

QBL 2020

APPROVED PLAYING RULES FOR ROOKIE DIVISION

SECTION 1.1 DIAMOND LAYOUT

- a) The pitcher or pitching machine is directly in front of home plate at a distance of 44 ft
- b) An 8 ft. diameter circle shall be marked off directly in front of home plate and its centre shall be 44 ft. from home plate. No player is permitted to enter the circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle

SECTION 1.2 PLAYING RULES

- a) A maximum of 10 players may take the field at any given time. 4 of which will be outfielders that must remain on the outfield grass until the ball is hit by the batter
- b) Each team playing with 10 players will have a catcher, a 1st baseman, 2nd baseman, 3rd baseman, shortstop, a left fielder, a right fielder, 1 pitcher helper, 2 centre fielders.
- c) The pitcher helper must stand beside the pitcher/pitching machine outside of the circle and behind the release point of the ball. Once the ball is released, the pitcher helper may move in front of the release point but may not move through the circle. Only the pitcher helper may return a live ball to the pitcher coach with runners on base. The pitcher helper must wear an approved batting helmet (with facemask recommended) and chinstrap and may not remove it until the play is completed. Neither the pitcher helper nor any other player may in any way break the plane of the 8-foot circle around the pitching mound whether stepping on the circle line or reaching into the circle while in an attempt to field a ball. Play will be called dead and 1 base will be awarded.
- d) Infielders can ask for time in the infield area (while in possession of the ball). Time will be given at the umpire's discretion when continuous action from the play has stopped. NOTE: the ball does not have to go back to the pitcher before an infielder may ask for time. Continuous action ends when the defense stops trying to make a play and the offense stops trying to advance.
- e) The time limit for all rookie division games shall be 1 hour and 15 minutes with no new inning starting after 1 hour 10 minutes
- f) Each batter shall receive a maximum of 5 pitches. The batter shall not be called out if the 5th pitch is called a foul ball.
- g) Batters cannot walk or bunt
- h) There shall be no passed balls or wild pitches (runners can only advance on a hit or walk)
- i) Base runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, the ball will be declared dead and runners may not advance. One (1) warning will be issued. Any further infraction at any time during the game the batter will be called out. (each team will receive 1 warning). No stealing bases is allowed
- j) If a batted ball hits the coach pitcher/pitching machine or any adult in the playing field, then the ball is declared dead and the batter is out, and all runners must return to their last base.

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- k) The on-deck batter, the batter and all base runners must wear an approved batting helmet with chinstrap.
- l) All catchers are required to wear a mask, chest protector, shin guards and glove (Catchers mitt is not required)
- m) An inning will be 3 outs, 7 runs or 10 batters (if playing with less than 10 players then the number of players present will be all you can bat in 1 inning) if in a last batter situation any out recorded ahead of the last batter/runner will end the inning
- n) Infield fly rule does not apply in Rookie