



West Seattle Little League Rookie Manager Information

Rookie local playing guidelines

Umpires

- Home team will provide an umpire for game.
- The umpire shall call balls and strikes from a position near the pitcher, not behind home plate. No protective umpire gear is required.
- An umpire indicator to record strikes and balls will be furnished to the Manager of each team.

Scorekeeping and Standings

- The designated home team will assign a parent volunteer to be the game scorekeeper. Scorekeeper will track pitch counts and runs scored.
- Individual games will be scored and a winner/loser known. No standings will be kept. An end of season tourney may be held, seeding will be by random draw.

Pitching

- Pitching – distance is less than minors at 38' and hard baseballs will be used.
 - Pitch count limits as defined by LLI and days-rest requirements are in effect for AA/Rookies.
 - Player pitcher gets 4 pitches/Offensive coach gets 3. 7 pitch maximum.
 - If coach throws a 7th pitch and batter does not swing, or swings and does not make contact, the batter is out.
 - Players playing pitcher must field the position to the side or rear of the coach pitcher never in front. The pitcher must stay in that position without moving until the ball is released and crosses the plate.
- Coach's pitches count towards strike outs.
 - Player pitcher's count carries over to when coach starts pitching
 - If coach throws a 3rd strike, ump calls strike, batter is out unless it is a foul ball
- The offensive team's "coach-pitching" is not allowed to coach/instruct the batter (adjusting stance or positioning, etc) or the runners. This is in an effort to keep up the pace of play.
- Coach will pitch from the 38' distance. Coach may kneel or stand.
- No walks.
- Observe Minor pitch count rules in Little League rule book.
 - 7 and 8 year olds may only throw a maximum of 50 pitches per day. If the pitcher reaches the 50 pitch count in the middle of an at-bat, they may finish pitching to that batter and it will be recorded as having pitched only 50 pitches.
 - Mandatory days of rest for pitchers are defined by Little League and will be followed.
- Kid pitches no more than 2 innings per game. Next game; no pitching, (this will allow all players a chance to pitch). Managers are on the honor system. NO policing.
- Every Player can pitch, unless that player / parents do not want him/her to pitch. All players should be allowed to receive at least 3 opportunities to pitch in a season.

- League age 9 players in the Rookie division will be limited to either 35 pitches or 3 consecutive defensive outs, whichever occurs first, per game.

Other AA/Rookie Playing Rules:

- No dropped 3rd strike is allowed.
- No excessive taking bases. After any infielder has control of ball (on coaches honor/and umpire call) the play ends/dead ball. If runner is over ½ way to a base, they get that base. If not, the runner shall go back to the prior base. The umpire shall make the final call.
- Only 1 base on an overthrow.
- Player is not limited to number of bases they can take before ball is controlled by an infielder, who is in the infield, and time is called by the umpire.
- No lead off or stealing of any base is allowed.
- All teams must have a 1st base and 3rd base coach; no other coaches are allowed on field except for the batting team's coach-pitcher, and he/she only when pitching.
- The offensive coach-pitcher must stay off the field while it's player-pitch. Pitching coach must run off field if ball pitched is put in play by the batter. Coach will be allowed back on the field when the ball is controlled by the infield and umpire allows next batter up. Any ball that hits a coach in play, the ball will be considered live just as if it hit an umpire.
- 5 run max per inning, or 1 time through the batting line-up whichever is achieved first.
- Ten (10) run mercy rule after 4.5 or 5 innings.
- A continuous batting order will be used following rule 4.04 of the Little League rule book.
- 3 outs/switch sides. Strikeouts are outs. If the 7th pitch (or more) is a foul tip, batter will get 1 additional pitch. If batter does not swing or swings and misses they are out.
- Defensive positioning: no more than 2 innings at same position.
- Only 9 players on defense, players will be rotated and players are only allowed to sit out one inning to ensure rotation and playing time. All players will have to sit the bench at least once every two games.
- Sliding is allowed for safety to avoid collisions. Runners who fail to slide and collide with a player "may" be called out by at the umpire's discretion.
- No infield pre game warm up, only in the outfield.
- No bunting
- Home team will be determined by league schedule. Home team uses 3rd base dugout, Visitor uses 1st base dugout.
- No new inning can start after 1.5 hours unless there are no other teams following your game. Managers will decide if the game shall continue for one additional inning. If one Manager wants to continue and the other does not then the game will be over.
- Tie games: if the score is tied and Managers agree then one additional inning can be played if no other team is following your game. If the score remains tied after that inning, game is considered a tie.
- On defense, managers may substitute players at any time.
- On offense, managers cannot pinch run players or change the batting line up.
- Per Rule 4.04 Note 2: When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batter order and the game continues.