

West Seattle Little League

Rookies Baseball Manager Information

****Make sure everything has been put away and locked up before leaving the field****

Rookies Baseball Instruction Guidelines

WSLL uses the [Youth Baseball Skills Matrix](#) within our baseball divisions to outline the necessary skills, team concepts, and practice construction suggestions for coaches. Outlined are: 1) Instruction Guidelines (links to appropriate matrix for that division and a checklist of Concepts Learned by the end of the season); 2) Game Guidelines; and 3) Rules

Skills Matrix Stage 2 – Discover (ages 7-9)

- Teach more advanced rules associated with Rookies Division
- Introduce [USA Baseball Pitch Smart Guidelines](#) and **educate** athlete on injuries and how to communicate symptoms to parent/coach (Baseball)
- Coaches develop their own practice plans, but ensure each practice covers: 1) having fun through Deliberate Play!; 2) skill development as outlined in [USA Baseball Coach "B" Certification](#); 3) Situational plays

Concepts Learned:

- Objective of the game, basic rules, positions, and terms.
- [Relax, Ready, Move \(page 10\)](#) pre-pitch routine
- [3Bs \(Ball, Base, Back-up\)](#)
- Force out vs. tag out
- Tagging up
- Cut-offs
- Anticipate the ball coming to you. Where is the play?

Rookies Baseball General Game Guidelines

Home Team:

- Occupies the 3rd base dugout
- Sets up and breaks down the field before and after game play.
- Provides an official scorekeeper who is responsible for tracking pitch counts for both the home and visiting team pitchers. Submission of score sheets to the league is NOT required since Win/Loss records and standings are not tracked.

- Provides umpire & umpire indicator. The umpire shall call balls and strikes from a position near the pitcher, not behind home plate. No protective umpire gear is required.

Away Team:

- Occupies the 1st base dugout
- Encouraged to help with field prep/breakdown
- Provides a secondary scorekeeper and a scoreboard operator (Bar-S)

Pre-Game Plate Meeting:

- The manager from each team meets with the umpire ~10 mins before the start of the game.
- Provide lineup cards to home plate umpire
- Discuss ineligible pitchers
- Discuss time-limit constraints (if applicable)
- Discuss players arriving late or leaving early

Rookies Baseball Playing Rules

- No dropped 3rd strike is allowed.
- No excessive taking bases. However, players are not limited to the number of bases they can take on a batted ball, before the ball is controlled by an infielder, who is in the infield with their hands-up, and time is called by the umpire.
 - After any infielder has control of the ball (on coaches honor/and umpire call) the play ends/dead ball. The runner shall go back to the prior base touched. The umpire shall make the final call."
- Only 1 base on an overthrow.
- Increase minimum play to 9 defensive outs minimum.
 - 6 of the 9 defensive outs must be consecutive.
- Player is not limited to the number of bases they can take on a batted ball, before the ball is controlled by an infielder, who is in the infield, and time is called by the umpire.
- No lead off or stealing of any base is allowed.
- All teams must have a 1st base and 3rd base coach; no other coaches are allowed on the field except for the batting team's coach-pitcher, and then only when that coach is pitching.
- The offensive coach-pitcher must stay off the field during player-pitches.
- Coach-pitcher allowed on field after the batter has had 4 kid pitches without a hit or strike out. The Coach-pitcher must run off field if the ball pitched is put in play by the batter. Any ball that hits a coach in play, will be considered live just as if it hit an umpire.
- 5 run max per inning. The five-run limit will not apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect, as do any

applicable time limitations. The final inning must be determined prior to the start of the inning.

- Fifteen, Ten, Eight Run Rule: LLI Rule 4.10 (e) is in effect in WSL - If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede victory to the opponent.
- A continuous batting order will be used following rule 4.04 of the Little League rule book.
- 3 outs/switch sides. Strikeouts are outs. If the 7th pitch (or more) is a foul tip, batter will get 1 additional pitch. If the batter does not swing or swings and misses they are out.
- Batter will advance to first base when hit by player (non-strike) pitched ball.
- Defensive positioning: no more than 2 innings at the same position.
- Only 9 players on defense, players will be rotated and will not sit out more than one inning before rotating back onto the field. All players must be rotated out before a single player sits out a second time. All players will have to sit the bench at least once.
- A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an 'out' for each at bat.
- Sliding (feet first only) is allowed for safety to avoid collisions. Runners who fail to slide and collide with a player "may" be called out at the umpire's discretion. Sliding head first will result in an immediate out.
- No infield pre-game warm up, only in the outfield.
- No bunting
- Home team will be determined by the league schedule. Home team uses the 3rd base dugout, Visitor uses the 1st base dugout.
- No new inning can start after 1.5 hours unless there are no other teams following your game. Managers will decide if the game shall continue for one additional inning. If one Manager wants to continue and the other does not then the game will be over.
- Tie games: if the score is tied and Managers agree, then one additional inning can be played if no other game is scheduled following your game. If the score remains tied after that inning, the game is considered a tie.
- On defense, managers may substitute players at any time.
- On offense, managers cannot change the batting line up.

Rookies Baseball Official Local Rules

- The Rookies Division will follow the official regulation and playing rules as defined by Little League International, with the following exceptions applied to Regular Season games:
 - Only 9 players on defense, players will be rotated and will not sit out more than one inning before rotating back onto the field.
 - All players must be rotated out before a single player sits out a second time.
- The Rookies Division End of Season (EOS) tournament will follow regular season rules, including pitch counts and 5-run per inning limits.
 - A five run maximum per inning is imposed, which would complete the half inning. The five-run limit will **not** apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect., as do any applicable time limitations
 - There are no time limits in effect.
 - End of season (EOS) tournament seeding will be by random draw.
 - League supplied umpire(s) will be in place for all tournament games.

Rookies Baseball Pitching Rules

- A regulation baseball will be used for all games.
- Pitching – distance is 38’ for baseball.
 - Pitch count limits as defined by LLI under Minors rules and days-rest requirements are in effect for Rookies.
 - The batter gets up to 7 pitches including 4 pitches from the player pitcher and remaining pitches from the offensive coach.
 - If the coach throws a 7th pitch and the batter does not swing, or swings and does not make contact, the batter is out.
 - Players playing pitcher must field the position to the side or rear of the coach pitcher, never in front. The pitcher must stay in that position without moving until the ball is released and crosses the plate.
- Coach’s three total pitches count towards strike outs.
 - Player pitcher’s count carries over to when the coach starts pitching.
 - If a player swings and misses on the last coach pitch they are out unless it is a foul ball. A batter can have as many coach pitches if they are fouled off.
 - There are no called strikes with a coach pitcher. If a player does not swing on the third coach pitch, the batter is out.
- The offensive team’s “coach-pitcher” is not allowed to coach/instruct the batter (adjusting stance or positioning, etc) or the runners. This is in an effort to keep up the pace of play.
- Coach will pitch from the 38’ distance for baseball. Coach may kneel or stand.
- No walks.
- Observe Minor division pitch count rules outlined in the LLI Little rule book.

- 7 and 8 year olds may only throw a maximum of 50 pitches per day. If the pitcher reaches the 50 pitch count in the middle of an at-bat, they may finish pitching to that batter and it will be recorded as having pitched only 50 pitches.
- 9 year olds playing 'down' in the Rookie Division are limited to one inning or up to 35 pitches in a game. If the pitcher reaches the 35 pitch count in the middle of an at-bat, they may finish pitching to that batter and it will be recorded as having pitched only 35 pitches.
- Mandatory days of rest for pitchers are defined by Little League and will be followed. (baseball only)
- Kid pitches no more than 2 innings per game. Next game; no pitching, (this will allow all players a chance to pitch). Managers are on the honor system.
- Every Player can pitch, unless that player / parents do not want the player to pitch. All players should be given an opportunity to pitch in a season.

Pitching Counts, Eligibility & Days Rest

- Pitching eligibility will be in accordance with Regulation VI of the official Regulations and Playing Rules of Little League International (LLI) under Minors rules.
- Maximum pitch counts allowed per day:

League Age	Pitch Counts
9	35 (or 3 consecutive outs)
7-8	50 (or 6 consecutive outs)

- Next game, no pitching. This will allow all players a chance to pitch. Managers are on the honor system. Players are allowed to pitch back to back games in the EOS tournament provided they meet the LL requirement for days rest.
- Days rest requirements for pitchers league age 14 and under:

If a player pitches in a day	Calendar Days Rest Required
36-50	2
21-35	1
1-20	0

****Note:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: (1) that batter reaches base, (2)

that batter is retired, or (3) the third out is made to complete the half-inning of the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Pitching & Catching

- If a player has played the position of catcher in four (4) or more innings in a game, that player is not eligible to pitch on that calendar day. Receiving one or more pitches at the position of catcher constitutes an inning of play at that position. Warming up a pitcher prior to the start of the inning does NOT constitute playing an inning at the catcher position.
- Any pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of the day.
- A player who has played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
- A pitcher that has been removed from a game may not re-enter the game as a pitcher.
- Players with a catchers mask and catchers glove may warm up pitchers before & during games, including in the bullpen. While not recommended, coaches can warm up a pitcher to speed the game along

Injured Player Rule

- Per Rule 4.04 Note 2: When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
- If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batter order and the game continues.