



BB Rookies Rules



It is the Manager's responsibility to understand and follow the rules; failure to do so could result in forfeiture of the game.

Managers and Coaches need to remember that GLL Umpires are children who are learning; if an umpire needs to be corrected, please do it in a respectful and coaching manner.

1. Games are 6 innings or 1 hour and 15 minutes for the early game. You can start the top of the next inning as long as it starts before the time limit is up; you then finish out the inning. If there are not any games scheduled after your game, the time limit may be exceeded and the two managers will agree when to end the game. Late games can be played until it gets too dark to play.
2. An inning consists of 3 outs, 5 runs, or a team batting through their lineup, whichever comes first. If one team has more players, the team with the least number of players bats the same number of players as the team with more.
3. There are no lead-offs. Runners must wait until the batter makes contact before they leave the base.
4. All players will bat whether they are playing in the field or not.
5. There are no walks. Umpires will not call strikes if the batter does not swing.
6. Each batter will get 5 pitches; three swinging strikes are not considered an out. If the batter does not put the ball in play after 5 pitches, the batter is out with the following exception: If the batter fouls the 5th pitch (*or successive pitches after the 5th pitch*), they will continue to bat until the batter does not swing, swings and misses or puts the ball in play. Encourage your batter to swing, especially as they approach the 5th pitch.
7. Even if the catcher catches the pitch they should throw it off to the side. A coach whose team is in the field will retrieve the pitched balls and return them to the coach at the pitching machine.
8. If a batted ball hits the pitching machine or the coach operating the pitching machine, it becomes a dead ball and the batter is awarded 1st base; other base runners can advance one base.
9. Bats must be kept on the bat rack between the dugout and home plate near where an on-deck circle would be; bats are not allowed in the dugout. Under no circumstances should players be swinging bats near the dugout (*inside or outside the fence*); the only warm up swings allowed during the game are at home plate, there is no on-deck area. All players that are not batting or playing defense must stay inside the dugout.
10. One coach must be in the dugout at all times; no more than four coaches or helpers per team allowed with the team inside the fence or dugout. The manager is the only person that can discuss judgment calls with the umpire.
11. No infield practice before the first game or in between games.
12. Overthrows are a dead ball, runners cannot advance.
13. When a ball is hit to the outfield and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield (*whether in possession of a defensive player or not*), base runners already past a base can advance one base at their own risk. If an overthrow occurs during the attempt to put out an advancing runner, the ball is dead and runners cannot advance another base (*we want the fielders to attempt a put out but we do not want runners running until they get tagged out*).



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14. Rotation of players - All team members must play a minimum of 2 innings per game in the infield and 2 innings in the outfield. If the game is less than 6 innings, then each team member must have played at least 1 inning in the infield and 1 inning in the outfield. The manager has discretion to keep players from positions they feel could result in a safety issue for a player (*e.g. pitcher, catcher, 1st base*).
15. 10 players will play on defense (*4 in the outfield*); a minimum of 8 players (*two of the eight must be catcher and pitcher*) is required to field a team. You can pick up players from other Grafton Little League teams but they must be 8 years old or younger. Replacement players may only play in the outfield and must bat at the end of the order; replacement players cannot play the game once the team has 10 regular players.
16. All boys are required to wear a protective cup. Metal spikes are not allowed.
17. All helmets (*GLL owned or personal*) must have a facemask or C-Flap; C-Flaps must be of the same manufacturer as the helmet. Players using shared helmets should wear their cap under the helmet.
18. Pitching machine speed – Managers should try to agree on a speed but it can be adjusted after each inning if needed to make sure the machines are throwing strikes.
19. We do not keep score; there is no slaughter, mercy or specified run rule (*ex – 10-run rule*).
20. There is no infield fly rule; runners cannot advance on caught fly balls. If the player has control of the ball they cannot advance.
21. When a team is on defense, two coaches are allowed in the outfield to coach players.
22. A courtesy runner for the catcher of record is highly recommended (*but not required*) when there are 2 outs; the player recording the 2nd out becomes the courtesy runner. This allows you time to get your catcher ready for your next defensive inning and aids in keeping the game moving.

Tournament Rules:

Note: All regular season rules are still in effect for tournament games unless superseded by the following:

1. The higher seeded team is the home team.
2. Player position rotation rules are not in effect, but all players should have equal playing time; no player shall sit out for more than two innings per game.
3. There is a 15-run mercy rule after 4 innings.
4. There is no time limit on games, all 6 innings will be played unless the mercy rule is in effect. Extra innings will be played as needed.
5. The Rookie league VP should be at each game, or available by phone to address any issues that may arise during tournament games.