

Saskatoon Knights of Columbus Rookie Baseball Division Rules for Play – 2010 Season

Game Times and Place

1. Scheduled games and practices will be at Kistikan Park (Monday to Thursday) and Kilburn Park (Thursday).
2. Two games each evening will be played on each diamond at Kistikan Park and one early game per week at Kilburn Park.
3. Game start times are 5:15 pm and 6:45 pm for the first four weeks of the season (May 3 to May 27). Commencing May 31, start times will be 5:30pm and 7:00pm..
4. Games are to be played in 1 hour and 15 minutes **maximum**.
5. All players and equipment must be off the field and out of the dugouts at least 15 minutes before the start time of the late game.

Game Rules

1. Teams shall consist of 6 – 8 players so that games may progress at a pace which will hold the interest of the young players.
We are not interested in having players standing around for extended lengths of time waiting.
2. Games shall consist of as many innings that can be played in 1 hour 15 minutes. No new inning can begin more than 1 hour after start time of the game.
3. An inning is completed when the entire line up has batted, regardless of the number of outs.
4. There are no called strikes, no walks, no strike outs and bunting and stealing bases are not allowed. The infield fly rule does not apply.
5. Every batter runs the bases. However, a runner can be put out on a fielding play. The runner is declared out, but will continue to run the bases.
6. All pitching will be done by the manual, spring loaded pitching machine. One coach of the batting team is to operate the pitching machine.
7. Every batter gets 6 decent pitches or until the ball is hit fair. If a pitch is not decent the coach operating the pitching machine declares “NO PITCH”. If the sixth pitch is fouled, the batter gets another pitch. The player runs to first base following the sixth/ seventh pitch even if the ball is not hit.
8. When the ball is hit the defense tries to make an out and the batter tries to advance as far as possible as in normal baseball, except:
 - when the fielding team makes an out, the batter or runner is declared out (this does not happen often), but may continue to run the bases.
 - the batter gets to run the bases even if they do not hit fair in 6 hittable pitches.
9. Runners do not advance on a wild pitch or passed ball.
10. Runners may tag up on a fly ball and advance at their own risk
11. The game is played without outfielders.
12. An overthrow at first base occurs when the ball hits the fence or goes past the fence/out of bounds line. The ball is out of play, declared dead and the runner advances to second base. Runners on other bases DO NOT ADVANCE unless forced by the advancing batter-runner.
13. When a batted ball hits the pitching machine, ball bucket or a coach the ball will be declared dead and the batter awarded a single.
14. If the ball is hit into the outfield the runners may not advance past the base they were heading to when the ball is returned to a fielder in the infield. **In this case, the infield is considered any part of the dirt area.**
15. **Coaches are allowed and encouraged to be on the field with their teams.**

General Rules

1. All safety equipment must be worn, including full catcher's equipment. Batters, base runners, the on-deck batter and the pitcher (the player beside the coach operating the pitching machine) must wear a double ear flap helmets with the chin strap securely fastened.
2. Teams supply their own umpires when batting and look after their own batting line up.
3. There is no scorekeeper and no scores are kept.

Team Responsibilities

1. Coaches are to work cooperatively in setting up and putting away bases and the pitching machine.
Kistikan Park: - the teams playing the early game set up the diamond.
- the teams playing the late game return all equipment to the storage shed and make sure the shed and the portable washroom have been locked.
Kilburn Park: - teams set the diamonds and return the equipment to the storage room at the end of the game.
2. All coaches should have a key for the Kistikan storage shed and the portable washroom. Please remember to take your key to every game. In the event of damage or loss resulting from failure to lock the storage shed or the portable washroom, the teams playing the last game of the day will be held responsible for the cost of repairing/replacing equipment damaged or stolen.
3. Remind your parents that the scheduled [practices are an important component of the Rookie Division. They provide the opportunity for players to learn the basic skills to play and enjoy the game of baseball. Games, while more fun, are not an effective way for players to learn these skills. Therefore it is important for coaches to run the scheduled practices so that the players are always kept active and are having **FUN**.