

Saskatoon Minor Baseball Rookie Division

Rules for Senior Rookie League Play – 2011

Game Times and Place

1. Scheduled games and development sessions will be at Kilburn Park on Monday to Thursday and at Kistikan Park as needed.
2. Game start times are 5:15 pm for the first four weeks of the season (May 2 to May 26) when two games are scheduled on the field and 6:00 pm when only one game is scheduled. Commencing May 30, start times will be 5:30 pm and 6:15 pm, respectively.
4. Games are to be played in 1 hour and 15 minutes. However, late games may be extended if both coaches agree and the weather conditions permit.
5. All players and equipment from the early game must be off the field and off the player benches at least 15 minutes before the start time of the late game.

Development Sessions (twice a week for Weeks 1-2; once a week for Weeks 3-4)

Two teams meet for a 75-minute session. Prior to this session, coaches should ensure their players are present so that a 10-minute active warm-up period can be held. For the first 25 minutes Team A practices hitting, base running, fielding in infield while Team B practices throwing, catching, and fielding in the outfield. Players should also be introduced progressively to basic pitching mechanics. Teams rotate and hold another 25-minute skill development session. For the remainder of the time, teams play a “game” such as Bucket Ball or Scrub.

Coaches of teams in the last session of the day are responsible for putting away the bases, the pitching machine and any other equipment used. If after an early session a Mosquito team is scheduled to play the late game, only the pitching machine must be put away.

The Game (once a week for Weeks 3-4; twice a week for Week 5 onwards)

All rules from the Baseball Canada “Rules of Baseball” rulebook (latest edition) apply with the exception of the following:

1. Games shall consist of as many innings as can be played in 1 hour and 15 minutes. No new inning may be started after one hour. However, see rule #4 in the first section.
2. An inning is completed when there are three outs or upon scoring the **fourth** run.
3. All pitching will be done by the manual, spring loaded pitching machine. One coach of the team batting is to operate the pitching machine.

Game Rules

1. Shoes with metal or plastic cleats or spikes are prohibited. Shoes with rubber studs or cleats are permitted.
2. All safety equipment must be worn, including full catcher’s equipment and double ear-flap helmets with the chin strap securely fastened for the batter, all runners, the on-deck batter and the pitcher (the player beside the pitching machine).
3. No stealing bases - no bunting - no walks – no leadoffs.
4. Runners may **NOT** advance on a passed ball.
5. When a batted ball hits the pitching machine, ball bucket or the coach the ball will be declared dead and the batter awarded a single.
6. The infield fly rule does not apply.
7. Runners must tag up on a fly ball and may advance at their own risk.

8. Outs on base are as in a regulation baseball game. Players called out must return to their bench.
9. An overthrow at first base is 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. Runners may advance home on an overthrow at third base.
10. Once a ball hit into the outfield is thrown back to a fielder in the infield, runners cannot advance beyond the base they were approaching. The ball is live and a play may be made at a base. Once the runner reaches the base, the ball is dead. **For the purpose of this rule, the infield means any part of the dirt surface.**
11. In all cases when there is a play at home plate, the advancing runner **MUST** slide.
12. Rotation of defensive positions should occur every inning so that players do not sit for than one inning and all players have the opportunity to play as many infield and outfield positions as possible during the game.

Batting Rules

1. Batters must hit fair from five balls pitched in the strike zone. The **coach** (not the umpire) operating the pitching machine is to call a **"NO PITCH"** if the machine fails to deliver the ball within the strike zone. The ball is dead once a "no pitch" is called. If the batter swings at a 'no pitch' and hits the ball, the ball is dead.
2. Strikes will be called by the home plate umpire. The batter is not out on called strikes unless the strike is the fifth hittable pitch. **HOWEVER**, if the batter swings and misses on a third strike he/she is out even if it is not the fifth pitch and will return to the bench.
3. If a batter fails to hit the ball fair in one of the six pitches he/she will be declared out and will return to the bench. If the fifth pitch is fouled, the batter will be allowed one more hittable pitch. If that one is fouled, the batter is "out." If the batter hits a foul tip on the fifth pitch or any other third strike, the batter is out.

Team Responsibilities

1. Coaches of both teams playing Mondays on Kilburn #3, and Tuesdays and Thursday on Kilburn #1 are responsible for putting away the bases and pitching machine. If a Mosquito AAA team is scheduled to play the late game (Tuesdays and Thursday on Kilburn #2 and Kilburn #4, and Wednesdays on Kilburn #2), only the pitching machine must be put away.
2. The HOME team supplies the plate umpire, score sheet and scorekeeper.
3. The VISITING team supplies the base umpire.

Remember this is developmental baseball played without trained umpires. The outcome of the game is not the most important factor. Teaching your players the fundamental skills and good sportsmanship far outweighs whether you win or lose.

Remind your parents that the development sessions are an important component of the Senior Rookie program. They provide the opportunity for players to learn the basic skills needed to play and enjoy the game of baseball. Games, which may be seen as more enjoyable, are not an effective way for players to learn these skills. Therefore it is important for coaches to run the development sessions in a way that the players are always kept active and are having **FUN**. Coaches should encourage parents to assist running the drills used during these sessions.

MAKE SURE THAT EVERY MEETING IS A FUN EXPERIENCE FOR EVERYONE AT THE BALL DIAMOND -
FROM ORGANIZERS TO PLAYERS TO COACHES TO PARENTS TO FANS.