

The Rookie / Burdick (Rookie) Division will utilize the 2023 Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules (Babe Ruth Rule Book) for the regular season. The following rules will supersede the Babe Ruth Rule Book.

General Game Rules

1. Rookie Division games shall be six innings in length.
2. There shall be a 2-hour time limit for each game.
 - a. No new inning shall start after 2 hours from the games scheduled start time.
 - b. The Official Scorekeeper (where applicable) OR the Umpire shall either provide OR designate one official timekeeper. No other time shall be used to influence the outcome of a game.
3. The Rookie division will not utilize the ten-run rule.
4. No standings will be kept for the season.
5. The game will be played regardless of the number of players present.
6. No paid umpires will be used and should be managed by coaches from both teams.

Defense

7. Defensive players shall be rotated and no player may sit out for more than one inning at a time on defense, except for injury or disciplinary reasons.
8. A maximum of ten players may play defensively with four players being outfielders. The outfielders shall play in the grass outside the infield circle.
9. A maximum of three coaches may be on the field to assist with positioning of players. Two of the coaches may be positioned in the outfield and the third coach in the infield.
10. There is no infield fly rule

Batting / Offense

11. The batting order shall be consecutive and include all players on the roster who are present to play. Players arriving late shall be placed at the end of the batting order.
12. No team shall have more than ten players to bat in one inning regardless of the score unless three outs have been recorded before the tenth batter.
 - a. If the tenth player of the inning comes to bat, the number of outs shall be adjusted to (two). If the ball is hit and an out not made, the ball must be caught at home plate to end the inning.
13. The pitching machine should be a Louisville Slugger Ultimate or comparable – the back leg of the Pitching Machine should be placed against the pitching rubber. Before the start of the game, both Managers should mutually agree on the specific setting / speed of the Pitching Machine – once established, this setting should not be changed for the duration of the game.
14. A batter gets a maximum of five swings or eight hittable pitches before they are called out (strikeouts will count as an out). If the batter makes no contact, it is considered an out.
 - a. Players will have the option of being pitched to by the coach for all or a portion of the pitches from above. This option should be used for the weaker players that are having difficulty hitting from the machine.
15. On hits to the outfield, play stops when an infielder has control of the ball. Runners that are more than half way to a base may advance to that base, otherwise return to their last base occupied.
16. Runners may advance one base on missed or dropped ball in field of play.
17. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The runner will never be allowed to run into or jump over the fielder.
18. A batted ball which hits the pitching machine or coach shall be treated as interference, with the batter awarded first base. All other runners shall return to their base occupied at the time of the pitch, unless forced to advance by the batter being awarded first.