

**MEL OTT ROOKIE Division Rules November 13, 2019**  
**Mel Ott Lutheran Baseball**  
**ROOKIE (PM) Division**  
**For the 2021 Season**

**ROOKIE - Pitching Machine (Gr.2-3)**  
**September 1, 2014 to September 1, 2012**

**Insurance Coverage:** Each team's registration fee includes insurance coverage for players, coaches, and leadership. Policy includes basic accident medical, catastrophic medical, and general liability coverage.

**Age Cut-Off:** Any player born prior to September 1, 2012 is overage. Likewise, any player, who has not reached his/her 2014 birthday by that same day, is deemed **under age**.

By consent of the player, his/her parents, and the team manager, an underage player might play. No overage players are permitted unless they are **approved by Mel Ott League Coordinator**.

**Equipment:** The minimum uniform consists of caps and numbered T-Shirts. Catchers must wear masks and full gear during practice and games. All male players are highly encouraged to wear an athletic supporter.

-**No metal cleats** are allowed on shoes.

-A **batting helmet must be worn while running the bases**.

-A **batting helmet, with face protector**, must be worn by **player fielding pitcher's position**.

-**60' bases** will be used.

-**Pitcher's Mound is 40' from home. Machine settings: 4 foot pedal, 4 pull arm, 3 ball speed**  
**Coach operates the Pitching Machine.**

-Use regulation baseball.

**Participation:**

-All children on the team must be in the batting order.

-Each player must play a minimum of two innings in the field.

-Use 10 players: 4 outfielders positioned evenly behind the infielders.

-Eight (8) players are required to start game.

-One (1) Defensive Coach is allowed in the Outfield for instructional purposes only.

-Any player arriving late must be placed in the last batting spot in the order.

-If a player leaves a game or misses an at-bat, the batting order can be collapsed or an out may be taken for the batter. If the order is collapsed, that player may not return.

**Game:**

-A regulation game is **six** innings or **1 and 45 minutes**, whichever comes first. **Four** innings, if stopped due to weather conditions.

-A **half-inning** is considered over after **3 outs** are made, **or 4 runs** have been scored.

**Batting :**

-If a **bat is thrown**, the batter will be **called out**.

-The hitter must put ball in play **within 5 pitches** or be declared out. No balls and strikes will be called.

- If last pitched is a foul ball, batter gets another pitch. At bat doesn't end on a foul ball.

-Bunting is not allowed.

**Baserunning:**

**-If the ball accidentally hits the Pitching Machine or Coach who is pitching, the ball is dead, the batter takes 1<sup>st</sup> base and runners advance if they are forced.**

-Runners may not leave the base until the ball is hit.

-If a ball is fielded by an infielder and played to a base, there will be no extra bases allowed on an overthrow.

Base runners are only allowed the base they would have reached as a result of the play.

-When a ball thrown in from the outfield hits the infield and is controlled by an infielder, it is considered a dead ball. A runner cannot advance to the next base unless they are more than halfway to the next base. Coaches are highly encouraged to place a chalk/paint line at the halfway point of each base.

**SCORES:** Home team to turn in game scores and game rosters to Division Coordinator within 1 day (photos are acceptable).

**RAINOUTS:** The church coordinators are responsible for rescheduling rained out games as soon as possible after a rainout. Coaches should report rainouts to their coordinators. Text rainouts to Umpire Coordinator immediately upon decision - include Team Name, Game Number & Location.

**SCHEDULES:** Once the schedules have been prepared, all games are firm unless canceled by an act of God. By the first game should a reschedule be necessary, after the coaches agree on a reschedule date, the home team coach must request approval from the umpire scheduler.