

New Albany Little League Baseball Rookie League (6-8 Year Olds) Rules

ALL PLAY IN THIS DIVISION WILL BE BY THE LITTLE LEAGUE RULEBOOK WITH THESE EXCEPTIONS

Division Basics

- You are allowed (3) practices/games with your team in a week.
- No new inning may start after one hour and fifteen minutes (1:15). If the first game is running late the second game will start no more than five minutes after the first game. It is the coaches' responsibility to have the team loose and ready immediately following the first game.
- A team must have eight players to start the game. If you only have eight players, the ninth spot is an out. Pool players if used must come from the Instructional Baseball division.
- Two ADULT base coaches are permitted in this division. Each team must have one ADULT in the dugout to assist players. A team will be allowed to have two (2) defensive coaches (who must remain in the grassy area of the outfield behind the players) and three (3) offensive coaches when batting on the field.
- A game is called after three innings if there is a fifteen (15) run lead or after four innings if there is a ten (10) run lead.
- A game will last for (6) innings if time allows. No more than (5) runs allowed per inning, excluding innings 5 & 6. Innings 5 & 6 a team may bat the lineup or three outs. The lineup should be the largest number of kids in the lineup for either team.
- A game will be considered official if is called due to weather conditions after 3 ½ or 4 innings or after the time limit has passed. If the game is called prior to being official, then the game will be completed at a later date. If threatening weather is approaching in the top or bottom of the fourth inning, it will be the responsibility of the umpire to keep the game moving along in attempt to make the game official that day or evening.
- The home team will be asked to provide a bookkeeper and the away team will be asked to provide someone to keep the scoreboard.
- The regular season Champion is the team with the best overall record. If two or more teams tie for first place, the champion will be determined in the following manner:
 - A) Head-to-head record. B) Net total runs against tied teams. C) Run differential for season D) Coin Flip
- The home team will supply one (1) base umpire for the game before or after their games. During the week, the teams that play early will supply umpire for the late game and the team that play late will supply an umpire for the early game. On Saturday, the team that plays at 12 PM will supply an umpire for the 10AM game and vice versa. If a team misses their turn to umpire they will have to fill in for the team that covered for them regardless of the time.
- **NO ON DECK BATTER AND NO SWINGING THE BATS IN THE DUGOUT!!!!**

Batting

- All players will be placed in the batting order (bat the bench).
- If a player throws the bat, that player will receive a warning. The next time that player throws the bat they will be removed from the bases and the other runners may not advance.
- The batter becomes a runner and is entitled to first base without the liability to be put out when the batter is touched by a pitched ball which the batter is not attempting to hit unless the ball is in the strike zone when it touches the batter.
- No bunting is allowed in this division.
- Pool players, if used, must be from the Instructional Baseball division and bat last in the lineup.

Fielding

- Maximum ten (10) players on defense. Six (6) players in the infield and four (4) players in the grassy section of the outfield. Players may not obstruct the runners.
- No player sits the bench more than two consecutive innings unless they are injured/sick.
- Blocking the baseline is an obstruction. The runner will be rewarded with any base that the coaches agree upon that they would have reached had there not been obstruction.
- Coaches in the field on defense must not assist a fielder making a play other than giving verbal instructions.
- Pool players, if used, must be from the Instructional Baseball division and play outfield.

Base Running

- Catcher may have a substitute runner to speed up the game. The runner will be the last recorded out.
- If an overthrow happens at any base by an infielder, runners may advance one base only during a time at bat. This is not awarded and the runner may possibly be put out and removed from the bases. There is only one overthrow allowed per at bat. Once the first overthrow occurs the runners may advance one base and the play is called dead.
- Base runners may advance until the defense stops the lead runner then request "TIME" and it is acknowledged by either umpire. Runners who have rounded a base are not considered stopped unless, in the umpire's judgment, that runner is making no attempt to advance. If the player attempts to call time before the lead runner is stopped, the umpire will not acknowledge it and play may continue. If the umpire inadvertently calls time (it may happen), the play will be stopped as the umpire has the final call. TWO THINGS MUST HAPPEN FOR THE UMPIRE TO CALL TIME OUT: 1. THE LEAD RUNNER HAS GIVEN UP ANY ATTEMPT TO ADVANCE. 2. ANY INFIELDER WITH THE BALL STANDING ANYWHERE IN THE INFIELDF REQUESTS TIME OUT.
- A runner is out when – the runner fails to keep contact with the base to which that runner is entitled until the ball has been batted or reaches the batter.

Pitching

- The pitcher must start with one foot on the 40' rubber when releasing the pitch.
- 5 Pitches per batter unless the last pitch is fouled off.
- No walks allowed. The batter must hit the ball or strike out.
- If the pitcher makes an attempt to get out of the way of a batted ball but gets hit it is considered a live ball and play continues. If in the umpire's judgement a coach interferes with a fair batted ball on purpose the batter is out and runners may not advance.
- Any pitch determined by the umpire that goes "WILD" will be declared a no pitch and not count against the batters 5 pitches. This is determined by the UMPIRE not the manager/coach. This is a judgment call and not questionable.

Coaching

- End of game: Clean the dugouts. Ensure all garbage is properly disposed of.
- End of day: THIS IS THE RESPONSIBILITY OF BOTH TEAMS. Rake the infield after the last game of the day or evening. At least one (1) coach from each team must help with raking the field. Solicit help from parents and players with field and dugout cleaning duties.

IT IS EXPECTED THAT THE PLAY AND CONDUCT WILL BE SPORTSMANLIKE. NO EXCEPTIONS!!!! NO FOOD OR CANDY IN THE DUGOUT!!!! GATORADE AND WATER ARE ONLY ALLOWED!!!!

Players, managers, coaches, and appointed adults ONLY allowed in the dugouts. Players, managers, and coaches are not allowed to leave the dugout during the game unless an injury occurs or excused by the umpire.

NO VERBAL ABUSE OR HARASSMENT TO AN UMPIRE, COACH, MANAGER, OPPOSING PLAYER OR PARENT WILL BE TOLERATED. REFER TO THE LEAGUES' CODE OF CONDUCT!!!!