

KILLINGWORTH YOUTH LEAGUE ROOKIES Division

Mission

The KYL Rookies Division is intended to be a transitional level of baseball that will guide players from instructional play where a coach pitches and catches, to the Minors Division where a truer form of the game is played. Rookies is still an instructional level of baseball. The development of the player is paramount and always takes precedence to the outcome of a particular play or the game.

Division Guidelines

1. The Boys Rookies Division is for 7 & 8 year old boys (6 year olds may play with the permission of the league and 2 years previous experience). The League age requirement is determined as of April 30 of the current season.
2. The players will be given a team jersey, hat, pants and socks. Cleats are highly recommended but not required. Baseball gloves should be made of leather and should be 10.5 to 11.5 inches in length. Bats will be provided but if purchasing a bat, it probably should be no more than 18 oz. at this level. Rookies Division uses a SCB Level 5 baseball which is softer than a standard hardball.
3. The Rookies division is NOT the Minors. Don't expect the players to play like it is. This is still "Instructional" in the sense that this is more about teaching baseball than playing to win. It's primary function is to prepare players for the minors. The goal of this league is to provide a positive baseball experience to the players, to instruct, teach and enjoy the game. No formal scores or standings will be kept by coaches or parents. It is the coaches' job to teach the players sportsmanship and the value of team play and effort. Poor sportsmanship will not be tolerated.
4. Defensive team will field four infielders, pitcher, catcher and up to four outfielders. Extra defensive player(s) will sit out, but not more than one inning per game. Every player takes a turn sitting (no preferential treatment). It is the coaches' responsibility to keep the sitting player(s) engaged in the game. Managers should make every effort to rotate all players through each position with no preferential treatment to specific players. A teams batting order MUST change from game to game. The manager will move players up and down the order so that players get roughly even time in all parts of the batting order. We recommend switch-hitting players from top half of the order to bottom half and vice versa each game.
5. Those playing the position of catcher shall wear league-provided shin guards, chest protector and catcher's helmet (which MUST have the dangling neck guard attached). Protective cup required. Use of the league-provided or other catcher's mitt is urged.

Game Rules (modified from minors rules)

1. The coaches of the batting team shall act as umpires, unless the league provides an umpire. There are to be no disputes over calls – any marginally close call goes to the offensive team. If an out is registered, player who is out must return to dugout. The inning is over after 3 outs are recorded or the entire lineup has batted, whichever comes first. A minimum of 3 batters per inning regardless of outs.

2. Pitching rules:
A kid pitcher pitches to a batter until:

a) **The ball is put in play.**

b) **The batter strikes out.** On a strike out, an out is recorded, a coach from the batting team takes over pitching and the batter gets 3 more swings to put the ball in play. If the batter puts the ball in play and is out or strikes out swinging, a second out is NOT recorded. If it is the 3rd out of an inning, switch sides after the at-bat. If the batter reaches base safely hitting a coach pitched ball, the batter remains on base.

c) **The batter draws a walk.** On a base-on-balls, existing baserunners advance 1 base if forced (runner on first advances to second), a coach takes over pitching and the batter gets 3 more swings to put the ball in play. If the batter strikes out swinging, or is put out on a play, the batter returns to the dugout and an out is recorded. If the batter reaches base safely, he remains on the base. No walks with bases loaded.

d) 50 pitch maximum per day.
 1-20 pitches requires 0 days rest
 21-35 requires 1 day rest
 36-50 requires 2 days rest

e) For each 10 pitches thrown, that player can catch 1 less inning.

Pitches:	Innings allowed to catch	Innings caught	Pitches allowed:
0	4 (daily max)	4 (daily max)	0
1-10	3	3	10
11-20	2	2	20
21-30	1	1	30
30+	0	0	50

3. Base advancement will be determined in the judgment of the batting team's coaches. The following are offered as guidelines: If a ball is able to be fielded in the infield and no out is recorded, first base (only) will be awarded. If a ball gets hit into the outfield and is misplayed, and no out is recorded, the batter can not advance past second base. On clean hits into the outfield over a defenders head or in a gap, the base runner may advance until he stops or is tagged out. Only one base on an overthrow per play, even if there are several overthrows. Coaches need to keep in mind the goal is to teach the game and good sportsmanship, not award as many bases as possible.

4. Games are 90 minutes or 6 innings, whichever comes first.

5. There is no bunting, leading, or head first sliding (tagging up is allowed). Each team is allowed one steal per inning.

6. To speed play the on deck batter should be identified, but only the batter at the plate shall be allowed to hold a bat.

7. Runners can take a lead AFTER the ball has been pitched and has passed home plate.