

Tri-West Little League – Rookie Division Rules 2018 Regular Season

Overview

The TWLL Rookie baseball division is for boys and girl's ages 7 to 8 years old (born between September 1, 2009 – August 31, 2013). 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 players. 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 and then 2. runs scored throughout the season. Players will be pitched to by a pitching machine at a distance of 30 feet. The field will be set up with 60 foot base paths. The baseballs used in the Rookie Division will be Official Little League baseballs.

Alternate Player Pool

1. The alternate player pool will be compiled by the Player Agent, with the help of the league President, prior to the first game of the season.
 - a. 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.
 - b. This list will be managed by the Player Agent during the regular season and tournament play, 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 to let their head coach know as soon as possible.
 - a. At that time, the head coach may contact the Player Agent and a player from the alternate player pool will be assigned to fill in the vacant position.
 - b. An alternate player can only be used to bring a team up to a total of ten (10) players and only if the opposing team has ten (10) or more players.
3. If both teams are missing a player, the game should be played nine (9) players vs. nine (9) players and the alternate player pool should not be used.
4. If a team chooses to not use the alternate player pool to match the number of players of the opposing team, the game can be played; however, there will be no sitting of players of the team with more players to equal the other team's number of fielders.
 - a. For example, a game is being played between a team of nine (9) players and a team of ten (10) players. The team of ten (10) players will bat all players and also be allowed to play all ten (10) players in the field.
5. The minimum number of players to start and finish a game is eight (8). If a team has less than eight (8) players, including any alternate players that have been added to the lineup, the team will have to forfeit the game.
 - a. A team with fewer than nine (9) players must slot an out in their batting order for every player they are missing until the team reaches nine (9) positions in the batting order.
 - b. The outs can be slotted anywhere in the lineup, but have to be designated before the start of the game.

- c. If a team has eight (8) players, then one (1) out will be slotted into the vacant spot in the lineup by the manager.
6. If an alternate player is used, they must be placed at the end of the batting order and may not play the positions of 1st base, pitcher's helper, or short stop.
7. Alternate players should wear their original team's uniform.

Park Rules

Home Team

1. The home team will be in the 3rd base dugout.
2. The home team will be responsible for getting the field raked and lined prior to play, running the scoreboard, and keeping a score book
3. After the game, the home team is responsible for raking and field maintenance.

Visiting Team

4. The visiting team will be in the 1st base dugout.
5. The visiting team will be responsible for keeping a score book
6. After the game, the visiting team is responsible for emptying the garbage cans into the dumpster located in the southeast corner of parking lot.
7. Each team is responsible for cleaning out their dugout after each game.

General Rules

1. *Little League rules will be used for any rules that are not specified below.*
2. No judgment calls by an umpire may be protested or argued. **Umpires have the final say.**
3. Rules interpretations may be discussed as soon as the dispute arises. The umpire and league official, if available, will resolve the dispute before play resumes. All decisions are final.
4. 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 persons violating this rule will result in ejection. An ejected person must leave the vicinity of the park before play will resume, per conduct code.
5. A complete game will consist of six (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, four (4) completed innings (3.5 innings if the home team is ahead) will be considered a full game.
 - The time limit is two (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 one hour and forty-five minute mark.
 - If a game should be called for darkness is at the discretion of both managers.
6. Teams will bat until they make three (3) outs or score a maximum of five (5) runs in an inning, whichever comes first.
 - a. If a team makes three (3) outs or reaches the five (5) run limit in an inning, the next batter in the lineup will be the leadoff batter in the following inning.
 - b. In the 6th and any extra inning, teams will bat until they make three (3) outs.
 - i. Each team may score as many runs in the 6th or extra innings before the third out is made.
 - ii. If the game must continue an extra inning, the next batter in the lineup will be the leadoff batter, which applies to both teams.

7. 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.

Game Rules

1. When the ball is hit in the infield, play will be stopped by the umpires by yelling "TIME" only when in the umpire's judgment that the lead base runner's forward progress has been stopped by the defense.
2. When the ball is hit into the outfield the ball must be thrown in and once the infielder has total control, the umpire will yell "TIME" unless the outfield is trying to make an out at one of the bases.
 - a. 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 base runner made it past the halfway hash mark located half way between each base at the moment time was called by the umpire.
3. In the judgment of the umpires, if a player is seriously injured the umpires may stop play immediately and call a dead ball.
 - a. 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 base runner made it past the halfway hash mark located half way between each base at the moment "TIME" was called by the umpire.
4. Free substitutions are allowed on defense before an inning begins.
 - a. The only way a substitution can be made in the middle of an inning is if there is an injury.
 - b. A player is allowed to re-enter the game at any position after sitting out an inning.
 - c. The batting order is set before the start of the game and is not affected by defensive substitutions.
5. On a team with 12 or fewer players, all players must sit out one (1) complete inning on defense before a player sits out for an additional inning.
6. In the case of a tie, additional innings will be played up to the two hour time limit. No additional innings shall be started past one hour and forty-five minute mark.
 - a. With the final inning complete, if the score is still tied, the game will end in a tie.
7. 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.
8. The dropped ball on third strike rule does not apply.
9. The infield fly rule does not apply.

Pitching Rules

1. The ball must be released in an "overhand motion" to all players from 32 feet from the tip of home plate. When the ball is released, the pitching machine shall be stationary at 32 feet.
2. Only one of the two pre-determined pitch settings shall be utilized.
 - a. 3 – 3 – 3
 - b. 3 – 3 – 4
3. The coach/pitcher must leave the field of play after the ball is hit into play.
 - a. 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.
4. The coach/pitcher should make every attempt to avoid the batted ball and to not impede the play of the defense.

- a. A deliberate attempt by the coach/pitcher to interfere with the ball or the play will result in an out.
- 5. If when the ball is released from the pitching machine and it fails to reach the plate or is a sky ball, the game will be paused and the machine will be adjusted.
 - a. Sky ball / short ball
 - i. Sky ball is defined as a ball higher than three (3) feet above the batter's head.
 - 1. If the batter swings and the ball is greater than three (3) feet, then the swing is not counted against the batter.
 - 2. If the batter swings and the ball is less than three (3) feet, then the swing counts.
 - ii. Short ball is defined as a ball that falls greater than three (3) feet in front of the plate.
 - 1. If the batter swings and the ball is greater than three (3) feet from the front of the plate, the swing is not counted against the batter.
 - 2. If the batter swings and the ball is less than three (3) feet in front of the plate, then the swing counts.
 - b. At a minimum, two practice pitches will be thrown before continuing the game to ensure that the machine has been adjusted.
 - c. Because of the interruption, the pitch count will be reset to what it was prior to the failed attempt pitched ball.
- 6. The pitching machine will be checked between innings to ensure consistency; however, the flow of the game will not be compromised.

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.
 - a. 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.
2. Each batter will receive a maximum of seven (7) pitches in order to put the ball into play.
 - a. If three (3) strikes occur prior to the seven (7) pitches, then the batter is out.
 - b. If the 7th pitch or any subsequent pitch is fouled, the batter gets an additional pitch.
 - c. There are no walks.
3. If the catcher catches a tipped ball on what would have been the 3rd strike, the batter will be called out.
 - a. In the event that the tipped ball is the 7th pitch, the tipped ball that is caught will be treated as a foul ball.
 - b. The batter will get an additional pitch.
4. If in the umpire's judgment a bat was thrown, the batter should be given a warning. If the bat is thrown on any subsequent at-bats, the batter is out.
5. If the batter hits the pitch and the ball hits the coach/pitcher/pitching machine, the play will be called dead and the pitch will not count.
 - a. 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.
 - b. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
6. No bunting is allowed. If an intentional bunt occurs, regardless if the bunted ball is fair or foul, the batter is out and the ball is dead.

7. No fake bunts or swings allowed.
 - a. This is defined as “showing bunt” to draw the infield in and then taking a full swing at the pitched ball.
 - b. If this occurs, the batter is automatically called out and the ball is dead, regardless if the ball is hit or not.
8. All bats being used must be stamped with USA bat logo to be in compliance Little League International rules.

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 umpire 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 path to avoid a tag or they will be called out.
 - a. The halfway mark will measure six (6) feet and indicate the base path.
 - b. If the runner runs outside the hash mark, he/she is considered outside the base path and 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.
 - a. If a player does not slide into a base to avoid contact, then he/she will be called out.
 - b. Headfirst slides are not permitted, and 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.
9. Base runners that are running through 1st base on infield hits may only advance to 2nd base on an overthrown ball at 1st base. ***Base runners attempting to advance can still be thrown out on the overthrown ball.***
10. In the event of an overthrown ball that goes out of play, base runners may only advance one base.

Fielding Rules

1. Each team will use ten (10) defensive players consisting of:
 - a. One pitcher's helper
 - i. The pitcher's helper must play the position of “pitcher” and stay within the designated circle until the ball is hit.
 - ii. The pitcher's helper must wear a chest guard and a batting helmet with a face guard.
 - b. One catcher – must wear the appropriate protective equipment provided by TWLL or something of the like.
 - c. Four infielders
 - i. Should include: 1st base, 2nd base, short-stop, and 3rd base.
 - ii. Players shall be positioned in the dirt of the infield.

- iii. Fielders may shift laterally as long as it is within the rules previously stated.
 - d. Four outfielders
 - i. Should include: two players on the left side of the field and two players on the right side of the field
 - ii. The players should be positioned in the grass of the outfield.
 - iii. Fielders may shift laterally as long as it is within the rules previously stated.
- 2. The defensive team may have only one (1) coach on the field of play.
 - a. This coach must be positioned in the grass part of the outfield.
 - b. This coach can only move into the field of play once "TIME" is called.
- 3. Fielders making an out at 1st 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.
 - a. 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. The catcher is the only player allowed to cover home plate to receive a throw from another fielder.
 - a. If another fielder covers home plate, the base runner will be ruled safe.
 - b. If a player backs up the catcher and receives a passed ball, the player may then make a play at the plate.
- 6. Every player on your team must play at least two (2) innings in the infield in every game of the regular season. In the tournament, not every player is required to play at least two (2) innings in the infield.