

BRANLYN NEIGHBOURHOOD ASSOCIATION

ROOKIE BALL RULES 2017

PLEASE REMEMBER THIS LEAGUE IS A NEIGHBOURHOOD LEAGUE WITH PLAYERS OF VARYING ABILITIES TRYING TO ENJOY AN EVENING OF ACTIVITY. PLEASE CONDUCT YOURSELVES ACCORDINGLY. PLAYERS PARTICIPATING IN THIS LEAGUE DO SO AT THEIR OWN RISK.
ZERO TOLERANCE.

CODE OF CONDUCT

Any player, coach, parent or spectator who harasses or attempts to intimidate an Umpire or an Executive Member of the Branlyn Neighbourhood Association, or who conduct themselves in a manner which is contrary to the basic principle of the association to make the league both fun and or recreational, or who is ejected from the game by either an Umpire, any League Executive Member or League Convener shall receive an Immediate Suspension from the league. In order to return, such person will be required to file an appeal, in writing to the League Convener or his/her designate, within 48 hours of the incident and appear before the sports committee at a mutually agreeable time and location. The sports committee shall have final authority for any re-instatement.

GAME TIMES, DURATION

All games will start at 6:30 pm

The game will consist of six (6) complete innings.

During the season, a tie will remain a tie. The home team listed on the schedule will be responsible for field set up and take down.

A game stopped by the umpire due to darkness or rain will be considered complete if five (5) innings (four and one half if the home team is leading) have been completed.

Both teams are responsible to make sure that they pick up all the garbage in their benches area and surrounding area.

EQUIPMENT

Proper footwear and *appropriate baseball attire* must be worn. Sandals and metal cleats are not acceptable. The BNA will supply some bats to be shared by both teams. **Personal bats do not have to be shared.**

All equipment provided by the BNA must be worn which includes Shirts and Baseball caps. Failure to do so will result in the player not allowed to participate in the game. Shirts and baseball caps may not be altered or modify in any way.

JEWELLERY RULE

Exposed jewellery *of any kind (including, but not limited to, earrings, bracelets, watches, studs, arm bands, etc.)* will not be allowed. If a batter comes to the plate wearing jewellery visible to the umpire it will be an automatic out. If a player takes a defensive position on the field wearing jewellery visible to the umpire that player's team will be penalized with the first batter in the next inning being declared an out.

BLOOD RULE

Any player who is injured and is bleeding during a game must be removed from the game until bleeding is under control. His or her place in the batting order will simply be missed until the player is ready to resume play.

FIELDING

The maximum of 10 defensive players on the field per inning (six infielders and four outfielders). All players must be played fairly.

All players (*both male and female*) must play a minimum of 4 full innings (two different infield & two different outfield).

Each team will have a set batting order.

Female players may be rotated in the line-up but at no time must there be more than 3 males in a row. Late players will be added to the bottom of the batting order.

Players must be rotated through all positions throughout the season.

A minimum of 7 players are required to start a game.

MERCY RULE

There is a five (5) run mercy rule per inning except in the final inning, where a ten (10) run total is allowed

FORFEITS

Due to the cost of the diamonds there will be no forfeits. The teams will be split up evenly and the game will be played.

PLAYING PROCEDURES

1. The batter will have 5 pitches to put the ball in play. Failure to do so will be an out.
2. Bunting is NOT allowed. Any player attempting to bunt will be called out.
3. Three outs will retire the side.
4. Base runners cannot lead off. He/she cannot leave the base until contact with the ball is made by the batter. Failure to do so means the runner will be out.
5. No sliding allowed. It will be called an automatic out if he/she slides.
6. If the batter hits the defensive pitcher with the ball, the batter will be out and the play is dead.
7. There will be an 8 foot circle drawn around the pitching mound by the umpire. Defensive pitcher must remain behind the pitcher with one foot in the circle.
8. The catcher must make all plays at home plate.
9. The umpire will draw a commitment line half way from third base to home plate. Base runners breaking the plane of this line, with any part of the body, must continue to home in peril.
10. Each defensive pitcher, batter, and base runner must wear a regulation batting helmet with chinstrap attached.
11. **All catchers must wear all of the protective equipment, and be ready to take the field before the end of their bats.**
12. When the ball leaves the playing area, time is called and the runners will be given one base.
13. The umpire will call time when the defensive team intentionally throws the ball to the defensive pitcher, who is in the 8 foot circle. *Balls hit into the outfield must first be returned to an infielder that will, in turn, attempt to throw the ball to the defensive pitcher who is in the eight-foot circle.* Runners will be given the base that they are closest to. (Umpires discretion).
14. Infielders must be on the dirt portion of the diamond and outfielders must be on the grass portion of the field until the batter makes contact. *Infielders must also stay behind the base lines until the ball is hit. If they break the plane of the baseline before the ball is hit and an out is made the batter shall be*

awarded first base and all runners shall return to the base last occupied unless forced to advance as a result of the batter being awarded first base.

15. If a base runner passes another base runner and touches the base before time is called, the offending runner is out and the other runner returns to the last base touched before being overrun.
16. Only one coach and or captain will be allowed to approach the umpire for a rule interpretation. Judgment calls are the discretion of the Umpire.
17. On all plays at first base, the batter must fully touch the orange half of the safety bag. Failure to do so constitutes as an out. Likewise, the first baseman must be fully in contact with the white portion of the bag.
18. Fighting results in immediate expulsion from the league.
19. **NO ALCOHOLIC** beverages or **ILLEGAL DRUGS** allowed within the area of the park.
20. **Smoking is no longer allowed at publicly-owned outdoor sporting areas, spectator areas, sporting areas and public areas within 20 metres of any point of the edge of the sporting or spectator areas.**
21. There are no protests whatsoever....This is a **FUN** league!
22. Games may be cancelled due to inclement weather, by the League Convener, or any member of the sports committee up to thirty (30) minutes prior to the start of the game.
23. Any Coach, Player or Spectator engaging in or persisting in conduct contrary to the spirit, principals and objectives of good sportsmanship will receive no warning, and the offender will be ejected from the park. Failure to leave when asked would result in the end of the game, forfeiture by the offender's team and suspension from the league.
24. Please have your "stars of the game" sheet filled out and hand in to the convener, phone or email after your game is completed.
25. Any questions or concerns regarding any of the above should be directed to the convener, or any member of the sports committee, as well as any problems during the course of the season.
26. Base runners making contact with a fair-batted ball while off a base are declared out and the ball is dead.

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