

Farmville 8U Rookie Rules

Community Boundaries – Players must play in their public school assignment. (Meaning if you are assigned a Grifton school you play with Grifton Rec. If you are assigned an Ayden school you play with Ayden Baseball. If you are assigned a Farmville school you play with Farmville Rec.) ONLY EXCEPTIONS – Any player who played out of their boundaries for the Spring 09 season is allowed the opportunity to remain in that community. However, once the player returns to his proper community, the player is bound to that community and may not change. Players outside of the AFG communities will be reviewed and approved by AFG Board.

Age Groups – AFG will consist of 7 – 8 yr olds (Rookie** 46/60), 9 – 10 yr olds (Minors 46/60), 11 – 12 yr olds (Majors 50/70) and 13 -15 yr olds (Jr Babe Ruth). Each player shall play in the proper league according to their Cal Ripken league age birth date. No playing up in any age group, unless a director needs to fill a roster. This will be done by the oldest person on the team.

**NOTE – T ball is not governed by AFG, therefore League presidents of each community will decide if a 6yr old may play in the Rookie League.

Draft - All players will be placed in the draft beginning each ball season. Only a head coach will be decided before the draft starts. Head coaches will pull number out to determine the order of the draft. If a head coach has a child in the draft then his child will be the third pick in the draft. Unless father (head coach) and child decide to be placed in draft then this must be told before the draft begins otherwise third pick. Once the draft is complete rosters are set and no changes will be allowed for any reason. Assistant coaches will be picked after draft is complete. Draft for all communities shall be done at one location with head coaches and AFG board present to oversee and review rules, objectives, and responsibilities of taking a head coach position.

Time Limit- each game will consist of 6 innings or 1 hr and 30 minutes. No new inning will begin after 1 hr and 30 minutes. The last out of the inning marks the beginning of the next inning. After either of these has taken place and the game is tied, one extra inning will be played. If still tied, the game will be replayed at the end of the season, ONLY if it will affect 1st or 2nd place standings.

Dugouts - Third base dugout is home team. Each team should clean out their dugout after the game

Innings -Each inning consist of 3 outs or 5 runs, whichever comes first.

Lineups - Copies should be given to opposing coach and official scorekeeper. Lineup cards should have player's name, position on it, and list substitutes. Please make certain that you let the opposing coach, official scorekeeper, and home plate umpire know of any changes to your lineup

Scorekeeper - The home team is always the official scorebook. Any changes during the game must be changed in both books. Coaches and scorekeeper should make certain that the score is correct after each inning. Scorekeeper will not be allowed in field of play nor in dugout.

Eligible Player: A player that comes to practices and games, follow leagues and coaches rules, and are in good standings with coach and teammates.

Ineligible Player: Any players missing games or practices as a result of an unexcused absence such as failure to notify coach of absence, inappropriate behavior during practice or games or participation in another sports program will be suspended one game for each missed game or practice. If a player becomes ineligible the coach should notify player and parents immediately. Before a game the coach must let an AFG Board member aware of the situation and the other teams coach and scorekeeper know of any ineligible players before the games starts.

A team may play with a minimum of 7 defensive players if it does not have 9 available players. The pitcher and catcher positions are mandatory. The catcher takes his normal position in full gear (must wear cup!)

Home team must supply 5 baseballs (2 new and 3 playable each game) to be placed on the mound before game starts. 5 baseballs should be maintained during entire game.

Ten (10) players will be allowed on defense (pitcher, catcher, 1st, 2nd, 3rd basemen, Shortstop and four (4) outfielders). All players MUST MAINTAIN their position, regardless of batter. Outfielders MUST play on the grass.

Free substitution will be allowed on defense of eligible players; however no child shall sit out 2 consecutive innings. (Example: Child sit on bench 1st inning must go in game 2nd inning on defense. On offense bat the entire line up.

While on defense, the infielders cannot position themselves prior to the pitch within imaginary lines from 1st to 3rd base unless the bunt is shown. The pitcher must maintain his position until the ball is pitched. The purpose of this rule is to prevent the infielders from playing too close to home plate when the younger and smaller players bat.

Bunting will be allowed. If a player shows bunt while in the box, player cannot take a full swing after showing the bunt on that pitch. If a swing is taken of any kind the batter is out.

A DOMINATION RULE will be used. The purpose of this rule is to prevent older, faster players from dominating the game on defense. The spirit of this rule is to prevent plays, which are not "normal", or "reasonable" baseball plays. Examples: Shortstop or 1st baseman may not run down a runner at home plate. All balls must be thrown and not rolled. Encourage kids to throw for the out.

Lead runner must be stopped in order for play to stop unless umpire calls time.

The offensive team batting line-up will consist of every eligible team member that is available for that game. Players will bat in the same order throughout the game. If an eligible player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing coach should be notified in the event of a late arrival. Also, if a player leaves the game before its completion, everyone in the batting lineup will move up one position.

Pitching Machine will pitch to all batters. Machine will be set at 40 mph and 46ft for all games.

The speed at which the pitching machine delivers the ball shall be constant and unchanged throughout the game. You cannot adjust the machine during play (unless the umpire judges one is necessary). No adjustments to machine will be made until full inning is complete.

Batter gets 5 pitches or 3 swings to put the ball in play. After 3 swings or 5 pitches the batter is out. 5th pitch must be hittable deemed by the umpire. Exception: 5th pitch or 3rd swing is foul tipped the batter receives another pitch. No limit to foul offs.

Bat Throwing: Batter will get one warning. The next occurrence will result in automatic out. If a batter throws his bat deliberately, he is out with no warning! This is for teaching purposes only. We are teaching safety and these kids are not too young to learn.

Head First Sliding - No runner shall slide head first into any base. However, any player diving back or caught in a rundown to a bag is not to be considered a head first slide. Penalties – first occurrence runner is out – second occurrence during the same game the runner is removed from the game and restricted to the bench. This is an extreme safety issue so coaches please deter your players from sliding head first into any base.

Courtesy runners may be used for the catcher. Courtesy runner will be the player that made last out.

There will be no stealing bases. Players must remain on base until ball is hit.

Batting out of turn - if a player is caught batting out of turn, the child is not out. Have the proper batter bat and return to the proper order. HOWEVER, the coach will be given a warning for this and each time it happens again an OUT is given for the batter which is out of turn. Batting out of turn can only happen ONCE without penalty.

Only the head coach will be allowed to address the umpire.

A maximum of 2 coaches on defense in foul territory– one on each baseline beyond bases in line with outfielders.

Coaches responsibilities is to notify players of practice times and if they are cancelled. Coaches shall notify players concerning rain out or make up games. The Head coach is responsible for the conduct of his assistant coaches and players. There will be no shaking of the fences, talking to the opposing players, using foul languages or other unsportsmanlike conduct of any kind by the coaches or players. No coach shall attend any practices or game after having indulged in the use of drugs or alcoholic beverages. Please remember, as coaches to always set a good example for our children.

Coach's/ Player ejections – any coach or player being ejected from a game, FOR ANY REASON, will automatically sit out their teams next game that is actually played if they are ejected again during the season they will sit out the teams next 2 games. The third offense will result in the termination of the coach or player for the remainder of the season.

Trophies - will be presented to the first place team in each league for regular season at the first game played in Post-season Tournament. Medallions will be presented to first and second place teams in the Pre-season Tournament. Trophies will be presented to the first place team in Post-season tournament and medallions will be presented to the second place team.

Protests - Whenever a coach wishes to protest games because of rules interpretations, the protest will only be recognized if the head umpire is notified at the time of the suspected violation and before the next pitch is thrown. The coach must turning a written protest to the league president within 48 hours (workdays) and it must be accompanied by a \$40.00 fee which will be given back if the protest is upheld. Each protest will be considered and ruled on by a committee formed by the league president.

All-Stars – AFG League will have one 7 yr. old team and one 8 yr. old team.