

# 2010 Northern Colorado Rookie League Rule Addendum

Three, “points of emphasis” will continue to be stressed with all coaches, umpires and players prior to the 2010 season. The intent of these points of emphasis is to better maintain order and safety of everyone during Rookie League games. Please read these carefully and internalize them.

1. **The head coach only shall be permitted to dispute calls or request clarification** during any contest played under Rookie League Sanction. Any other coach or team member who leaves his or her position on the field or in the bench area for the purpose of arguing with an umpire or disputing any decision rendered by an umpire will be immediately ejected from the game. The head coach must attend the pre-game conference with the umpires in accordance with high school rules. If the head coach is unable to attend the conference due to late arrival or other exigent circumstance, the assistant coach attending the pre-game conference will be considered the head coach until such time as the head coach is available to assume his duties. The assistant coach attending the pre-game conference shall be responsible for declaring that such a situation is occurring, and for informing the umpire when the head coach arrives.
2. On **disputed rule interpretations only, a head coach may request that an umpire confer with the other umpire(s) on the field** to be certain that the rule is being interpreted and applied correctly. Umpires are required to comply with such a request, and will conference with their partner(s) to be certain that the rule interpretation is correct. During their conference, coaches are required to remain in the immediate vicinity of their bench area. Once a decision has been made, no further argument or discussion may take place. If the call is changed as a result of the conference, the opposing coach will receive an explanation. Failure to comply with a coach’s request for a conference will result in loss of game pay for the umpires involved, unless the request is deemed frivolous or based on judgment, rather than rule interpretation. Failure to remain in the bench area or further argument once a decision has been reached by the head coach or any member of the team shall result in ejection from the game.
3. Umpires have been instructed to enforce the existing HS Baseball rule regarding the requirement for all **coaches to remain inside the dugout** when their team is on defense, and to have no more than two coaches outside the dugout when their team is on offense (one coach at 3<sup>rd</sup> base, one coach at 1<sup>st</sup> base). In general, we strongly encourage not having more than 2 – 3 coaches actively involved in a game. **Additionally, “BUCKETS” are not allowed on the field of play – keep them in the dugout.**

The Northern Colorado Rookie League uses modified 2010 National Federation of State High School Associations baseball rules. The following are the League modifications or rules of emphasis for all age groups & divisions with references to NFHS rules where appropriate.

- o 1-1-5 Batting helmets and catcher’s equipment must be League approved. **ALL CATCHERS HELMETS MUST HAVE FULL EAR PROTECTION (DUAL EAR FLAPS).**
- o 1-1-6 Players must have written permission from a parent (or legal guardian) and a doctor to resume play with an injury of this type.
- o 1-1-8 Non-traditional playing equipment must be reviewed by the League commissioner(s) before it will be permitted to be used.
- o 1-1-9 Metal Cleats; Metal cleats are allowed in age groups 13 and OLDER only.
- o 1-2-1 The following playing field distances shall be used for all Rookie/Select League games.
  - o All 9 & 10 divisions: The diamond shall be sixty-five (65) feet between bases. The distance from the front edge of the pitcher’s plate to the point of home plate shall be forty-six (46) feet.
  - o All 11 & 12 divisions: The diamond shall be seventy (70) feet between bases. The distance from the front edge of the pitcher’s plate to the point of home plate shall be fifty (50) feet.
  - o The 13 division: The diamond shall be eighty (80) feet between bases. The distance from the front edge of the pitcher’s plate to the point of home plate shall be fifty-four (54) feet.
  - o **The 14 division: The diamond will be ninety (90) feet between bases. The distance from the front edge of the pitcher’s plate to the point of home plate shall be sixty feet, six inches (60’ 6”).**

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- 1-3-5a There shall be no weight or length restrictions applied to bats in any age or division.
  - **The 14 year-old age division players are encouraged to NOT USE the -5 or above bat ratings, especially if they hope to continue on into high school. Once in high school all bats must be no higher than -3 rated by rule.**
- EXTRA HITTER
  - A. A player may be designated as the Extra Hitter (EH) on the starting line-up card. This player will be considered a starter and will be governed by the substitution rule (3-1-x). A team that elects to use the EH will have ten (10) starters, each with a designated position in the batting order.
    - Age Divisions 9, 10, 11, & 12: Teams may choose to ‘bat everyone’ by designating ALL rostered players present BEYOND the starting 9 fielders as Extra Hitters (EHs). These players will be considered starters. (By definition, the substitution rule does not apply as there are no players left to substitute! ) A team that elects to use multiple EHs will have >10 starters, each with a designated position in the batting order.
    - To be clear, teams in Age Divisions 9-12 have three options with regards to EHs:
      - No Extra Hitters – 9 starters
      - One Extra Hitter – 10 starters
      - Enough Extra Hitters such that ALL rostered players present are starters
  - B. If a team chooses to use an EH (or EHs) they must do so for the entire game. If a team that has chosen to use an EH (or EHs) is unable to provide ten (10) (or the total number of batters specified at the beginning of the game, if using multiple EHs) legal batters during the game an out will be charged each time the missing player(s) turn at bat is encountered in the line-up.
    - Users of multiple EHs take special note: you cannot remove ANY batters from the lineup once the game has begun, and an ejected player will be an out each time they come up in the lineup after the ejection. And as stated, if a player becomes ill or injured, an out will be charged each time the missing player(s) turn at bat is encountered in the line-up.
  - EXCEPTION: See rule 3-1-3 in this League Rule Addendum.  
(DESIGNATED HITTER – This is always still an option as by high school rule.)
- 2-17-1a INNINGS (see also 4-2-2a, 4-2-2b, and TIME LIMITS)
  - All 9 & 10 divisions: Games will consist of six (6) innings.
  - All 11 & 12 divisions: Games will consist of six (6) innings.
  - All 13 & 14 divisions: Games will consist of seven (7) innings.
- 3-1-3 If necessary, due to a player becoming injured or ill, a team will be allowed to re-enter a player not normally able to do so under the substitution rule. This exemption is valid only when a team has no eligible substitutes remaining, and is down to eight (or nine with EH) players. This exemption is not allowed if due to an ejection. If a starter, the player who is reentering must do so in his original spot in the batting order, and the player who substituted for him will take the injured player’s spot in the batting order. This exemption specifically does NOT apply in the case where a team has chosen to use multiple EHs to ‘bat everyone.’
- 3-1-6 COURTESY RUNNERS will be allowed for pitchers and catchers as outlined in the suggested speed up rules section of the rulebook.
- 3-2-1a Coaches are not required to be in team uniform. However, coaches must wear athletic attire that corresponds to his team’s uniform colors. A player base coach is required to wear a batting helmet
- 3-3-1g5 EXCEPTION; During infield warm-ups the opposing team’s starting pitcher may warm up in live ball territory. The starting pitcher shall warm-up at a location in which his warm-up activities will not obstruct or interrupt the opposing team’s infield warm-up. The safety of the pitcher and catcher should be considered when selecting a warm-up location. The catcher may be any player or coach on the starting pitcher’s team. If the starting pitcher elects to warm-up in live ball territory it is recommended that a protector (another player or coach with a glove) be used to help insure the safety of the pitcher and catcher.

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- 3-3-1p Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc.) offenders shall be ejected immediately upon discovery, and the league may impose additional sanctions.
- 4-1-1 The umpire-in-chief shall decide if the grounds and conditions are suitable for play.
- 4-2-2a NOMINAL TIME LIMITS:
  - A new inning may only start prior to completing two (2) hours of play, unless the game is tied, in which case Rule 4-2-2b (REGARDING EXTRA INNINGS) is applied to end the game. The two-hour game clock starts immediately at the conclusion of the umpire/coach pre-game conference. A new inning begins the instant the third out is made in the bottom half of the previous inning.
  - When a game is stopped under this rule, the team that is ahead wins, regardless of the number of innings completed. The game is treated as a complete game.
- 4-2-2b REGARDING EXTRA INNINGS:
  - I. “Extra innings” definition: Innings that are played in order to break a tie. These may include innings played beyond the prescribed number of game innings (as specified under 2-17-1a) or innings started after the 2-hour game time limit in order to break a tie. Once the first extra inning begins, the two-hour time limit no longer applies.
  - II. During the first extra inning the last scheduled batter for that inning will be placed on second base. There will be zero (0) outs to start the inning.
  - III. During the second extra inning the last scheduled batter for that inning will be placed on second base and the next-to-last batter will be placed on third base. There will be zero (0) outs to start the inning.
  - IV. The maximum number of extra innings allowed is two (2). If a game’s outcome has not been decided at the end of two extra innings, the game will be scored as a tie, and treated as a complete game.
- 4-2-2c MERCY RULES: The following mercy rules will be in effect for all League games. In all age groups & divisions **the game will end ANY time after two (2) complete innings if either team goes ahead by 20 runs** In addition, the following age group modifications will apply:
  - All 9 & 10 divisions: The game shall end at the conclusion of four (4) full innings (or three and one half (3 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
  - All 11 & 12 divisions: The game shall end at the conclusion of four (4) full innings (or three and one half (3 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
  - All 13 & 14 divisions: The game shall end at the conclusion of five (5) full innings (or four and one half (4 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
- 4-2-3a CALLED GAME: A game that is called by the umpire for any reason (darkness, rain, another scheduled game, etc.) before it is officially completed shall be considered a **SUSPENDED game**. In this case, the game will be restarted at a later date/time at exactly the same point (innings played, outs, ball/strike count, score, runners on base, batter, batting order, etc.) that it was suspended. [Reasonable exceptions, such as a player being out of town when the game is resumed are okay.] Otherwise, the game is considered a **COMPLETE** game.
- 4-2-3a Additional conditions under which an umpire may “CALL” (end) a game.
  - When a subsequent game on the same field is officially scheduled to begin.
  - When any other valid condition exists which prohibits the game from continuing, e.g. park rule stating no play is allowed after a certain time. Any such ground rules must be discussed in the pre-game conference, if known in advance.
- 4-2-3b COMPLETE GAME: A game shall be considered complete, and will be counted in league standings, after:
  - All 9 & 10 divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead).
  - All 11 & 12 divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead).
  - All 13 & 14 divisions: Five (5) complete innings (or four and one half (4 ½) if the home team is ahead).
  - A complete game score will be figured as follows;

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- If the game is called when the teams have had an equal number of complete turns at bat, the score shall be as recorded when the game was called.
- If the game is called when the teams have NOT had an equal number of complete turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score the final score shall be as recorded when the game is called. *NOTE: If a game is called after it has qualified as a complete game under 4-2-3b ,and, if, as per this rule, the score must be recorded as it was at the end of the previous inning, and that inning would not qualify as a complete game, the game shall still be recorded as a complete game.*
- If the score in the called, complete game is figured as a tie using the method described in this rule, it will be recorded as a tie – no extra innings will be played to resolve the tie.
- 4-4-1a FORFEITED GAMES: A game shall be forfeited to the offended team by the umpire when a team:
  - Is unable to provide at least nine (9) players to start a game.
  - Is unable or unwilling to participate in the resumption of any suspended game or in any game that has been rescheduled the League Administration for any valid reason.
  - Forfeited games will be scored as a 7-0 win for the offended team, and count in the league standings.
- 4-4-1b Neither teams shows up for a game. Teams must play all games on the published League Schedule. If both teams fail to show up for a scheduled game, each team will be credited a loss and no score will be entered.
- PITCHING RESTRICTIONS **(These are in place for the health of the players – please keep that in mind when pitching - and catching - players in tournaments or other weekend play that may not be covered by the league regulations)**
  - All 9 & 10 divisions:
    - A maximum daily total of six (6) consecutive, or four (4) non-consecutive innings.
    - Mandatory two (2) calendar days rest between appearances of four (4) or more innings, and one (1) calendar day rest between appearances of three (3) innings. (E.g. A pitcher who throws 3 innings on Friday may not pitch again until Sunday.)
    - Maximum of nine (9) innings per week, defined as Tuesday through Monday.
    - Maximum of seventy (70) innings per season.
    - One Pitch equals a full inning.
    - All totals apply to league play only. *While totals apply to league play only, it is recommended that coaches attempt to follow league restrictions for all games (league and non-league) to insure the health of all pitchers.*
  - All 11 & 12 divisions
    - A maximum daily total of six (6) consecutive, or four (4) non-consecutive innings.
    - Mandatory two (2) calendar days rest between appearances of four (4) or more innings, and one (1) calendar day rest between appearances of three (3) innings. (e.g. A pitcher who throws 3 innings on Friday may not pitch again until Sunday.)
    - Maximum of nine (9) innings per week, defined as Tuesday through Monday.
    - Maximum of seventy (70) innings per season.
    - One Pitch equals a full inning.
    - All totals apply to league play only. *While totals apply to league play only, it is recommended that coaches attempt to follow league restrictions for all games (league and non-league) to insure the health of all pitchers.*
  - All 13 & 14 divisions
    - No more than seven (7) innings in any two (2) games on the same day.
    - Mandatory one (1) full calendar day of rest after an appearance of five (5) or more innings. (If a pitcher throws four (4) innings in Game One of a double

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header he may pitch up to three (3) innings in Game Two. If a pitcher throws five (5) innings or more in Game One of a double header, that pitcher may not pitch in Game Two of the double header and may not pitch the following day.)

- One Pitch equals a full inning.
- All totals apply to league play only. *While totals apply to league play only, it is recommended that coaches attempt to follow league restrictions for all games (league and non-league) to insure the health of all pitchers.*
- **PROTESTS:** Protests will be allowed for game ending procedures questions **ONLY**. Protests must be made in writing to Fort Collins Baseball Club no more than 24 hours after the completion of the game in question. A \$100.00 protest fee must accompany all protests. The protest fee will be returned if the protest is up held.
- **PRE-GAME WARM-UPS:** Both teams should get an equal amount of on-field warm-up time. Coaches should work together to be certain that both teams' warm-ups are completed five (5) minutes prior to the game's scheduled start time. **Umpires WILL NOT consider unequal warm-up time, and will start the game on schedule.** See also 3-3-1g5.
- **NON-GAME TEAM FUNCTIONS:** Any use of alcohol by team personnel before or after games or at any team parties, tournaments, or other functions where the players are present is prohibited.
- **ENTERING OF GAME SCORES ON THE FCBC WEBSITE:** The coach of the winning team is responsible for entering the score of the game, and pitcher innings, as soon as possible after the game using the Coach Login to the FCBC website. If a game is not entered within 48 hours of completion, it will be scored as a 0-0 tie, and that tie will become part of both team's record for determining end-of-season playoff seeding.

Please direct any rule questions to your League representative or age group/division commissioner.

### NCRL/NCSL Suspension and Ejection Policy

The following league ejection and suspension policies will be in effect for all Rookie and Select League games, including the NCRL End-of-Season Playoff, in 2010.

- **DEFINITION OF TERMS:**
  - **EJECTION:** A penalty for un-sportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.
  - **SUSPENSION:** A penalty for un-sportsmanlike or other inappropriate conduct. The League Competitive Committee governs suspensions. A suspension can be additional punishment to an ejection. A player, coach, or other person associated with a team may be suspended even if they haven't been previously ejected.
- **EJECTIONS:**
  - **COACH EJECTIONS:** All coach's ejections are governed by the NFHS baseball rules.
  - **PLAYER EJECTIONS:** All player's ejections are governed by the NFHS baseball rules.
- **SUSPENSIONS:**
  - **COACH SUSPENSIONS:** A coach, or other person associated with the team, who is ejected from any league game will be suspended for a minimum of one (1) additional game. A coach, or other person associated with the team, may be suspended for more than one game. A coach, or other person associated with the team, may be suspended without having been previously ejected.
  - **PLAYER SUSPENSIONS:** All player ejections will be reviewed by the Competitive Committee to determine if a suspension is necessary.

Please direct any rule questions to your League representative or age group/division commissioner.