



Rookie Division – House Rules 2018

This document contains the 2018 NWLL Rookie Division house rules (“**House Rules**”) and explains the application of these rules in conjunction with the District 6 Rookie Interlock rules (“**D6 Rules**”) and the rules of Little League Baseball (“**LL Rules**”).

The rules apply in the following order:

1. The House Rules override all D6 Rules and LL Rules. These rules apply to all intra-division games (i.e. games involving two NWLL teams).
2. The 2015 D6 Rules override the LL Rules. Appendix A contains these rules, which apply to the year end D6 Rookie tournament.
3. In all other cases, the LL Rules apply.

Coaches are required to have a copy of the players registration forms with them at ALL times.

I. Field Preparation and Pitching Machine

1. Both coaches are responsible for field and pitching machine set-up. Bases should be set up at 60 feet. If playing on a natural surface field at Queens or Moody Park, coaches should ensure the bases are as low as possible in the pegs.
 2. The pitching machine should be positioned 40 feet from home plate. Once the pitching machine is set up, both coaches must agree on the speed of the pitch. Once the settings have been agreed upon, the speed CANNOT be re-adjusted without both coaches agreeing.
 3. The pitching machine operator, (a coach from the offensive / batting team) can make height adjustments. Both coaches should agree to lateral adjustments.
 4. The pitching machine and operator are considered in play.
 - a) A batted ball that hits the machine or operator will be live and in play. The pitching machine operator must be attentive to throws coming from the 3rd base side to 1st base, moving out of the way or ducking to avoid interference. **Note:** If the operator
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intentionally interferes with a batted ball, the batter shall be declared out, and all runners returned to the bases occupied at the time of the pitch.

- b) A thrown ball which hits the machine or operator is alive and in play.
 - c) Machine operators should not catch balls thrown to them unless dead ball has been declared. **Note:** If the operator purposely touches a live thrown ball, the ball will be called dead and runners will be returned to their last bases.
5. The home team is responsible for providing the game balls. The ball to be used will be a “softy” type ball (hardest density). Each team has been provided with a dozen game balls at the beginning of the season. More balls will be supplied during the middle of the season.
 6. Some games will have one or more umpires assigned to officiate the game. For games without umpires, it is expected that coaches, assistant coaches and/or designated parents will umpire the bases. There is no need for a plate umpire to call balls and strikes. Generally, the team batting will umpire its own team. However, on close plays coaches from both teams can consult to come to an agreement on the call. The point at this level is to have fun but also introduce the kids to the rules of the game. Please don’t call batters safe when they are not, as the kids don’t learn anything.

II. Start Time and Game Duration

1. Weeknight games should start promptly at 6:15pm in order for teams to be off the field by the 8pm deadline under our field contract. Players should be encouraged to arrive a half an hour earlier than game time for stretching and warm-up. Coaches are responsible for starting the games on time.
2. Prior to the beginning of the game, the coaches should agree on how the game will be played with respect to outs. It is recommended that we progress to three out innings as follows:
 - a) In all games played prior to April 30, each team would bat six players (half on the team’s complete lineup) each inning. Batters who make an out would leave the field as normal. However, there is no limit to the number of outs a team can make in an inning and there is no limit to the number of runs the team could score in an inning. The game would consist of a maximum of six innings, although it’s likely that batting all kids would limit the game to four innings.
 - b) Starting with games on April 30, three outs for each team constitutes an inning. There is a five run limit in every inning (**Note:** No open last inning). Teams would try to play at least four innings, with a maximum of six innings. There is no need for the home team to take its last at bats if it is ahead of the visitor. However, if the game has progressed quickly and the coaches agree, the home team may take its last at bats.

III. Defensive Play

1. A maximum of 11 defensive players will be on the field each inning.



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2. There may be a maximum of seven infielders², including pitcher and catcher.
3. All but the pitcher and catcher shall be no more than three feet in front of the baseline until the ball has been batted. (**Note:** if possible, chalk lines should be laid down as reference points for infielders).
4. Outfielders must be no closer than 10 feet from the outfield grass line.
5. The catcher must wear full gear while catching, (jocks and jills mandatory). A fielder's glove, 1st baseman's glove or catcher's glove may be used by the catcher.
6. Two defensive coaches may be positioned in the field of play outside of the infield area, one on each side of the diamond. As with the offensive coaches and pitching machine operator, defensive coaches should not interfere with a ball that is in play.

IV. Offensive Play

1. All players will bat in rotation.
2. Batters will receive 5 pitches maximum for the first month of the season of which all can be strikes. Starting with the games on Monday April 30, batters will be called out after 3 swinging strikes or 5 pitches, whichever happens first. Foul balls will not count as the third strike unless it was the 5th pitch. As not all games will have umpires, there will be no "called" strikes if the batter doesn't swing (takes the pitch).
3. No walks will be awarded.
4. There will be no bunting, infield fly rule or stealing. Runners can only leave their bases after the ball crosses the plate or is hit.
5. Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous fashion, (coaches judgement) will be subject to the following consequences:
 - a) first occurrence in the game: at the conclusion of the play the batter will be called back to the plate, (coach to be present), and given a first warning. The player will then be placed back on base, in the batter's box or in the dugout as the case may be. There is no automatic out and the play stands.
 - b) second occurrence in the game: at the conclusion of the play, the batter will be called back to home plate and declared out. All other results of the play will stand.
 - c) third occurrence in the game: at the conclusion of the play, the batter will be called back to home plate, declared out and ejected from the game. All other results of the play will stand.

² This is different than the D6 Rules, which only allow 6 infielders.



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6. **PLAY STOPS WHEN:**

- a) **Overthrow on First Play** (ball must clearly pass the intended fielder and base). The throw may come from the outfield or the infield and the plate umpire must be convinced that the throw was an attempt to retire a runner at a base to be classified as an overthrow. (A misthrow to the pitcher at the pitching machine is not an overthrow). All runners may attempt only one extra base, (at their own risk), after the first overthrow, (if the runner(s) do not attempt to advance within a 2 second period, the ball will be declared dead). If a play is made on a runner at the extra base, a safe or out call will be made. If a second overthrow occurs at the extra base, the ball will be declared dead and the runner will remain at that base. On a close play at the extra base where a slide is in order and the runner overruns that base, he/she is liable to be tagged out; if not put out and the runner advances to the subsequent base, he/she will be placed back at the proper base.
- b) **Runners not advancing.** If any fielder has possession of the ball in the infield and no runner is advancing, the coach should call the ball dead.
- c) **Throwing Ahead of Lead Runner or Defense Holding the Ball Between Lead Runner and Next Base.** To kill a play when runners are legally advancing (other than on an overthrow) the ball must either be thrown ahead of the lead runner or the defense must hold the ball between the runner and the next base. If there has been no lull in the play and an overthrow occurs, a) above is in effect.

However, if there has been a lull in the action and the play is essentially over, but before the umpire can call dead ball, the lead runner attempts to go the next base, the defense can make a play without jeopardy, i.e., the runner is either called safe or out, but may not advance to the next base under any circumstances, e.g. overthrow or ball thrown out of play.

7. The dugout coach and/or coach operating the pitching machine may talk to and coach the batter.

V. Base Race

A BASE RACE AFTER EVERY GAME IS MANDATORY UNLESS IT CANNOT BE COMPLETED IN TIME TO CLEAR THE FIELD BY 8PM.

Home team starts at home plate. Visiting team starts at 2nd base. One person from each team carries a baseball and runs the bases, (must touch each base) until they get back to their starting base at which time they pass the ball to the next player and he/she runs. This continues until all players have run, (some players may have to run twice if team numbers are not even). The first team to finish the race “wins”!!

SPORTSMANSHIP SHOULD BE EVERY TEAM’S MOTTO –

WE ARE HERE TO HAVE FUN!!

District Six Little League British Columbia - 2015 Rookie League (Pitching Machine) Tournament Rules-

NOTE: The Official Regulations and Playing Rules of the Instructional Divisions of Little League Canada will apply with the following additions:

- 1.** Each tournament team shall consist of 12 players (*maximum 15 players but only 12 dressed for games*) of league ages 6-8 and who must have been on a Pitching Machine or Minor roster during the regular season.
- 2.** All 12 players will be in the batting order. 11 players will be on the field defensively each inning. Subs must be inserted each inning (no player may sit more than two innings). There shall be a maximum of 6 infielders. All but the pitcher and catcher shall be no more than three feet in front of the baseline until the ball has been batted. Outfielders must be on the grass until the ball is hit. Defensive players need not be rotated to different positions during the game. **Note:** Short chalk lines shall be laid down three feet in front of first and third bases, as reference points for the infielders.
- 3.** Game length shall be in accordance with the LL Rule book, except that the mercy rule shall be modified as follows:

When a team has an 11 run lead after 4 innings (3 1/2 if the home team is ahead) or 6 runs after 5 innings (4 1/2 if the home team is ahead) the game shall be considered mercied. **Note:** There is no open last inning in Rookies.
- 4.** Teams will have 1 manager and 3 coaches.
- 5.** Offensive coaches will be stationed as follows: (a) pitching machine operator (b) 1st and 3rd base coaching boxes (c) dugout. **Note:** The coach operating the machine may not talk to or coach the runner(s).
- 6.** The machine will be positioned at a distance of 40 feet from home plate by the Tournament UIC. The speed will also be set by the Tournament UIC prior to each game and will not be changed during the game. **Note:** The operator may adjust the machine for pitch height.
- 7.** The machine operator will be the manager or a coach of the team at bat.
- 8.** The catcher must wear full gear when catching. **Note:** A fielder's glove, 1st baseman's glove or catcher's glove may be used by the catcher.
- 9.** (a) A batted ball that hits the machine or operator will be live and in play. **Note:** If the operator intentionally interferes with a batted ball, the batter shall be declared out, and all runners returned to the bases occupied at the time of the pitch.

(b) A thrown ball which hits the machine or operator is alive and in play.

c) Machine operators should not catch balls thrown to them unless dead ball has been declared. **Note:** If the operator purposely touches a live thrown ball, the ball will be called dead and runners will be returned to their last bases.
- 10.** Three outs or five runs constitute a half-inning (whichever comes first). **Note:** There is no open last inning.
- 11.** A pitch not swung at will be called a strike or "no pitch." **Note:** There are no warnings or walks.
- 12.** No bunting, stealing or infield fly rule will be used. Runners shall not leave their bases until the ball crosses the plate or is hit.
- 13.** **LL Rule 6.07 will be applied to all batting-out-of-order situations. However, everything possible should be done to ensure that batters do not bat out of order. The scorekeeper should notify the plate umpire immediately when an improper batter is discovered.**
- 14.** Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous manner (umpires judgment) will be subject to the following consequences:

- **First occurrence:** The batter is issued a warning in the presence of a coach and play resumes.
- **Second occurrence:** Ball is dead, batter is out, runners return to their bases; batter receives a second warning.
- **Third occurrence:** Ball is dead, batter is out, runners return; batter is ejected from the game.

Note: The scorekeeper shall note each occurrence and notify the plate umpire every time the player comes to bat.

15. Dead Balls

(A) Lead Runner not Advancing

When the defense has possession of the ball in the infield, the lead runner is not advancing, and the defense is not making a play on any runner, the plate umpire shall call the ball dead. **Note:** A batter-runner who has advanced at least halfway to 2nd base when the ball is called dead shall be awarded that base. **Scenario:** Runner on 2nd, batter hits ball, runner on 2nd rounds 3rd, defense throws to catcher who holds ball in front of runner. Runner stops advancing and catcher makes no play. In this case the plate umpire calls the ball dead and the base umpire determines the position of the batter-runner, relative to 2nd base.

(B) Overthrow (**Note: Overthrow is defined as going any distance past the fielder and base**)

- The Overthrow may come from the infield or outfield and must be clearly intended to retire a runner at a base.
- All runners may attempt (at their own risk) to advance one additional base on the overthrow. **Note:** If no runner attempts to advance after the overthrow, the ball will be called dead, whether in the possession of the defense or not.
- After the overthrow, a play may be made on any runner at any base. If the runner over-slides or over-runs the base they are subject to being put out. Under no circumstances will any runner be allowed more than one extra base on the original overthrow, e.g., on a second overthrow or a ball being thrown out of play. **Note:** This supercedes LL Rule 7.05 (g).

(C) Defense in Possession of Ball Between lead runner and Next Base

- To kill a play when runners are legally advancing (other than on an overthrow) the ball must either be thrown ahead of the lead runner or the defense must hold the ball between the runner and the next base. If there has been no break in the action and an overthrow occurs, 15 (B) is in effect.

however:

- If there has been a break in the action and the play is essentially over, but before the umpire can call dead ball, the lead runner attempts to go the next base, the defense can make a play without jeopardy, i.e., the runner is either called safe or out, but may not advance to the next base under any circumstances, e.g. overthrow or ball thrown out of play.

16. Managers/coaches must wear long pants, shirts with sleeves, caps and footwear with stockings.

17. Anything not covered in these rules will be governed by Little League Canada and Little League Inc. Tournament Rules and Guidelines.



APPENDIX B Select LL Rules

The following is a list of the primary LL Baseball rules that coaches should be aware of.

LL Rule	Description
1.08	There are no on deck batters. Only the first batter of each half-inning is allowed outside the dugout between half-innings. Players should not be handling bats in the dugout.
1.11(i)	Coaches cannot wear a baseball uniform, but can wear slacks, shirt and a hat. coaches must wear long pants (no shorts allowed), have shirts tucked in and wear either a NWLL hat or one that corresponds to the team name.
1.11	Players must be in a proper baseball uniform. Umpires will insist shirts are tucked in.
1.11(j)	No players shall wear any type of jewelry during games except medic alert
3.09	All players and coaches must remain in the dugout unless on the field of play or warming up a pitcher in the bullpen. Players, managers and coaches shall not sit in the stands or address/mingle with spectators during the course of the game they are participating in.
3.15	Only uniformed players, coaches and managers and umpires are allowed on the playing field, which by definition includes foul territory. Other parents should not be on the field during the game.
3.17	Substitute players must sit in dugout. Only eligible players in uniform, manager and maximum two coaches may be in dugout. Other parents should not be in the dugout during the game.
5.01	Games should start on time. At the time set for beginning the game, the umpire will order the home team to take its defensive positions and the first batter of the visiting team to take a position in the batter's box.
5.10 (d)	Coaches may ask the umpires for "Time", which the umpires may grant at their discretion. A coach cannot call time ever.