

Aston-Middletown Little League

Rookie League House Rules

The Rookie League consists of 6-year-old players. “Baseball age” may be different from the child’s actual age. Please use the [Little League Age Calculator](#) to determine a child’s baseball age.

All AMLL Rookie League games are to be conducted in accordance with the latest edition of [Little League Baseball’s Official Regulations and Playing Rules](#) except as amended by the house rules listed below. (Some of the rules listed below merely clarify or emphasize certain official Little League rules.) All questions should be directed to the Rookie League Commissioner.

COACHING STAFF

1. **Members.** Each team will have a coaching staff approved by the Board of Directors. Each coach must complete a Little League Volunteer Application and a current Criminal Record Check prior to assuming his/her coaching responsibilities; both the application and the record check must be completed annually. Any member of the coaching staff whose verification package is incomplete and did not receive approval for a special grace period, will not be allowed in the dugouts or on the field.
2. **Dugout.** Each team may have no more than four coaches – one manager and three assistants – in the dugout during a game. Apart from coaches, no non-players may be in the dugout during a game. In the absence of a coach, another adult may temporarily assist in the dugout as a scorekeeper. **If not serving as base coach, all managers/coaches must be in the dugout during play.**
 - a. **Exception:** One (1) defensive coach may roam the outfield, behind the players, to make sure they are positioned properly and where the play is. This coach may not interfere or physically assist on any play.
3. **Base Coaches.** At least one base coach must be a member of the coaching staff. If a player acts as a base coach, he/she must wear a batting helmet.

GAME PLAY

1. **Pitching Machine**
 - a. **Pitching Machine Operation:** The machine must be fed by a coach from the batting team. Under no circumstance shall a coach ask an umpire to feed the machine.
 - b. **Pitching Machine Placement:** On the American League Field, the machine wheel should be placed directly over the rubber 46’ from home plate. On Racine (teeball field), the wheel should be placed approximately 4’ behind the rubber to maintain a consistent distance of 46’.
 - c. **Pitching Machine Speed:** The machine shall be set to 36 mph for all games. Coaches may not alter the speed of the machine to a different speed, even if in agreement. Any violation may result in disciplinary action.

- d. Adjustments to the Machine: Coaches should not adjust the machine trajectory except after a half inning is completed. However, it is recognized that as balls become worn, adjustments to the machine are needed and sometimes those adjustments are necessary after an inning has started. Both teams' coaches should be in agreement that a mid-inning adjustment is necessary.
- e. Ball Hitting the Machine: If a batted *or thrown* ball hits the machine, the ball is dead. All runners get 1 base.
- f. No Walks Off Machine: No walks will be issued during the machine pitch innings. However, a batter may be called out on strikes if he/she does not swing. There is no limit on the number of pitches a hitter may see from the machine during an at-bat. The hitter stays at bat until he/she strikes out (swinging or looking) or hits a ball that is playable.
- g. No Strikeouts: If a batter "strikes out," the at-bat shall continue by placing a tee at home plate and allowing the batter to hit off the tee.
- h. Coach Must Avoid: The coach feeding the machine may not field the ball and should do his/her best to stay away from the play.
- i. Pitcher Positioning: The fielder assigned the pitching position should be on either the 1st or 3rd base side of the machine. He/she should be even with the pitching rubber and should have at least 1 foot in the dirt of the mound cutout.
- j. Type of Ball: For games on the American League field, regular baseballs will be used. For games on Racine, a "Safe-Soft 10" ball will be used.

2. Fielding

- a. Number of Fielders: Ten (10) players will play the field. There will be 4 outfielders (LF, LCF, RCF, RF). If a team has only 9 players, they may play with 9 fielders.
- b. Outfielders 20' Back From Infield: Outfielders must be at least 20 feet from the outer edge of the infield dirt. Coaches that do not enforce this rule will be warned, and if it appears that they are not vigilantly enforcing this rule, they will be suspended.
- c. Outfielders Making Plays in the Infield: An outfielder cannot complete an unassisted force out or tag. There must be a transfer of the ball from an outfielder to an infielder in order to record a force out or tag out.
- d. Possession Not Necessary: If a ball is batted into the outfield, once the ball is thrown into the infield (on dirt or infield grass), it is a delayed dead ball. Runners advance at their own risk. If a runner has reached the halfway point between bases, he/she can advance safely. If he/she has not reached the halfway point and reaches the next base safely, he/she must return to the base from which he/she came. If a runner is put out, he/she is out.
- e. No Advancement on an Overthrow
- f. Mandatory Position Rotation: No player may play more than 2 innings at 1 position.
- g. Defensive Requirements
 - i. Minimum Play: Every player must play at least 4 full defensive innings of every game. A full inning is from the first pitch of the inning until the last out of the inning. **No player may sit 2 defensive innings before everyone has sat at least 1 defensive inning.**

- ii. Infield: All players must play an infield position (pitcher, catcher, 1st, 2nd, 3rd, or shortstop) at least 2 innings per game. Exemptions may be made for safety reasons, but they must be approved by the League Commissioner.
- iii. Violations:
 - 1. If for any reason a player does not play at least 4 full innings defensively, for the team's next game that player must play the entire game.
 - 2. For violations of this rule: first offense, manager warned; second offense, manager serves one-game suspension; third offense, manager is reviewed by the Player Agent, League Commissioner, Director of Baseball Operations, and the President.
 - 3. These rules do not apply to complete games that are shortened for any reason (time limit, weather, power outage, etc.), but does apply to games in which the home team does not bat in the bottom of the sixth.
- h. Free Defensive Substitution. A player may enter the game at any defensive position in any inning, independent of the current batting order.

3. Batting

- a. No “On Deck” Swings: Under no circumstances shall on deck swings be permitted inside or outside the dugout. Managers must enforce this. Any coach caught assisting, permitting, or failing to pay attention enough to stop this will be suspended one game and reviewed for possible additional disciplinary action.
- b. Continuous Batting Order: Per Little League Rules, teams will always use a continuous batting order, meaning all players are in the batting order. There are no offensive substitutions.
- c. If a player arrives late to a game (after the first pitch of the game has been thrown), he/she must bat last in the lineup. If a player does not bat for any reason, the player is simply skipped in the batting order and no out is taken. All instances of a player not batting must be reported to the league commissioner who will determine whether the reason was justified, and if not, will consult with the Player Agent, Director of Baseball Operations, and Vice President on next steps.
- d. No Butcher Boy. No batter may fake a bunt and then swing away on the same pitch. Batters who do this are automatically called out.
- e. No Bunting
- f. Must Mix Up Batting Order: Manager must mix up the batting order so no player bats last every game.
- g. USA Bats: In accordance with Little League, all bats must be stamped with the “USA Baseball” logo.

4. Baserunning

- a. Speed Up Runner Rule: If there are 2 outs and a base runner is designated as the team's catcher for the next inning, the offensive team may substitute the player who made the last out as the speed-up runner.
- b. Leading: Baserunners may not take a lead until the pitch crosses home plate.
- c. No Stealing

- d. Contact with Baserunners: Coaches may not touch baserunners. If a coach touches a base runner, the runner is out. On a second offense, the coach shall be ejected from the game.
- e. Infield Fly Rule is NOT in effect.

MISCELLANEOUS RULES

- 1. Time Limit. No new inning may be started after 1-hour and 45-minutes after the *actual* start time. Any inning started prior to that time limit will be completed, even if that game exceeds two hours.
- 2. Four-Run Rule: For all 6 innings of the game, a team may score no more than 4 runs in an inning. There is one exception: if a batter hits a fair ball over the fence, all runners and the batter are permitted to score. At any point in the game, if a team cannot catch up because of the run limit, the game should still continue, allowing teams to bat. (Note: There is no 10-run rule for Rookie League Games.)
- 3. Missing Players. If a player quits, sustains an injury that will cause him to miss two or more games, or is absent from two consecutive games for any reason (including vacations, illness, etc.), the team's manager must report the player to the Commissioner.
- 4. Player Issues. All player issues—such as disciplinary issues, absence from multiple practices/games, etc.—must be reported by the team manager to the League Commissioner and the Player Agent. In such instances, the manager may issue a warning to the player (along with informing the player's parents and the League Commissioner). If the situation persists after the warning, the manager may request a suspension of the player from the Player Agent, League Commissioner, Director of Baseball Operations, and the President.
- 5. Ejection. If a manager or coach gets ejected from a game he/she must not be present at the facility for the remainder of the game and for the entirety of the team's next game.
- 6. Cancellations. If a game is rained out or cancelled, the game must be played at the next available make-up date (the next rain date on the schedule). The game will be rescheduled by the League Commissioner and the Scheduler. A game is official and will not be rescheduled if 4 innings (3.5 if the home team is winning) are played.
- 7. No Extra Innings: Regular season games can end in a tie if tied after 6 innings or at the time limit.
- 8. No Post-Season Play