

WOODSTOCK LITTLE LEAGUE

2010 Minor Rookie League Rules

Updated 3/16/10

Woodstock Little League follows rules established by Little League International. Please refer to the official Little League rulebook for clarification on rules. The rules listed below either supersede or clarify a Little League rule.

Scores & Standings:

Scores & Standings are **not** kept in the Rookie League. The Rookie League is an instructional league. The focus is to teach the players baseball skills, fundamentals, teamwork and sportsmanship.

Rain Outs:

Canceled games due to inclement weather will be called by 5:00 PM. If managers are not called by 5:00, or the cancellation is not listed on the website, teams are to report to the fields for play. If weather makes the game unsafe or unplayable, the game will be called after discussion between managers and the umpire. Any Little League official may call a game if they deem the weather or field is unsafe.

A complete game is 4 innings (3 ½) if the home team is ahead (rule 4.10). All rained out games will be made up with the date and time being determined by League V.P. Generally we will attempt to make up games the first Saturday or Sunday after the rain out. Do not try to schedule a makeup game by contacting the other manager and “working something out”.

If a game is suspended because of rain and at least 1 complete inning has been played, it will be re-started where it left off. If a game is called before 1 inning is complete, a new game will be played (rule 4.10).

Lightning Detections Systems (LDS) are installed at Merryman, Emricson and Bates Parks. The audible signals for the system are as follows:

LDS Signal	Required Action
15 second blast and flashing strobe light	Stop all activity. Participants and spectators must leave field and spectator areas. Shelter in automobiles is recommended.
Three 5 second short blasts, no strobe light	Activities may resume, evaluate field safety prior to play.

Visible Lightning:

If an LDS is not present or not reporting at your field of play, suspend activity immediately after lightning is spotted or thunder is heard. Play may resume after a 20 minute period has elapsed and no additional lightning has been observed. If additional lightning is sighted, 20 minutes must pass again without lightning seen

Players and managers may call the Woodstock Little League hotline at 815-333-5171 or visit the www.woodstocklittleleague.com website to see if weather related information is posted.

Pre-game Procedure:

It is recommended teams arrive at the fields 30 minutes prior to game time. Games will start promptly at their scheduled start time.

When a game is being played on the field prior to your game, there may not be time for pre-game drills and warm-ups on the field. If the field is available, the visiting team will have the infield for practice from 5:40 - 5:50 and the home team from 5:50 to 6:00 (for 6pm games).

Each team will provide the umpire with a new baseball to be used in that game. Those balls will be returned to the teams after the game is completed.

Players:

1. Ten defensive players will play the field. The tenth player may play short center or you may have 4 outfielders. Each player will play a minimum of 4 innings per game. No player shall sit out 2 innings before **every** player has sat out 1 inning. No player shall sit out consecutive innings.
2. Players must demonstrate in practice that they can play the positions of pitcher, catcher and first base before they are allowed to play these positions in a game. This is done for safety reasons.
3. Defensive substitutions are allowed any number of times per game as long as the ball is not in play (rule 4.04). A player may sit out an inning and then go back into the game. A player may play a position, exit the position and play it again any number of times. The only exception being pitcher. Once a player stops pitching they cannot pitch again in that game (regulation VI b).
4. Borrow Rule - Any team that is unable to field 9 players, or thinks that they cannot field 9 players, may borrow one player from any other team in the Minor Rookie League. The borrowed player will bat in the last position and must play the outfield. The borrowed player will rotate the same as all other players on the team. If a rostered player shows up after the line up has been established and given to the opposing team, the rostered player will bat after the borrowed player. The borrowed player will be allowed to continue to play in the game.
5. If a team is not able to field 9 players, they are not required to borrow a player as a team can start and finish with 8 players (regulation IIIa).
6. Pinch runners or Courtesy runners are not allowed (rule 3.04). Note 1: If a base runner is injured, they may be replaced by the batter who made the last out.

Batting:

1. Batting Order - Every player present on the roster will bat in succession. After the lineup is submitted and the game begins, the batting order shall remain the same. There is **no** pinch hitting. If a player arrives after the start of the game, that player will be placed at the end of the lineup (rule 4.04).
2. Batters per inning – each team will bat until they make 3 outs or 5 runs have scored (rule 2.00 inning). Once 5 runs have scored, the inning immediately stops.
3. There are to be no intentional walks to any batter at any time.
4. Bats (rule 1.10)
 - a. Non-wood bats must be stamped with a BPF rating of 1.15 or less.
 - b. Wood bats may be used.
 - c. Bat diameter shall not exceed 2 1/4 inches.
 - d. Bat length shall not exceed 33 inches.
 - e. Bats may read "Little League Tee Ball".
5. On Deck – there is no on deck in Little League (rule 1.08). The only exception is the first batter of an inning may be outside the dugout while the pitcher is warming up. Warm Up donuts are not allowed in Little League (rule 1.10).
6. The “infield fly” rule will be enforced (rules 2.00, 6.05 d, k).

Base Stealing:

1. Leadoffs – There are no leadoffs in Little League. Base runners must remain on the base until the ball reaches the batter (rule 7.13). Base runners cannot leave their base when the pitcher has the ball on the pitching mound. If a player is actively running the bases, a pitcher cannot stop their advancement by simply stepping on the mound.
2. Stealing – There is **no** base stealing in the Rookie League, and this includes passed balls that are thrown outside the baselines.
3. Advancing – Players are allowed to advance to the next base until the ball is controlled in the infield. A “controlled ball” is defined as any ball that has been caught or picked up by a player in the infield. Once the ball has been controlled in the infield, players may no longer advance to any base beyond the current base they were headed to. *(IE: If a ball hit into the outfield is thrown back into the infield while a player has passed a based, if the ball misses the cut-off, but remains in the infield, the runners may continue to advance to the next base. However, if that ball is then picked up (controlled) and thrown to a base to make a play, and is overthrown, the runners may not advance because the ball was under a players control.)*

Sliding:

1. A runner must slide to a base if the opposing team is making a play on him/her and there is a chance of contact with the defensive player (rule 7.08). A player will be called out and the ball ruled dead if he/she does not slide to avoid contact. This is a judgment call by the umpire.

2. Head first slides are not allowed, unless the runner is returning to a base (rule 7.08).

Coaching:

1. There must be at least one adult coach in the dugout during play (rule 4.05).
2. Defensive coaches are allowed on the field during play. In an effort to speed up game play, coaches are allowed to be positioned behind their own catcher to field pass balls. The purpose of the coaches on the field is to instruct the defensive players on proper positioning and technique. A coach may also be positioned behind the pitcher.
3. Players are not allowed to be base coaches in the Rookie League.
4. Only catchers wearing full catchers gear are allowed to warm up a pitcher. Coaches **cannot** warm up a pitcher (rule 3.09).

Equipment & Uniforms:

1. Players must supply their own glove to play the field.
2. No metal spikes are allowed (rule 1.11 h).
3. Catchers must wear a protective cup and must use a catcher's mitt (rule 1.12). They must also have a dangling throat protector (rule 1.17). It also is recommended that all players wear a protective cup for their own safety.
4. Hats must be worn straight, shirts must be tucked in and socks must match.
5. Player can use their own helmets as long as they are stamped "NOCSAE" approved. Helmets must be free of paint and stickers (rule 1.16).
6. Catchers may use their own catchers gear.

Pitching:

Pitchers 7 or 8 years old may not exceed 50 pitches per day. If a pitcher reaches the 50 pitch limit while facing a batter, they may finish pitching to that batter but once the batter is retired or reaches base, they must be replaced (regulation VI).

After a player pitches in a game they will require rest as defined by Little League. The following chart identifies how many "calendar" days of rest and games off are required based on the number of pitches thrown (regulation VI):

1 - 20 pitches	no rest is required
21 - 35 pitches	1 calendar day of rest
36 - 50 pitches	2 calendar days of rest

1. A "calendar" day starts at midnight and ends at midnight. If a pitcher throws 50 pitches on Saturday they will need 2 calendar days of rest. They will not be allowed to pitch again until Tuesday (Sunday and Monday off for rest). It does not matter what time on Saturday the

pitches were thrown as a calendar day starts at midnight. A calendar day is not based on 24 hours elapsing from the last pitch the pitcher threw or when the game ended.

2. There is **no** limit to the number of pitchers that a team may use in a game (regulation VI a) .
3. A player **cannot** pitch in multiple games on the same day not matter what their pitch count is (regulation VI k).
4. Pitchers get 8 warm-up pitches or 1 minute, whichever comes first (rule 8.03). Warm-up pitches and throws to bases do not count towards the pitch count.
5. Each team will be issued a pitch counter.
6. Both teams are to count pitches for both teams.
7. At the end of each half inning, both score keepers will meet and must agree on the pitch count.
8. Each manager is responsible for keeping complete pitching records for his team. A pitching log must be filled out by each team at the end of the game and signed by the opposing manager.
9. The home team must record **ALL** pitches for both teams in the Official Game Book.
10. There will be **no** walks issued to a batter, either intentional or unintentional.
 - a. The goal of the league is to have the batters hit the baseball.
 - b. If a batter gets four balls pitched to them the following will occur:
 1. The batter will not go to first base, they will remain in the batter's box and the count will go back to no strikes.
 2. The pitcher will be replaced by a coach from the team that is batting.
 3. The coach will pitch to the batter until they hit the ball or strike out.
 4. The pitcher may then return to the mound to pitch to the next batter.
11. If a team pitches an ineligible pitcher, the manager will be suspended for the next game that is played.

Catching:

A pitcher who has pitched 41 pitches or more in a game **cannot** play the position of catcher for the remainder of that game (regulation VI c). Any player, who has played the position of catcher in 4 or more innings in a game, is not eligible to pitch on that calendar day (regulation VI amendment at 2010 Little League Congress).

Cheering and Yelling:

1. Teams are encouraged to support their teammates by cheering for them.
2. Players, Coaches and Fans cannot do the following:
 - a. Perform organized or choreographed cheering or singing.
 - b. Cannot scream or yell when the opposing pitcher is delivering the ball to the plate.

- c. Cannot scream or yell when the intent is to disrupt the pitcher or opposing team.
- d. Make degrading remarks towards teammates or the opposing team. This includes cheering or laughing when the other team makes a mistake.

Length of Game:

1. The length of a Rookie League game is typically determined by time and not the number of innings played (see 3. Time Limit below). Games lasting more than 2 innings are typically not made up if they are cancelled during the course of play (see 2. Darkness and Inclement Weather below).
2. **Darkness & Inclement Weather-** In the interest of safety, an umpire, with the consent of the managers, may call a game that is in progress in the event of darkness or inclement weather. If the game has been cancelled before 2 innings have been played, it may be completed at a future date. If more than 2 full innings have been played upon cancellation, the game will then be considered complete.
3. **Time Limit** - No inning shall start after **1 ½ hours** have elapsed since the first pitch of the game or after **7:30 PM** regardless of how long the game has been played. *If a game begins after the 6:00 starting time, then the 1 ½ hour limit ceases to be in effect, and the last inning to start before 7:30 PM will be the last inning of the game.*

Ejections:

1. Any manager, coach, player or parent ejected from a game will be suspended for the next two games that are played.

Umpires

1. It will be the home teams' responsibility to unlock the gang box and bring the equipment for the umpire and helmets to the field. All equipment shall be located in the gang box at the fields.
2. It is the responsibility of the home team to sign the umpire form after the game. This is very important as this is the method in which the umpires are paid. Place waivers in the "Umpire Waiver Folder" in the gang box.
3. Some games will be self umpired by the coaches from both teams. When coaches self umpire their games, the coach from the team in the field will call balls and strikes from behind the pitching mound.

Game Schedules:

1. The league's website, www.woodstocklittleleague.com, will contain the schedule for the league.