

Rookie League Rules

- 11 out on defense max, 6 infielders including mandatory catcher with coach's assistance and 4 outfielders.
- Base paths distance 60 ft.
- Coach may pitch to the child however she/he feels will be useful for that batter. (including a Tee stand) Maximum 5 pitches to a batter before mandatory Tee use.
- End of half Inning: When a team scores 5 runs or after 3-outs the half inning is over.
- Either Rawlings t-ball or Easton incredi-ball no real baseballs.
- Coaches please make an effort to keep defensive players off base paths for safety.
- No stealing or lead offs.
- One base per play by the runner.
- Focus on player development and **HAVE FUN!!**

Rules to Govern Recreation Baseball in the Annapolis Valley Region Preface

The purpose of Recreational Baseball Leagues in the Annapolis Valley is to provide an opportunity for youth who want to play baseball an opportunity to do so in an organized and recreational environment.

It is strictly developmental with a spirit of being competitive in a non-confrontational way. Please make sure coaches let each other know about cancellations.

Leagues – When enough teams warrant, we will offer recreational leagues at the following levels: 8U, 11U, 13U, 15U and 18U

Schedules - Recreational Leagues will run from mid-June until the end of August. There will be a 10-game schedule at the 8U and 11U levels and a 20-game schedule at the 13U, 15U and 18U age levels.

Eligibility – Players play at a certain level according to age. Girls may play a year older at each division. Age is determined by the calendar year. Each team may carry up to 2 over-agers, meaning an additional year beyond the age requirements. Over-agers are not eligible to pitch or catch on a team. Also, please note that if a Recreational team registers to play at B, they must use their normal roster and cannot establish an “all star” team.

Field Configuration -

	11U	13U	15U
a) Distance between bases (ft)	60	70	80
b) b) Pitching distance (ft)	44	48	54
c) c) Batter’s box (ft)	6 x 3	6 x 4	6 x 4
d) d) Height of pitcher’s mound (in)	6	6	6
e)			
f) BAT RULE: 15U Level: 2-5/8 inches maximum diameter barrel will be allowed.			
g) Wooden bats are mandatory for 15U level and up.			

13U Level: The bat shall not be more than thirty-two (32) inches in length, nor more than 2-3/4 inches in diameter at its thickest part. Bats may be taped to a distance not exceeding sixteen (16) inches from the handle. Bats cannot exceed -10.

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PITCH COUNT

Level	Daily Pitches No rest	Daily Pitches 1 day rest	Daily Pitches 2 days rest	Daily Pitches 3 days rest	Daily Pitches 4 days rest	Daily/ Max.
11U	3 innings per game	5 innings per day	7 innings per weekend			
13U	1-30	31-45	46-60	61-75	76-85	85
15U	1-35	36-50	51-65	66-80	81-95	95
18U	1-40	41-55	56-70	71-85	86-105	105

A pitcher cannot pitch in 3 consecutive days UNLESS a pitcher's first 2 days combined does not exceed:

13U- 30 Pitches

15U – 35 Pitches

18U– 40 Pitches

When a pitcher reaches his daily pitch maximum, he can finish the batter.

Umpires: It is recommended that at the 13U level and above there are two umpires assigned to each game. (1 experienced and 1 seeking experience).

Jamborees: The host of a Jamboree at any level must be able to accommodate the participation of all regular league teams if they desire to play. All jamborees will be on a participating team cost-share basis. Associations must adhere to host deadlines for registration in order to allow proper planning.

Other rules:

- Teams cannot score more than 5 runs in an inning with the exception of the last inning being an open inning.
- Stealing: There is no stealing bases at the 8U level. At the 11U level, a player can steal second or third base once the pitched ball crosses the plate. A runner on 3rd base cannot score on a pass ball or wild pitch. A runner on 3rd base cannot advance home as a result of any interaction between the pitcher and the catcher. In all cases where the pitcher pitches the ball to the catcher and there is a pass ball or the catcher throws the ball back to the pitcher, regardless of the results of that throw, No advancement shall be permitted from 3rd.
- Stealing at 13U and 15U levels: A player may steal a base at any time according to baseball rules.
- A team may sub players into positions at will, except at pitching. Once a pitcher pitches in a game, they cannot return to pitching.
- A player can catch and then pitch. However, once a player pitches, they cannot catch anymore that day.
- All players bat during the game. It is not a 9-player sub-in format

Modified 11U Rules

- Games are to go no more than 1 ½ hours or 4 innings. Ex - start at 6pm end around the 7:30 mark.
- *If coaches of both teams and umpire feels more time will help for development of the players that evening ALL need to be in agreement for a possible extra inning or extra time.
- Valley Pitch Count Rules 3 innings per game 5 innings per day 7 innings per weekend