



# NAPA LITTLE LEAGUE



[www.napalittleleague.org](http://www.napalittleleague.org)

## 2008 ROOKIE DIVISION RULES

(Adopted October 2007)

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The goal of the Napa Little League Rookie Division shall be to teach players the basic fundamentals of baseball in a manner that will encourage them to continue playing baseball in the future. Remember this is about the kids. It is our responsibility as adults to make sure that the children have fun, learn good sportsmanship and improve their baseball skills. We want to encourage the children, not discourage them, in a positive environment.

These rules are in addition to the rules in the current Little League Rule Book.

### General Rules

- Games shall be 6 innings, with a 2-hour time limit. No new inning may begin after the 2-hour time limit
- No scores, results, or standings will be kept by the league – this is an instructional league.
- Batters may not throw the bat under any circumstances. A batter who throws the bat in an unsafe manner shall be warned once and called out on any subsequent throws. The batter is immediately out (no warnings) if the bat is thrown and hits another person.
- No persons other than players and approved adult volunteers (managers & coaches), are allowed in the dugout or on the field.
- The infield fly rule is not used in this division.
- Napa Little League requires that all managers rotate his/her players to even fielding positions. (Use good judgment).

### Managers, Coaches, and Spectators

- If any manager or coach has a disagreement with another manager, it should be handled in a mature, professional manner. **REMEMBER, the kids are watching you!**
- The league will not tolerate abusive behavior and/or foul language. The Rookie Commissioner(s) and/or the Board of Directors will handle complaints. Managers and coaches violating rules and/or policies are subject to discipline, up to and including removal from their position.
- This division is for instruction, your actions and attitude should reflect this goal.

### Pitching Machine

- All games shall be pitched with a pitching machine that is placed 46 feet from home plate (machine is placed over or at the pitcher's rubber).
- Pitching machine speed will be set by agreement of both managers. Speed can be adjusted at the top an inning if both managers agree. (Should only be needed if set too fast and no players have made contact the previous inning.) When set correctly, the pitch will have a small arc as the ball travels to home plate.
- A batted ball hitting the pitching machine, generator, or machine operator is considered a dead ball. The batter shall be awarded first base and credited with a single. Existing base runners only advance if forced.
- Each batter receives five hit-able pitches. Three swings without contact during the five pitches and the batter is out. If the batter has not hit after five pitches he/she is out. If batter fouls the fifth pitch, he/she will be given additional pitches until the ball is hit fair or the pitch is missed, or the batter makes an out.
- If a batter bunts the fifth pitch and it goes foul, the batter is out.
- NO-PITCH is declared when:
  - A pitch bounces on or in front of home plate.
  - A pitch causes the batter to jump out of the box.
  - A ball is pitched too high for the batter to hit, however if the batter swings, it will be a strike.
  - Any of the above situations caused by the operator making adjustments to the machine will be counted as part of the five pitches.

### Base Stealing

- There will be a maximum of one stolen base attempt per inning per team.
- The manager or coach must announce the steal attempt before the pitch. The steal attempt counts, whether or not the runner actually steals the base.
- A runner may steal from 2nd to 3rd base only. Runners cannot steal from 1st to 2nd or 3<sup>rd</sup> to home. If there is a runner on 1st base they cannot advance unless the ball is hit.
- Runners may not advance on a throw back to the pitcher.
- If the catcher makes an attempt to throw a runner out, and the ball is overthrown or mishandled by the fielder; the runner cannot advance beyond the base being stolen.
- NO lead-offs allowed at any time. Base runners must stay in contact with the base until ball reaches the batter.



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### When Play Stops

- Play stops when the ball is thrown out-of-play. (The runner shall ONLY be awarded the base they are approaching.) The intent of this rule is to encourage the defensive players to try to make plays instead of simply returning the ball to the pitcher. Example: Batter hits a ground ball to the third baseman. Third baseman throws to first base. First baseman misses the ball. Runner cannot go to second unless they had already turned towards second before the ball reached first base. If the defense purposely throws the ball out of play (did not attempt to throw to another player), the runners will be awarded one additional base (the base they were approaching plus one).
- There will be a 14' circle around the pitching machine. (When playing at Garfield Park, the "circle" will be the dirt area around the pitching rubber - do not make a chalk circle - even though it may not be 14' in diameter.) This circle will determine when the play stops. Once the ball has been fielded and an attempt is made to throw the ball to the pitcher and the ball enters the circle, the machine operator will throw his/her hands up to indicate the play has stopped.
- Once it is determined that play has stopped, the umpire shall determine if runners are halfway to the base they are approaching. If the runner is halfway, they shall be awarded the base they are approaching. If they are not halfway, they shall return to the base they came from.
- If the pitcher fields a hit ball he/she must either make an attempt to make an out by throwing the ball or tagging a runner, or personally return the ball to the circle to stop play. The pitcher may not throw the ball into the circle in an attempt to stop play.
- The inning will be over after the ninth batter of the inning bats, the defensive team has made three outs, or five runs score, whichever happens first.

### Umpires & Machine Operators

- The coach from the team at bat will operate the pitching machine and serve as the umpire for that half inning.
- The machine operator will have the final decision but can ask the 1st and/or 3rd base coaches for help.
- Before each batter, the umpire must call out and hold up fingers indicating the number of outs.
- Before each pitch the umpire must indicate the number of pitches by calling it out and holding up fingers. Machine operator must call out a no-pitch before the ball reaches home plate.
- The machine operator is allowed to coach their players when they are at bat. Example: positioning players in the batters box, bat off the shoulder, level swings, etc. Base coaches are exactly that, they coach the runners. Note: Remember this is a teaching division; the more coaching the kids receive, THE BETTER.
- The defensive team will have two coaches on the field. One coach will be down the 1st base line in foul territory of the outfield and the second coach will be down the 3rd base line in foul territory of the outfield. Coaches will position the players and instruct them on what to do with each new situation. Example: how many outs there are, where to throw the ball, etc.

### Players

- Teams will use a continuous (recreational) batting order (all players are in the batting order whether playing on defense that inning or not). Players not present at the time of the first pitch must be added to the bottom of the batting order.
- No player may sit out of the defensive line-up 2 consecutive innings. Every player on the roster, who is at the game, shall play a minimum of 4 full innings except when:
  - The game is called before 6 innings.
  - The game is complete after 5 1/2 innings because the home team is ahead.
  - A player is removed from the game due to a violation of code of conduct.
- All players must play at least two defensive innings in an infield position. Parents can request – in writing – the Board of Directors exempt their child from playing in the infield for safety reasons.
- No player may play the same defensive position more than two innings in a game. Once a player has played two innings in one position he/she cannot return to that position for the remainder of the game.
- Teams must play 10 players on defense if 10 players are available. The 10th player will be added to the outfield as a fourth outfielder.
- Teams must have a minimum of **nine** players by 15 minutes past the scheduled game time or the game is forfeited.
- All outfielders must be positioned in the outfield areas (on the grass), not as extra infielders.