

2014 GROUND RULES FOR CJLB ROOKIE TEAMS

1. THE PLAYING FIELD:

- A. The bases shall form a sixty (60) foot square.
- B. The distance from home plate to second base shall be eighty-four (84) feet ten (10) inches.
- C. The distance from home plate to the pitchers plate shall be forty-two (42) feet.

2. PITCHING MACHINES:

Will be used for all Rookie League games.

- A. The distance from the front of home plate to the pitching machine shall be forty-four (44) feet.
- B. The pitchers' plate shall be two (2) feet toward first (1st) base and two (2) feet toward home plate from the pitching machine.
- C. The pitching machine shall initially be set at thirty-five (35) miles per hour (MPH) and adjusted as needed thereafter.
- D. The machine shall be adjusted after two, (2) consecutive called balls as necessary in the judgment of the coaches.
- E. A strike shall be called when the ball passes through the batter's strike zone, whether or not the batter swings.
- F. After three strikes are called on a batter, a batting tee shall be placed over home plate and a ball placed on the tee. The batter shall swing at the ball on the tee until the ball is hit into the field of play.
- G. A batter will **not** be awarded first (1st) base:
 - 1. On a number of balls.
 - 2. Being hit by a pitch.
- H. It is required that each team field a pitcher in the pitcher's position, and said pitcher shall:
 - 1. Have at least one foot on the pitcher's plate at the time of the delivery of the pitch.
 - 2. Shall not leave the pitcher's plate until such time as pitch is delivered from the machine.
- J. Any batted ball that comes in contact with the pitching machine, whether continuing into fair or foul territory, is considered to be a live ball. If the batted ball should become wedged or stuck in the pitching machine, the ball shall be declared dead and all runners, including the batter, shall be awarded one (1) base.

3. GAME OFFICIALS:

- A. Each team manager shall be responsible for providing :
 - 1. One adult to operate the pitching machine for his teams at bat at the manager's discretion.
 - 2. One adult to occupy the dugout, with access to the batting lineup for the game, when their team is at bat to maintain order, control player behavior and to have the player batting next outside the dugout (helmet on) in the on-deck area. Only the on-deck batter is allowed outside of the dugout.
 - 3. Parent/Coach assistants to be on the field to assist/protect players.

NOTE: Parent/Coach assistants should make every attempt to avoid contact with the ball, yet assist their children in play.

NOTE: Under no circumstances shall anyone under the age of sixteen (16) years of age be allowed to operate the pitching machine.

4. INFIELD FLY RULE:

- A. Shall not be enforced.

5. DROPPED THIRD STRIKE RULE:

- A. Shall not be enforced.

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6. BASE RUNNING RULES:

- A. Upon delivery of the pitch, no base runner shall advance until the ball has been hit by the batter.
- B. The base runner shall not leave his/her base until the ball is hit by the batter. (Stealing and leading off bases is not allowed).
- C. If the batter does not hit the pitch, the ball is considered dead and play shall not resume until delivery of the next pitch.
- D. Base runners shall be allowed to advance one base only on any overthrown ball. The overthrow occurs when the catch is not made. Bases will be awarded based on where the runners were at the time of the throw. If the runner stops on a base he is not entitled to the next base, he must stay at the current base.

EXAMPLES FOR CLARIFICATION:

- 1. A hit to right field, the fielder throws the ball to first baseman and first baseman misses the catch. If the batter/runner has not reached first base he must stop there. If the batter/runner has reached and rounded first base he may occupy second base.
- 2. A runner on second base with the ball hit to shortstop. The second base runner waits for the throw to first base then proceeds to third base. An overthrow occurs at first, if the runner has passed third base he may go home, if he has not rounded third base he must stop at third base.
- E. A player may advance on one overthrow per play only.
- F. An overthrown ball is any ball thrown to a base or the pitcher, whether or not the ball ends up in foul territory, which is not caught by the player to whom the ball was thrown.
- G. Once the pitcher or parent/person operating the pitching machine has control of the ball and is on the pitcher's mound area, all runners must stop at the nearest base.

7. PLAYER ROSTERS:

- A. The entire team roster shall act as the batting order (lineup) for the entire game.
- B. The inning ends only when entire batting orders have come to bat. Rookie League teams will always bat through the entire lineup during their half of an inning.
- C. Players arriving after the start of the game shall be added to the bottom of the batting order/roster and placed on the field, if on defense, immediately upon arrival.
- D. All players in attendance are required to play defensive positions every inning. There are no forfeits. If a defensive play is made and results in an out (force out at a base, tagged runner at a base or caught fly ball/line drive, the offensive player out during the play shall leave the field and return to his/her dugout.

8. REGULATION GAME:

- A. A game is considered to be a regulation game when one hour has passed.
- B. Game times will be at 5:45 – 6:45pm and 7:00-8:00pm on weekdays and various times on Saturdays.
- C. No official score shall be kept by the Cheyenne Junior League.

NOTE FOR COACHES:

The intent of this age group is to be instructional; Cheyenne Junior League is proud to offer this instructional league to the community. The Team Manager is responsible for the conduct of his team and parents. Should this become an issue with multiple unsportsmanlike incidents, the team involved may be disbanded and/or parents forcibly removed from the CJLB complex by the Cheyenne Police Department and possibly suspended for the remainder of the season.