



### Appleton Little League, Inc.

PO Box 1033  
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www.AppletonLittleLeague.org

### Chartered Baseball & Softball Divisions

Appleton American Little League  
Appleton National Little League

## Appleton Little League – ROOKIE League

# 2015 Rules

- See schedule for times and locations of games
- Game length is 6 innings. **No inning should begin after 90 minutes from actual start time.**
- Protection:
  - All players playing catcher must wear a protective cup per Little League policy, and it is recommended that all players do so.
- 10 Players in the field.
  - Outfield consists of right, right center, left center and left, not 3 outfielders and a short field player.
  - If one or both teams can only field 9 players – no forfeiture (play three in the outfield).
  - If one team can only field 8 players, forfeiture – game should be played as a scrimmage.
- All players get significant playing time – every game.
  - All players will have an opportunity to play all positions at least once during the season.
    - Exceptions:
      - No player is required to play catcher that objects for safety concerns.
      - 6 or 7 year olds are not required to play first base, and Managers and Parents should determine if a child of any age is capable of playing first base safely, for their own protection.
  - All players will play an infield and outfield position, every game!
  - **NO PLAYERS SHALL SIT ON THE BENCH MORE THAN 2 INNINGS IN ANY COMPLETE GAME (games are complete if at least 4 innings are completed)**
  - All players on roster and at game are in the batting order for the entire game.
- Umpires:
  - There will be two Parent Volunteer umpires at each game, one from each team. Teams should have a primary and back up volunteer umpire.
  - Umpires should meet before the game to confirm how the game will be called.
  - The Home team will provide the Plate ump for the entire game.
  - The Visiting Team will provide the Base ump for the entire game.
  - ONLY Umpires make play calls.
  - Little League rules will be used unless a rule in this document conflicts, and then the local rule will apply, but only if stated in this document.
  - Managers and coaches should not serve as umpires in their own team's games.
  - Managers and coaches will not argue or question the umpire's calls during the game – and will set a good example of behavior for the kids they coach and lead. If there are clear misunderstandings of basic rules, the two umpires should meet away from the kids and Managers to resolve such differences quietly and quickly, without incident.



- **Inning determined by 3 defensive outs or 5 RUNS SCORED.**
- **Time Outs & Dead Ball:**
  - Coaches may call time out any time, as long as the play has clearly ended.
  - Players may not call timeout unless the play has clearly ended.
  - The play has ended when the coach pitcher has control of the ball AND/OR the umpire has called the play dead. Use good baseball judgement. If the ball is in the infield, under control, the play should be considered ended. We will NOT gravitate towards a pitchers-hand format.
  - Time out is not official until the Umpire acknowledges the call.
  - If the player gives the ball to the coach pitcher prior to the play ending, runners in route advance to the next base and the play ends. Players should be coached to attempt to make the play or get the ball to the pitcher.
  - No play will consist of more than ONE “overthrow”. Overthrow is any ball thrown past the intended baseman (in bounds or out of bounds). No more than one base may be taken in an overthrow situation. An example of this situation might include a runner at first, a hit to the shortstop and a throw that goes through the first baseman’s hands to the back stop. The runners are allowed to attempt to take 3<sup>rd</sup> and 2<sup>nd</sup>. The first baseman is allowed to either attempt to throw out the runner going to 3<sup>rd</sup> or 2<sup>nd</sup> – or throw the ball to the pitcher (coach), play ends when runners have advanced one base. If an attempt is made at 3<sup>rd</sup> or 2<sup>nd</sup>, that cannot result in another “overthrow” situation. ONE overthrow per batted ball.
- **Outfield Play:**
  - Outfielders will **not** be permitted to cover a base on a batted ball.
  - Outfielders will **not** be permitted to field a batted ball and run to the infield and tag a runner out.
- **Player substitution:**
  - Players may be substituted at any time, but should try and keep to inning changes, injury or disciplinary reasons during play.
  - No notice to umpire or opposing team is required for changes – timeout should be called.
  - Players will play their position for an entire inning, unless for injury or disciplinary reasons.
  - Every player is in the batting order whether playing defense or not for any particular inning.
- **Pitching Rules (Machine Pitch)**
  - Pitching machines are to be used for all batters.
  - The pitching machines should remain in place during the ½ inning, and should not be moved for individual batters. It is suggested that the back of the machine be placed against the front of the pitcher’s mound, but in all cases, the pitching machine must be in close proximity to the set mound.
  - Each may adjust the settings of speed and height of pitch at their discretion throughout the game, respecting the time element of the game. Coaches should meet prior to the game to setup the pitching machine and agree on the settings to save between inning setup time.
  - Each batter will be allowed 10 “hittable” or “strike” pitches (as determined by the plate umpire) to either: Hit the ball in play or strike out swinging (3 swinging strikes). If neither occur after ten “strike” pitches, the batter is called out on strikes. (The plate umpire and coaches should remind the batter when there are 3, 2, and 1 pitches left to encourage the batter to attempt to hit the ball instead of being called out.)



- If the ball is hit into the pitching machine OR pitching coach, it is an automatic base hit, and all runners advance one base, the ball is dead.
- No stealing bases or leading off.
- No bunting.
- No walks (including batters hit by pitch).
- Rain Outs – Every effort should be made to make up all rain out games!
  - Decisions on calling a game due to lightening/thunder or field conditions is a JOINT UMPIRE/COACH decision, made at the field. This applies to the pre-game decisions and mid-game decisions.
  - Field conditions and dangerous weather are both valid reasons for calling a game. If there is lightning nearby or eminent, the game should be called so players can get to safety instead of waiting out a storm.
  - Make up games should be scheduled through the commissioner, and the Home team Manager (from the missed game) should initiate the call to arrange the make-up game.
- Manager's should bring rakes to every game or seek parent volunteers to bring rakes to rake infields if necessary before and after games. BOTH teams are responsible for leaving field in good condition – including picking up garbage, etc...
- Scoring
  - Each team will have a score book.
  - The HOME team will be responsible for the "official" score
  - ALL COACHES AND MANAGERS should maintain a low key and sportsman-like attitude with regard to scores and winning or losing. Though we are keeping score, we are not keeping standings, and are still promoting participation and instruction and the focus is NOT on winning and losing. It would be unsportsmanlike to celebrate excessively.
- All Managers, Coaches, Assistants, Umpires, Parents and Fans should conduct themselves with dignity and good sportsmanship – as an example for the players.