

# Tri-West Little League - Rookie Division Rules

## Overview

The TWLL Rookie baseball division is for boys and girl's ages 7 to 8 years old (do not turn 9 until after April 30<sup>th</sup>). The objective of this division is to continue developing skills learned in Pee Wee and to introduce competition, while still putting an emphasis on making it fun for the kids. The players will learn about the rules and strategies of baseball. The score will be kept in all regular season games and each team's win/loss record at the end of the regular season will be used to determine the seeding for the post-season, double-elimination tournament. If necessary, the tie breakers used for seeding the teams will be: 1. Head to head result of the two teams who are tied; 2. Runs given up per inning. Players will be pitched to by a coach from a distance of 40 feet and the field will be set up with 60 foot base paths. The baseballs used in Rookie will be Official Little League baseballs.

## A. Alternate Player Pool

1. The alternate player pool will be compiled by the Player Agent, with the help of the Division Director and the Managers, prior to the first game of the season. All players who are interested in having the opportunity to be called upon to be a fill-in player when another team is short-handed are eligible to be in the alternate player pool. This list will be managed by the Player Agent and only the Player Agent can contact the alternate players, when needed.
2. It is very important that if a player knows in advance that he/she will not be at a game that he/she lets their manager know as soon as possible. At that time, the manager may contact the Player Agent and a random player from the alternate player pool will be assigned to fill in the vacant position. An alternate player can only be used to bring a team up to a total of 10 players.
3. The minimum number of players to start and finish a game is 8. If a team has less than 8 players, including any alternate players that have been added to the lineup, the team will have to forfeit the game. A team with fewer than 10 players must slot an out in their batting order for every player they are missing until the team reaches 10 positions in the batting order. The outs can be slotted anywhere in the lineup, but have to be designated before the start of the game. Example: If a team has 8 players, then 2 outs will be slotted into those vacant spots in the lineup by the manager.
4. If an alternate player is used, they must be placed at the end of the batting order and may not play the positions of 1<sup>st</sup> base or pitcher's helper.
5. Alternate players should wear their original team's uniform.

## B. Park Rules

1. Home Team
  - a. The home team will be in the 3<sup>rd</sup> base dugout.
  - b. The home team will be responsible for providing the home plate umpire and a concession stand worker and getting the field lined and ready for play.
  - c. After the game, the home team is responsible for raking and field maintenance as well as making sure bathrooms are cleaned up and locked.
2. Visiting Team
  - a. The visiting team will be in the 1<sup>st</sup> base dugout.
  - b. The visiting team will be responsible for providing the base umpire.

- c. After the game, the visiting team is responsible for emptying the garbage cans into the dumpster located between the parking lot and south diamond.
3. Coaches and parents need to make sure kids are not playing in the bathrooms.
4. Team Parents need to check on the bathrooms throughout the games.
5. Each team is responsible for cleaning out their dugout after each game.

### **C. General Rules**

1. No judgment calls by an umpire may be protested or argued. Umpires have the final say.
2. Rules interpretations may be discussed as soon as the dispute arises. The umpire and Director of the Rookie Division, if available, will resolve the dispute before play resumes. All decisions are final.
3. Managers are responsible for the behavior of their coaches and players. No arguing or poor sportsmanship from managers, coaches, or players will be tolerated. Any one of these persons violating this rule will result in the ejection of that individual. An ejected person must leave the vicinity of the park before play will resume.
4. A complete game will consist of 6 innings (5.5 innings if the home team is ahead), except in the case of inclement weather or the time limit being met. In the event of inclement weather or the time limit being met, 4 completed innings (3.5 innings if the home team is ahead) will be considered a full game. The time limit is 2 hours for all games. If there is a rain delay, that will not count towards the time limit. The final inning must be started before the 2 hour mark. Whether to call a game for darkness is at the discretion of both managers.
5. Teams will bat until they make 3 outs or score a maximum of 5 runs in an inning, whichever comes first. If a team makes 3 outs or reaches the 5 run limit in an inning, the next batter in the lineup will be the leadoff batter in the following inning. In the 6<sup>th</sup> and any extra inning, teams will bat until they make 3 outs, bat through the lineup once, or win the game (home team), whichever comes first. In the event one team has fewer players than the other, in the 6<sup>th</sup> and any extra inning, they will bat the same number of players (in batting order) as the team with more players if 3 outs have not been made or if they are the home team and have not won the game yet. If the game must continue an extra inning, the next batter in the lineup will be the leadoff batter, which applies to both teams.
6. Players will not be allowed to participate in a game if they are wearing a hard or soft cast or any other items (e.g. jewelry) that are deemed to be unsafe.

### **D. Game Rules**

1. Play should be stopped by the umpires only when in the umpire's judgment the lead runner has been stopped by the fielders. Base runners will either advance to the next base or return to the previous base dependent upon the umpire's decision whether or not the runner made it past the halfway hash mark located half way between each base at the moment time was called by the umpire.
2. In the judgment of the umpires, if a player is seriously injured, he/she may stop play immediately and call a dead ball. Any base runners will either advance to the next base or return to the previous base dependent upon the umpire's decision whether or not the runner made it past the halfway hash mark located half way between each base at the moment time was called by the umpire.
3. Free substitutions are allowed on defense before an inning begins. The only way a substitution can be made in the middle of an inning is if there is an injury. A player is allowed to re-enter the game at any position after sitting out. The batting order is set before the start of the game and is not affected by defensive substitutions.

4. On a team with 12 or fewer players, all players must sit out 1 complete inning on defense before a player sits out for an additional inning.
5. In the case of a tie, there will be additional innings played until a winner is decided. The rules in the extra innings will be the same as the rules in the 6<sup>th</sup> inning, as described above in rule C. 5.
6. There will be no completely replayed games. If a game has to be stopped, the game will resume where it was stopped, including the time limit.
7. The dropped ball on third strike rule does not apply.
8. The infield fly rule does not apply.

#### **E. Pitching Rules**

1. The coach/pitcher must pitch overhand to all players from the pitching rubber that is located 40 feet from the tip of home plate. When the ball is released, 1 foot of the coach/pitcher should be touching the rubber.
2. The coach/pitcher must leave the field of play after the ball is hit into play. The coach should try to pick up the bat and stay off the field (in foul territory) until the play is called dead by the umpire.
3. The coach/pitcher should make every attempt to avoid the batted ball and to not impede the play of the defense. A deliberate attempt by the coach/pitcher to interfere with the ball or the play will result in an out.

#### **F. Hitting Rules**

1. Each team will bat all active players.
2. No player shall hold or swing a bat unless he/she is at bat. The “on deck” batter is not allowed to pick up a bat until leaving the dugout to take a turn at bat. This is a safety rule that must be strictly enforced.
3. Each batter will receive a maximum of 7 pitches or 3 strikes in order to put the ball into play. If the 7<sup>th</sup> pitch or any subsequent pitch is fouled, the batter gets an additional pitch. There are no walks.
4. If the catcher catches a tipped ball on what would have been the 3<sup>rd</sup> strike, the batter will not be called out. In the event this is the 7<sup>th</sup> pitch of the at bat, the tipped ball that is caught will be treated as a foul ball and the rule in #3 above applies for an additional pitch.
5. If in the umpire’s judgment a bat was thrown, the batter is out.
6. If the batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
7. No bunting allowed. If an intentional bunt occurs, regardless if the bunted ball is fair or foul, the batter is out and the ball is dead.
8. No fake bunt and swings allowed. This is defined as “showing bunt” to draw the infield in and then taking a full swing at the pitched ball. If this occurs, the batter is automatically called out and the ball is dead, regardless if the ball is hit or not.

#### **G. Base Running Rules**

1. Base runners must make every effort to run through the orange portion of the safety base at first base on a play in the infield. If in the judgment of the umpires the base runner

deliberately runs through the white base to interfere with the fielder, the runner will be called out.

2. Lead offs are not allowed.
3. Base runners leaving the base before the ball has been hit will automatically be called out.
4. Base runners must not leave the base line to avoid a tag or they will be called out.
5. If a fielder is making a play on the ball and is in the base path, the base runner may not run into the fielder or he/she will be called out.
6. A base runner is out when he/she does not slide when an infielder has the ball and is making a force play or waiting to make a tag. If a player does not slide into a base to avoid contact, then he/she will be called out. Headfirst slides are not permitted. Any headfirst slides will result in the player being called out.
7. Offensive base coaches may not touch runners while the ball is in play. If the base coach touches a runner while the ball is in play, the runner will be called out.
8. In the event of an overthrown ball that goes out of play, base runners may only advance 1 base.

#### **H. Fielding Rules**

1. Each team will use 10 defensive players consisting of: 1 pitcher's helper, 1 catcher, 4 infielders, and 4 outfielders. The pitcher's helper must play the position of "pitcher" and stay within the designated circle until the ball is hit. The pitcher's helper must wear a chest guard on the outside of their shirt and a batting helmet with a face guard. All 4 outfielders must be positioned in the outfield grass when the ball is put in play.
2. The defensive team may have only 1 coach on the field of play and this coach must be positioned in the grass part of the outfield and remain there unless time is called.
3. Fielders making an out at 1<sup>st</sup> base must use the white portion of the safety base for a force out. If the fielder touches the orange portion of the base only, the runner will be ruled safe.
4. Infield players cannot play past the dirt of the infield. There will be no changing infielders or outfielders throughout the inning for different types of hitters to put the stronger players in key positions.
5. All players playing in the outfield who are attempting to make a force out must make a throw from the outfield grass. Outfielders are not permitted to tag a base runner, make an unassisted putout at a base (touching the base while possessing the ball), or make an assist from the infield.

Division Director: Jud Canada

Last Approved: February 16, 2011