Special Playing Rules for Listowel Rookie House League for Listowel Minor Baseball adapted from WOBA Appendix 5

Special Playing rules are those rules that govern conduct on the field of play, and for which the umpire is expected to be accountable.

- 1. An Incrediball is to be used for Rookie House League play.
- 2. Initially in Rookie House League every batter puts the ball in play. After 5 strikes the player will hit off a tee until June 30th, at which time, unless otherwise agreed upon by all coaches, the tee will no longer be used and after 5 pitches, not including foul balls, a new batter will take the plate. (In the case where a batter who is known to be capable of hitting a pitch delivered by the pitching machine appears to be **intentionally** gaining 5 strikes in order to bat from the tee, his/her coach may use his or her discretion to call a timeout in order to remind / motivate the player to attempt to make contact with all pitches.
- 3. All players on the bench may play in the field.
- 4. An inning will be a maximum of 7 runs or 3 outs.
- 5. When a batted ball is hit to an infielder the runner may only advance a maximum of one base. This includes overthrows to any base, the pitcher or force outs on the bases.
- 6. When a batted ball is hit to the outfield, runners may advance as many bases as possible until the ball is returned to the infield. If they are more than halfway they may advance with the risk of being thrown out. If they are not halfway they must return to the base they just passed without the risk of being thrown out.
- 7. The coach on the field, feeding the pitching machine, must wear a helmet. This can be a batting helmet or a bump cap.
- 8. The coach running the pitching machine must remain in the circle and not interfere with the play in any way.

Item	Rookie Rule
Game Innings	6
No New Inning Starts After	1.5 hours
Lead-Offs	Upon Contact by Batter
Max Runs an Inning	7
All Players must bat	Yes
Strikes	5 strikes then bat from tee until approx. June 30th