

## Rookie Division Rules

All divisions will follow the rules set forth in the Official Rulebook as published by Little League. All coaches should familiarize themselves with the rules in the official rulebook. The following rules either highlight areas of importance or are specific to Noon Optimist Little League for play in the Machine Pitch Division:

1. Games will be limited to 1 hour and 15 minutes (75 minutes). Innings will be played to completion.
2. Teams will bat through their entire side for each part of the inning.
  - a. Prior to the start of the game, each coach may agree to playing a 3 outs game. If both coaches can not come to an agreement, then the original rule of batting through the side will stand.
3. Each at-bat will consist of four pitches. A fouled fourth pitch will continue the at bat until the ball is put into play or the batter strikes out.
4. Teams will field the entire team on defense. Normal infield positions must be played. Extra players will be positioned in the outfield; e.g. defensive "shifts" are disallowed.
5. A batted ball hitting the pitching machine or L-screen will be deemed a dead ball and runners will advance one base.
6. Catchers may remain out of the ball path when the machine is pitching.
7. Coaches are allowed on the field to help players but they should not interfere with play.
8. Games may end in a tie.
9. No inning will begin if there is 10 minutes or less left on the time limit.
10. Four (4) coaches/volunteers are permitted in the dugout.
11. If there is a pitching mound present, the pitching machine should be placed with a back leg touching the front of the mound. If no pitching mound is present, the pitching machine should be placed in the designated location and not moved.
12. Defensive warm-ups between innings are prohibited.
13. The visiting team will occupy the first base dugout and the home team will occupy the third base dugout.
14. The home team will set up the field and the visiting team will clean up and put away the field and equipment (helping out the other team is encouraged).
15. The pitcher on defense must stand even with or behind the L-screen and within two feet of the pitching mound.

16. Catchers must wear approved catchers equipment.
17. The speed of the pitching machines will stay consistent during the games. The suggested speed setting range will be marked on the pitching machines. Do not adjust the speed outside of this range.
18. When a defensive player is in control of the ball anywhere in the dirt, runners who have already left the bag may advance to the next base at their own risk.
19. Special pinch-runners, bunting, lead-offs, and base stealing are not permitted.
20. Walks are not awarded.
21. The infield fly rule does not pertain to these divisions.
22. Arguing with umpires, scorekeepers, coaches, fans, etc. will not be tolerated and may be cause for disciplinary measures as allowed per the adopted By-Laws. If you wish to question a call, proceed to the umpire after being granted time and have a calm, quiet discussion which should be inaudible to both spectators and players. Regardless of the outcome, be respectful of the decision. If necessary, pursue the appropriate avenue for appeal.
23. Problems with umpires, scorekeepers, spectators, players, or coaches must be addressed to the board through the official Incident Report form, a copy of which will be made available upon request.
24. Teach good sportsmanship, honesty, loyalty, courage, and respect. Have fun!