

2015 Rookie Tournament Rules

Game and Length

1. Pool games will be 6 innings but no new inning may begin after 1 hour 20 minutes. Bracket games will all be 6 full innings regardless of time. Official start time will be announced by the home plate umpire to both managers to record in their books at the start of the game.
2. Pool play home team determined by a coin flip before the game. For bracket games the higher seed will be the home team. When teams with the same seed play, a coin flip will determine the home team.
3. 5 run rule per inning, every inning (including the last inning). If the home team is down by more than 5 runs in the last inning, the game is over.
4. Mercy run limit as follows: 15-run rule after 3 innings and a 10-run rule after 4 innings. Pool play games ending in a tie due to either 6 innings being completed or the time limit expiring, the game will be recorded as a tie.
5. At the end of each 1/2 inning teams should confirm runs scored.

Pitching Machine and Batting

1. Pool Play: Team who wins the coin flip will use their pitching machine. Bracket: Highest seed will provide the machine. In the event of the same ranking seed playing each other, the team who wins the coin flip for home team will use their pitching machine. The machine speed should be agreed upon by both coaches.
2. If the ball is hit into the pitching machine, ball bucket or the pitching coach, it is an automatic base hit, and all runners advance one base, the ball is dead. If a coach does not make a reasonable effort to avoid contact with the ball, it will be considered an out.
3. For pool play, each batter will get up to 10 pitches. For bracket play, each batter will only receive 6 pitches. After the pitch limit, the batter will be out, however; if the batter fouls off the last pitch (or any additional pitches after the limit) it will be considered a foul ball and the batter will get another pitch from the machine.
4. All players on the roster will bat in the lineup, with late arrivals being added to the bottom of the lineup. The batting rotation will be continuous and not change. If a player bats out of turn according to the lineup, it will be an out. **Each team must provide a printed line up before each game to the opposing team.** If a player is injured and cannot bat, he will be removed from the remaining innings of the game and not count as an out.
5. No bunting.
6. The ball bucket must be placed directly behind the pitching coach.

Base-runners

1. Sliding is required when the runner is being played on. The umpire's judgment will determine if a slide is needed. A runner that does not slide when deemed necessary will be called out. Sliding into first base is not allowed and the runner should be coached immediately, not an out.

2. Runners may advance only one base on an over throw at their own risk. If a play is made on the base runner and overthrown again, runners may not continue to advance bases.

3. No stealing or leading off. Runner may not leave the base until the ball crosses the plate. If a runner leaves early the team will receive a warning. The second a player of the same team leaves early, it will be an out.

4. No runner may advance when any infielder who is in the infield has control of the ball and does not make an additional play on a runner. If a play is being made on a runner, other base runners may continue to advance. Time out does not need to be called and the ball does not need to be in the pitchers hand. Each coach should use good baseball judgment.

5. Runners may not run into fielders attempting to field a ball. Running into a fielder in position for the ball will be called out. At the same time, fielders should not be positioned in the baseline at the start of a play.

Coach, Substitutions and Defense

1. Maximum of 10 players on the field. Games may be played with 8 players with the 9th spot in the order being an out. If a team can only has 9 players, the 10 spot will not be an out.

2. All players must play at least 2 innings **in the infield**, including catcher as an infield position. No player will sit on the bench for more than 2 innings.

3. Players must stay in the same position for the entire inning, exceptions made for injuries.

4. The pitcher may not start a play in front of the pitching machine and must be within one step of the machine to the right or left.

5. The infield needs to be in regular fielding positions. Two outfielders may be on the right side of the outfield and two on the left side of the outfield, three outfielders are not allowed passed center field.

6. The outfield (4 players) must be on the outfield grass. Outfielders may not run into the infield to tag a runner or tag a base.

7. One coach is allowed in the field to coach defense. A coach may position themselves anywhere in the outfield that they are not in the way of fielders or umpires.

8. There will be no infield fly rule.

Additional Rules

1. Rookie commissioners will determine if the weather conditions warrant cancelations of games. If a game is stopped and continued at a later time, the game will resume from the exact point it was stopped. If a game is stop due to weather and it has gone 3 full innings, the score will be final.

2. No abusive or profane language and no arguing with umpires, coaches and parents. The umpire in charge has the power to eject any offender without warning. Keep in mind that these kids are 6, 7 and 8 years old.

3. Any rules not covered will be governed by the Official Little League Rules and the Rookie season rules.

4. Home team will be the official scorebook and will be responsible for reporting the score to the Rookie Commissioners. Scores must be reported the night of the game via email to both Dan Grawe and Clint Boucher.

5. Little League bat rules will apply. If a bat is questioned, proof will be required by either the Little League sticker or the Little League certification (paper or electronic version) or the bat may not be used.
6. All games must start by the listed start time, barring weather delays.
7. Games in which an a player not on the roster plays will be forfeited.
8. Only umpires shall call outs. Coaches will not yell out or safe during a play. **Umpires will not coach players and shall act independent regardless of what team they are representing.**
9. All games must be made up or a team may choose to forfeit. A forfeit will be scored 1-0.
10. Any rules questions MUST be discussed AWAY from the players. All discussions MUST include BOTH coaches and BOTH umpires. This is only a discussion, and not yelling at umpires.
11. The team whose pitching machine is not being used will prep the field. The fields must be raked before the start of the game. The winning team will be responsible for raking the field after the game. This is a must.
12. The field will be split for pre-game warm ups. One team using 3rd base side and the other using 1st base side.
13. The ball bucket by home plate should be positioned away from play against the backstop fence.

Please remember, this is Little League Rookie baseball, not tournament team baseball. Let's all playing within the spirit of Little League for the entire tournament.