

# WOODSTOCK LITTLE LEAGUE

## 2009 Rookie League Rules

Updated 3/2/09

The Woodstock Little League follows rules established by Little League International. Please refer to the official Little League rule book 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. All rained out games will be made up with the date and time being determined by the 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.

Lightning Detections Systems (LDS) were installed at Emricson and Bates Parks in 2008. The audible signals for the system are as follows:

LDS System Activiated	ACTION TO BE TAKEN
15 Second-Long Blast and Flashing Strobe Light	Stop activity immediately and instruct everyone to get to a safe place.
Three 5 Second- Short Blasts, Strobe Light Extinguished	Activity may resume, re-evaluate field safety conditions prior to play.
Lightning Seen – No Signal From LDS	Suspend Play until 20 Minutes after last visible flash

### Know what to do

Whether or not an LDS is present at your field of play, suspend activity immediately after lighting is spotted, thunder is heard, or the LDS is activated. Play may resume after a 20-minute period has elapsed and no additional lighting has been observed or if the LDS is deactivated. If additional lighting is sited or the lightning detection system is activated again, 20 minutes must pass again without lighting seen.

Players and managers may call the Woodstock Little League hot line 815-333-5171 or visit [www.woodstocklittleleague.com](http://www.woodstocklittleleague.com) web site to see if weather related information is posted.

**Pre-game Procedure:**

It is recommended teams arrive at the ball fields 30 minutes prior to game. 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 for the 5:50 to 6:00.

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. Each manager is encouraged to allow each player to play a minimum of 1 inning in the infield.
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. Substitutions are allowed any number of times per game as long as the ball is not in play. A player may sit out an inning and then go back into the game. A player can 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.
4. Borrow Rule - Any team that is unable to field 9 players may borrow one player from any other team in the Rookie League. The borrowed player will bat in the 9th 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 in the 10th position. The borrowed player will be allowed to continue to play in the game.
5. Pinch Runners are not allowed except for the following conditions. When a pinch runner is used it must be the last person who made an out.
  - a. If a player is injured they can be removed from the game
  - b. If there are 2 outs and the catcher is on base, they can be pinch run for. This is intended to speed up the game. The catcher must go into the dugout and put the catcher's gear on immediately.

**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 line up.
2. Batters per inning – each team will bat until they make 3 outs or they have scored 5 runs.
3. There will be **no** walks to any batter at any time (see Pitching rule #10).

4. Last Batter Rule
  - a. If a batter is hit by a pitch when the bases are loaded and four (4) runs have already scored in the inning, the runners must advance and the runner on third must cross home plate for that run to be counted. Once the run is scored, the inning is over.
  - b. If four (4) runs have been scored and there are less than two outs with runners on base, if the batter hits the ball into play that causes the fifth run to score, play will continue as usual until a single out is made or the base runners advancement is stopped. Once advancement is stopped or the out is made, the inning is over.
5. Bat length shall not exceed 33 inches and must have a bat rating (or BPF rating) of 1.15 or less.
6. On Deck – there is no on deck in Little League. The only exception is that the first batter of an inning can stand outside the dugout while the pitcher is warming up. The player cannot swing the bat. Note: Only the first batter can warm-up, multiple players are not allowed to be on deck. Warm up donuts are not allowed in Little League.

**Base Stealing:**

1. Leadoffs – There are no leadoffs in Little League. Base runners must remain on the base until the ball crosses the plate. Base runners cannot leave their base when the pitcher has the ball on the pitchers 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 pass 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 can 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. 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.

**Coaching:**

1. There must be at least one adult coach in the dugout during play.
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 **are not allowed to** warm up a pitcher.

### **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.

### **Equipment & Uniforms:**

1. Players must supply their own glove to play the field.
2. No metal spikes are allowed.
3. Catchers must wear a protective cup and must use a catcher's mitt. They must also have a dangling throat protector.
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.

### **Pitching:**

Pitchers 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.

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:

1 - 20 pitches	no rest is required
21 - 40 pitches	1 calendar day of rest
41 - 50 pitches	2 calendar days of rest and skip 1 game

1. A "calendar" day starts at midnight and ends a 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. If a pitcher throws more than 40 pitches, they cannot pitch in the team's next game. This is in addition to taking off the required number of days of rest.
3. There is **no** limit to number of pitchers that a team can use in a game.
4. A player **cannot** pitch in multiple games on the same day no matter what their pitch count is.

5. Pitchers get 8 warm-up pitches or 1 minute, whichever comes first. Warm-up pitches and throws to bases do not count towards the pitch count.
6. Each team will be issued a pitch counter.
7. Both teams are to count pitches for both teams, and managers are required to document the pitch count for every pitcher in every game. 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.
9. The home team must record **ALL** pitches for both teams in the Official 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. *Rule has been changed as a result of consensus that players may be more familiar with hitting pitches from their own coach.*
    3. The coach will pitch to the batter until they hit the ball or strike out.
    4. The pitcher can then return to the mound to pitch to the next batter.
12. If a pitcher does any of the following they must be replaced by another pitcher. The player cannot return to the game in the position of pitcher.
  - a. Throws 4 balls to three batters in a single inning
  - b. Hits two batters in a single inning
  - c. Hits three batters over the course of the game
13. If a team pitches an ineligible pitcher, the manager will be suspended for the next game that is played.

**Catchers:**

1. Players that have played the position of pitcher in a game are not eligible to play catcher in the same game if they pitched more than 40 pitches while in the pitchers position.
2. Players are allowed to play catcher and then play the pitcher position at a later point in the game.

### **Length of Game:**

1. The length of a Rookie League game is determined by time and not the number of innings played. (See 3. Time Limit below) Games lasting more than two(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, can call a game that is in progress in the event of darkness or inclement weather. If the game has been cancelled before two(2) innings have been played, it may be completed at a future date. If more than two(2) full innings have been played upon cancellation, the game will then be considered complete.
3. **Time Limit** - No inning shall start once **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.*

### **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 get paid. Place waivers in the "Umpire Waiver Folder" in the gang box or in the shed at Sullivan field
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 pitchers mound.

### **Ejections:**

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