



Gilbert American Little League

Rookie Division Rules

1. You are allowed 3 registered coaches in addition to yourself. (4 total) Only approved coaches (coaches registered in the GALL system) can be in dugout during a game. Coaches must remain inside the dugout with the gates closed, unless coaching a base. No coaches on the field.
2. NO on deck batters, no practice swings inside or outside the dugout between innings. No hitting sticks.
3. **The dugout gates must remain closed between batters and for the duration of the game.**
4. BOTH teams need to have a parent to help with field prep / clean up ... it does not matter if you are home or visitor. Both teams must help out. Includes putting out bases, putting bases away, picking up trash (no dragging). Dugouts MUST be cleaned out at the end of the game. ALL garbage thrown away. Emphasize to parents that trash around bleachers must be cleaned.
5. Each team MUST have a scorekeeper in the scoreboard at least 10 minutes prior to game time. The game cannot start until both teams have a score keeper.
6. Coaches CAN warm up the pitcher before the inning.
7. Neither team can warm-up on the infield, not even the pitcher. The players and pitcher must warm-up down the sideline.
8. The last four innings is machine pitch. Players are allowed 5 pitches. There are no walks with the machine. **3 strike rule is still in place.** If a player fouls off ball 5 they keep on going until they hit or strike out.
9. You may only utilize the league's pitching machines and do not change the settings. We make every effort to make sure these machines are properly taken care of and calibrated to be the same. **You CANNOT use your own machine.**
10. If a ball hits the machine or coach during a game the ball is considered live.
11. The pitcher must have one foot in the dirt when the pitch is made from the pitching machine.
12. No player shall sit more than one consecutive inning.
13. All players bat in the lineup.
14. If a player has to leave the game early, they are not an automatic out. They are taken out of the line-up and cannot return to the game. If a player arrives late, they must be added in the last position of the line-up when they arrive.
15. Stealing is allowed during kid pitch in innings 1 and 2. The runner cannot leave the base until the ball crosses the plate. A person stealing can only take 1 base. *However, if a defensive play is attempted at the plate and an overthrow occurs the runner can take 1 more base. A runner may only steal home if a defensive play is attempted at 3rd base. Once the ball is returned to the pitcher no more stealing is allowed.
16. Standings
 - a. ****Spring Season****. Standings will be kept during the season. A double elimination tournament (playoffs) will be held at the end of the season.
 - b. ****Fall Season****. No standings will be kept. A double elimination tournament (playoffs) will be held at the end of the season. For the tournament, a coin flip will determine the home team conducted by the board member on duty when either managers or designated coaches from both teams have arrived at the fields. For the championship game the team from the winner's bracket (that has not lost) will be the home team for the first championship game. If there is a second championship game the winner of the first championship game will be the home team.
17. Game Proceedings
 - a. The end of the game occurs if:
 - i. 6 innings are completed
 - ii. An inning is completed after a time of 1:45 (no new inning at 1:45 after the start time). Drop dead is at 2:00. If game is called due to the 2:00 drop dead, the score reverts back to the last completed inning. When the 1:45 no new inning time is reached, play shall continue until the away team has completed their turn at bat AND the home team either has the lead or has completed their turn at bat. Games can end in a tie during the regular season.
 - iii. The home team is ahead by 10 runs or more after 4 completed innings.
****Tournament Play****: There is no drop dead time. Games cannot end in a tie. If tied after regulation, California Tie Breaker (last batted out put on 2nd base) will be utilized until a winner is decided, except in the championship game. Championship game will play all 6 innings without time limit (run rule still applies). Second championship game will be played if the team from the loser's bracket wins the first championship game. The team from the winner's bracket (that has not lost) will be the home team for the first championship game. IF there is a second championship game – the winner of the first championship game will be the home team.
 - b. Once a player steps into the batter's box, no new inning nor drop dead time can be called until the player completes his or her at bat.

- c. The start of the next half inning or inning is immediately after the 3rd out is called.
- d. Inning Run Limits
 - i. 3 run limit - innings 1 and 2
 - ii. 5 run limit innings 3 and 4
 - iii. Unlimited runs innings 5 and 6
- e. The game clock starts at the time listed for that game on the official schedule. The OD will note if any exception. Exceptions would be delays due to field conditions, weather, absence of umpire, or length of previous game. Games will not start early.
- 18. Minimum number of players for a game:
 - a. ****Spring Regular Season****. Games are allowed to start with a minimum of 8 players on a team. If this occurs, the 9th batter is an automatic out. A game cannot continue with less than 8 players due to injury or ejection. You are encouraged to reach out to the player pool to obtain a replacement player to reach 9 players.
 - b. ****Spring Tournament Play****: The player pool cannot be used.
 - c. ****Fall Regular Season****. There is no minimum number of players required to start a game and there is no player pool. You may borrow players from the other team if desired to play outfield. There are no automatic outs for less than 9 players.
 - d. ****Fall Tournament Play****. Games are allowed to start with a minimum of 8 players on a team. If this occurs, the 9th batter is an automatic out. A game cannot continue with less than 8 players due to injury or ejection.
- 19. Bunts are allowed in all innings.
- 20. Overthrow rule – If an overthrow occurs all runners are only allowed one extra base. If bases are loaded and the hitter hits one to SS and SS overthrows 1st the person on 3rd can go home. The runner on 2nd can go home. And the runner on 1st can go to 3rd and the hitter can go to 2nd.
- 21. Pitch Count Rules for Little League (league age is recognized):
 - a. No player can pitch more than 1 inning per 7 days (ROOKIE only). (If a player pitches on Friday, they cannot pitch again until the next Friday) This rule is in place so you will develop multiple pitchers.
 - b. 13-15 year old pitchers – max in one day 95 pitches
 - c. 11-12 year old pitchers – max in one day 85 pitches
 - d. 9-10 year old pitcher – max in one day 75 pitches
 - e. 7-8 year old pitcher – max in one day 50 pitches
 - f. Players must rest the following number of full calendar days after pitching (age 15 and under)
 - 1-20 pitches- 0 days required
 - 21-35 pitches - 1 day rest
 - 36-50 pitches - 2 days rest
 - 51-65 pitches - 3 days rest
 - 66 or more pitches - 4 days rest
 - g. Pitchers who pitch 41 or more pitches can NOT assume the catchers position.
 - h. Catchers who catch 4 or more innings can NOT assume the pitching position.
 - i. A player who plays catcher for 3 innings or less, then moves to pitcher and pitches 21+ pitches, cannot return to the catcher position.
 - j. Exceptions for all above pitch count rules:
 - i. If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning. The pitcher is only required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat. Example: a pitcher ends a batter at 34 pitches. The next batter takes 3 pitches to retire. The pitcher reached the 35 pitch threshold during the at-bat and would be required to rest 1 day.
 - k. Warm up pitches do not count towards to the pitch count rule.
 - l. Pitchers should be encouraged to pitch approximately 8 pitches to warm up their first inning and 5 pitches every subsequent inning. This helps maintain pace of play.
 - m. All live pitches count, including foul balls in pitch count.
 - n. Pitch count sheets MUST be filled out by score keeper and signed by **both** managers. If a player reached their pitch count threshold during an at-bat, the score keeper needs to be informed between innings to make sure the threshold is recorded correctly.
 - o. ****Tournament Play****: Pitching does not reset
- 22. All players must use an approved USA bat. It is the manager's responsibility to check their player's bats prior to each game. A manager from the other team may ask to check a player's bat. If a player bats, one pitch or more, with a non-approved bat then they will be called out. The bat will be removed immediately from the dugout. *Bat size can't be less than 2 ¼ and maximum is 2 5/8.
- 23. For Rookie games BRAND NEW Junior Umpires are utilized. These are young kids (13-15 years old) and not professional umpires. They are not to be held to the same level of excellence as an adult umpire. **Furthermore, ANY attempt by a parent, player or manager/coach to intimidate a Jr Umpire will NOT be tolerated and may result in suspension.** The Jr Umpires judgement is final and is not subject to appeal. If you have an issue please see the Board Member on duty.
- 24. Any coach ejected from a game must exit to the parking lot immediately and is suspended for a minimum of the next physically played game. A time will be set for them to meet with the board.
- 25. Please see the Little League rule book or use the Little League App for the remainder of the rules.

26. Most important...players have fun!