.

**Pitching Machine Speeds:** For Rookie Minor, the pitching machine speed is to be set for 39 MPH. For Rookie Major, the pitching machine speed is to be set for 42 MPH. The umpire will monitor the machine and will approve and supervise any adjustments if required.

**Regulation Game:** Regulation games are six innings unless the 15-run-rule is implemented after the 5<sup>th</sup> inning, or the seven-run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered a suspended game and shall be completed in accordance with Suspended Game protocol,

**Slash Bunt:** A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, and no runners may advance.

**Substitutions:** There is free substitution defensively, providing the minimum playing time requirements are met.

**Time Limit:** The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over and the score recorded at the time of stoppage. During a league game, if a game is tied at the time limit, the game will continue until the winner is decided. If a game reaches the time limit, the final score will be recorded based on the last completed inning, regardless of whether the game as reached a minimum of 4 innings.