

# NM District 5

## 2019 Rookie Interleague Rules

These rules are meant to be a supplement to the 2019 District 5 Interleague rules. Coach pitch will also be used if there is an end of season tournament. The following are some reasons behind this change:

### GAME RULES

1. Only 1 manager and not more than three coaches shall occupy the bench or dugout during the game. This includes the person pitching to the players.
2. The person feeding the ball is not allowed to coach the players in any way.
3. All approved coaches and managers must have a valid background check from their home league.
4. The offensive team shall station two base coaches on the field during its time at bat.

### RUNS PER INNING/TIME LIMITS

1. There is a 5 run limit per inning. There will be no run limit in the last regulation inning (6<sup>th</sup> inning) or later. There will be a 2 hour time limit on all games.

### ADDITIONAL RULES

1. The pitcher (parent or coach), should sit on a bucket, behind a screen, (see build your own L screen on the D5 site) and pitch to the players from 7-8 strides from home plate. (approx. 25-30 Ft). Softball can stand up behind the screen and pitch underhand to the players. The L screen **may not** be a regular sized L Screen. It should be no taller than 60" and no wider than 48"
2. The batter will be declared out on a called third strike.
3. In the umpire's judgment, a no pitch may be called for a pitched ball that is clearly out of the strike zone.
4. A batter may only receive 5 pitches, delivered by the pitcher (coach or parent) unless the 5th ball is fouled off. If it is fouled off, they will get another ball until it is either put in play or the batter strikes out.
5. A batter hit by a pitched ball is **not** awarded 1<sup>st</sup> base. The ball is dead, and all runners must return to their bases.
6. The L screen is considered in play and part of the field; batted balls that strike the net are considered fair balls and in play.

7. A pitcher will be used as a fielder position; the pitcher must stand within the pitching circle until the ball crosses home plate or is hit by the batter. The circle is defined as within 5' of the screen. (10Ft. diameter) A player may not be placed in front of the screen at any time with the exception of the catcher. The pitcher will be placed on the first base side.
8. A base runner may only advance 1 extra base, at their own risk, on an overthrow while attempting an out.
9. Players must be placed at their respective positions. (I.e. the 2<sup>nd</sup> baseman must be near 2<sup>nd</sup>, 1B must be near first base, etc.)
10. Outfielders must be reasonably placed in the outfield. This is usually, at a minimum, in the outfield grass.
11. The ten (10) run rule applies. Rule (4.10) will be followed.