

ROOKIE DIVISION SPECIFIC RULES

Updated: March 2018

The Current Little League Rule Book will govern all play not specified below.

The following table is provided for quick reference in understanding this level of play:

Player Ages	Player Selection	Game Length	Batting Order	Run Limits	Standings	Championship	Player Affiliation
5-7	Lottery	6 innings – 75 minutes - No new inning may start after 60 minutes	Continuous	3 runs per inning or one at bat per player, per inning	No	No Post Season	Teams re-form each year

PLAYER PARTICIPATION

- 1) Each player must play at least every other full defensive inning per game.
- 2) A maximum of 10 defensive players are permitted in the field.
- 3) If 10 players are used, the defensive team must use 4 outfielders.
- 4) No player may play the same position for more than 2 innings per game.
- 5) Each player is required to play a minimum of one inning in the infield and one inning in the outfield per game.
- 6) Every player **MUST** play pitcher at least 3 innings (or 9 consecutive batters twice) during the course of the season.
- 7) Late arrivals, permitted to enter the game by the manager, will be placed at the end of the original team batting order.
- 8) If a player is being pulled off the bench, the player cannot be placed back on the bench until that respective player plays three (3) consecutive outs.

BASE RUNNING

- 1) Base runners are not permitted to lead off from any base prior to a pitch crossing home plate.
- 2) No stealing will be allowed at this level of play.
- 3) No player may advance from third to home unless the ball is batted. However, if an infielder attempts to make a play on any runner, thereby putting the ball back in play, any runner may advance only one base. An overthrow back to the pitcher within the area of the mound from the catcher or an infielder is **NOT** considered making a play on a runner; runners may **NOT** advance.
- 4) On an overthrow to any base, the runners can only advance one base. However, if a fielder attempts to make a play on any runner, that puts the ball back in play, and each runner can advance one additional base.
 - a. When a defensive player is returning the ball in the infield (not making a play on a runner) and the infielder doesn't catch the ball cleanly, it is **NOT** an overthrow.
- 5) Outfielders are not permitted to come in and make a play at a base. They are required to throw the ball to the infield player covering the base.
- 6) On a ball hit to the outfield (i.e. must be in the grass), base runners may advance until the outfield player makes an attempt to throw the ball. If the ball is hit to the infield, base runners will be allowed to advance a maximum of one (1) base.
- 7) Pinch runners are not allowed since the league uses a continuous batting order.
- 8) Only the head coach may call the player out (when an umpire is not present)- Base coaches may not call players out (however, may be used for their judgement if the head coach's view is obstructed.)

FIELDERS/PITCHER

- 1) The pitching machine will be used for the entire game – no coach will pitch.
- 2) The pitcher may not stand closer to home plate than the pitching machine, and must stand to either side of the machine. *The pitcher must wear a helmet.*
- 3) The pitching machine will be placed at a distance to provide a consistent strike that would be fair to both teams (approximately 40 feet from home plate – the landing area for a pitcher, in front of the mound.)
- 4) Pitching speed should be set between 35 – 40 mph; any slower and the ball will arc too much. The speed cannot be adjusted after the first pitch of the top of the inning. The speed can only be adjusted before the first pitch of the top of an inning and must be agreed upon by both managers. That speed will be used by both teams for the entire inning.
- 5) Anytime the ball hits the pitching machine, it is automatically ruled a dead ball and the runners advance one base.
- 6) If the batted ball hits the adult pitcher, the following applies:
 - a) If the ball stays in fair territory, the ball is in play,
 - b) If the ball goes into foul territory, the ball is dead and the batter is awarded first base, and all runners advance one (1) base.
- 7) Infielders may play no closer than three (3) feet in front of the baseline.
- 8) Outfielders must play at least 5 feet past the grass line (i.e. in the outfield)
- 9) Player pitchers **MUST** wear a helmet while playing their position.
- 10) The defensive team will equip a catcher each inning – a player can play the position of catcher a maximum of two innings per game.
- 11) A maximum of two adult coaches and/or volunteers are allowed on the field to assist the defensive team - one in the infield and one in the outfield.

THE BATTER

- 1) Every batter gets a maximum of 5 pitches (unless the batter fouls off the 5th pitch, then the batter gets another pitch until the batter either does the following; 1) hits the ball in play, 2) swings and misses, 3) takes the pitch). It is the home team's responsibility to keep track of pitch count.
- 2) If a batter swings and misses at three pitches before the pitch count reaches 5, a Tee will be used. The batter will have 3 swings to hit the ball into play. If after the third swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out.
- 3) If the batter has not swung and missed at three pitches or hit the ball in fair territory by the 5th pitch, three scenarios can occur:
 - a) The batter swings and hits the ball in fair territory, putting the ball in play;
 - b) The batter does not swing at the ball and uses the Tee for up to 3 swings to get the ball in play. If after the third swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out.
 - c) The batter tips the ball, which awards him/her an extra pitch at which point the three scenarios may be repeated.
- 4) The base coaches are allowed to coach the runner while the ball is in play. Offensive coaches are not allowed on the field in fair ball territory while the ball is live except for the machine operator.
- 5) An offensive inning will consist of the following:
 - a) The defensive teams makes 3 outs:
 - b) The offensive team scores 3 runs; or
 - c) The offensive team bats their entire lineup one time – whichever occurs first.
- 6) If the defensive team makes an out at any base, the base runner shall be removed from that base.
- 7) There is no on deck circle.

Forfeiture

Any forfeit must be approved by the CLLL Board. In the event that there are not enough players, it is the responsibility of the coaches to contact their respective Player Agents to ensure they have enough players to play.

10 RUN RULE

If after 4 innings, (three and one half if the home team is ahead,) one team has a lead of ten (10) runs or more, the manager of the team with the least runs must concede the victory to the opponent.

TIME LIMITS

Game ends 75 minutes from the scheduled start time of the game. For example, if a game is scheduled to start at 1:00 pm, the game will end at 2:15 pm (75 minutes from the scheduled start time).

BASEBALL BATS - Rule 1.10

Little League (Majors) and below: bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¹/₄) inches in diameter. Non-wood bats shall be *labeled* with a BPF (bat performance factor) of 1.15 or less.

***EXCEPTION:** For the Little League (Majors) and below, for regular season play and Tournament, composite bats are prohibited unless approved by Little League International. A list of approved and licensed composite bats can be found on the Little League website at www.littleleague.org.*

PRE- AND POST-GAME ACTIVITY

- 1) The home team will sit in the first base dugout.
- 2) The home team is responsible for putting out garbage cans with garbage bags.
- 3) The home team shall have use of the field first, one hour before scheduled start of the game. The visiting team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
- 4) The visiting team shall have use of the field 35 minutes prior to scheduled game time. The home team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
- 5) Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day. Practice time shall not exceed 25 minutes if it will delay the start of the game beyond the scheduled start time.
- 6) If adverse field conditions prohibit each team from getting 25 minutes pre-game practice, then the remaining time shall be divided equally between the two teams with the game starting at its regularly scheduled time.
- 7) The last 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
- 8) The home team is responsible for raking the field, repairing the pitching mound, and putting away the bases.
- 9) Both teams are responsible for cleaning up the trash in both dugouts and around the field including the spectator area.
- 10) The home team is responsible for emptying the garbage cans into the dumpster and putting away the garbage cans.
- 11) Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game.

TEAM RESPONSIBILITIES

- 1) Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the clean up has occurred. This includes putting garbage into dumpster and returning cans to storage shed.
- 2) The home team is responsible for providing the game balls. A minimum of two new balls must be provided at the start of each game, and any additional balls as needed.

CODE OF CONDUCT

CLLL is a recreational league that strives to create a safe and positive environment for all players, coaches and spectators. To that end we expect ALL participants to abide by the Codes of Conduct statement that were present and agreed to during registration.

Coaches, players, parents/guardians and spectators are:

1. Required to abide by an umpire or Adult Game Coordinator's or local administrative personnel's decisions; and
2. Prohibited from throwing equipment or any other forceful action in a display of protest or disgust; and
3. Prohibited from verbally abusing an umpire for any decision or judgment; and
4. Prohibited from verbally abusing a player, a coach, umpire or spectator; and
5. Prohibited from placing their hands upon, pushing, shoving or striking an umpire; or be guilty of physical attack as an aggressor upon any player, coach, umpire, spectator, local administrative personnel or school staff at any time.

Conduct of players, coaches or spectators that is detrimental and contrary to CLLL's Codes of Conduct can result in, but is not limited to, suspension from further participation for whatever period of time deemed reasonable and appropriate by the CLLL Board of Directors.

IMPROPER CONDUCT PENALTIES

The penalties for any confirmed case of abuse will be:

- 1st incident - 1 game suspension for a coach regardless of past history, coaching experience or program involvement. This suspension will be IN ADDITION to any suspension due to an ejection from a game.
- 2nd incident – 3 game suspension for a coach
- 3rd incident – a lifetime ban from coaching any CLLL team.

Additional actions, as seen fit by the CLLL Board of Directors may include: probation, suspension from practices, games or CLLL functions for the rest of the season; or expulsion from the League (without a refund). Managers and Coaches will be asked to provide the names of any parents who abuse umpires. Coaches who don't cooperate may face a 1 game suspension for refusing to cooperate.

PENALTIES FOR EJECTIONS

Any manager, coach or player ejected from a game by an umpire for unsportsmanlike conduct shall be suspended for a minimum of one (1) game, with the actual number of games being determined by the Board of Directors upon review of the incident. Players who are ejected are subject to Little League Rule 9.05(c).

If you have feedback on an umpire's performance, managers and coaches are encouraged to complete the feedback form found on the CLLL website. The Umpire-In-Chief can address individual umpires' needs for supervision, instruction and additional training.