

**2021 New Albany Little League Baseball
Rookie League (7-9 Year Olds) Rules**

ALL PLAY IN THIS DIVISION WILL BE BY THE LITTLE LEAGUE RULEBOOK WITH THESE EXCEPTIONS

Division Basics

1. Games will be six (6) innings or no more than (1:15) one hour and fifteen minutes long (Weekdays and while school is in session. One hour and thirty minutes (1:30) on Weekends and when is school out). A new inning may be started if there is any time left on the clock when the last out of the previous inning is made. The pitching machine umpire shall note the game start time with the scorekeeper and umpire will determine if a new inning may be started. This should be discussed between the umpires and the coaches prior to the game to prevent confusion.
2. A game will be considered official if is called due to weather conditions after 3 ½ or 4 innings or after the limit has passed. If the game is called prior to being official, then the game will be completed at a later date. If threatening weather is approaching in the top or bottom of the fourth inning, it shall be the responsibility of the pitching machine umpire to keep the game moving along in an attempt to make the game official that day or evening.
3. Teams may field a maximum of ten (10) players. If ten players are in the field at least four must be in the outfield. Each team must field at least eight (8) players during the entire game or the game will be forfeited. A batting lineup must have at least nine (9) batters. If there are less than 9 batters in the lineup then an out will be charged to the spot in the order regardless of the reason for being short.
4. Pool players, if used, must play in the outfield and bat last.

Coaching and Umpiring

5. UMPIRING: Home teams are responsible for supplying one umpire for the game before or after their team plays. The umpire need NOT be a manager or coach, nor be from the same team, but must have completed the Little League Volunteer Application. Managers and coaches may trade games to umpire as long as the position is covered, and the League VP is notified in **advance**. The team assigned to that game is ultimately responsible. Please use e-mail when possible.
6. The **HOME** team is responsible for keeping the official score book. The visiting team is responsible for keeping the scoreboard.
7. The team in the field may place a manager and coach in left field or right field to assist the team with verbal instruction. These coaches may not touch the players or ball at any time. If inadvertently hit with the ball during a play, the ball will remain live as if it hit an umpire. The coaches in the field must stay positioned anywhere behind the infielders in the outfield.
8. The visiting team is responsible for getting the pitching machine out and setting it up before the first game and putting it away after the last game. Both teams playing the last game of the day or night are responsible for cleaning out the dugouts and picking up garbage in the fan area. Both teams should rake the fields at the conclusion of the second game.

Batting/Base-Running

9. The batter will receive a maximum of five (5) pitches. If the UMPIRE deems the pitch un-hittable, the pitch will not count if the hitter does not swing. On the 5th pitch the umpire has the authority to rule an un-hittable pitch a “no pitch” even if the batter swings as all coaches tell the hitter to swing at that last pitch no matter what. If the LAST pitch is hit into foul territory the batter is to receive another pitch. In other words, a batter cannot foul out unless the defense catches it as a fly ball. The pitching machine umpire will determine if the machine is throwing accurately enough and may change the position of the machine **at any time (normally done at the top of the inning if needed)**.
10. Dead Ball Rule: A batted ball that hits the pitching machine or person operating the pitching machine is called a Dead Ball immediately. The batter will get first base and all other base runners will advance one base, whether they are forced or not.
11. No fake or actual bunting is allowed.

12. Base runners may advance until the defense stops the lead runner then request "TIME" and it is acknowledged by either umpire. **Runners who have rounded a base are not considered stopped unless, in the umpire's judgment, that runner is making no attempt to advance.** If the player attempts to call time before the lead runner is stopped, the umpire will not acknowledge it and play may continue. If the umpire inadvertently calls time (it may happen), the play will be stopped as the umpire has the final call. **TWO THINGS MUST HAPPEN FOR THE UMPIRE TO CALL TIME OUT:** 1. THE LEAD RUNNER HAS GIVEN UP ANY ATTEMPT TO ADVANCE. 2. ANY INFIELDER WITH THE BALL STANDING ANYWHERE IN THE INFIELD REQUESTS TIME OUT.
13. Base runners cannot lead off.
14. Overthrow Rule: **On an over throw at first base any defensive player may call time out immediately after retrieving the ball. If this happens, all play must stop. The runner will be given the next base only if he is more than half way there when time was called. If the player with the ball attempts a play then the ball is live and runners may advance. The batter and runners can advance no more than 2 bases on an overthrow at first base. (Regardless of any play made after that overthrow) A runner is not out if tagged after advancing beyond 2 bases since he is compelled to return once the play is over.**

Example: Batter hits a ground ball to SS. The SS overthrows first base. The batter/runner runs to second. The first baseman picks up the ball and overthrows 2nd trying to throw out the batter runner. The batter may not advance past 2nd. If there was a runner on first, he may not score. On any other type of overthrow other than a first play overthrow at first, all base runners may advance until the defense stops the lead runner. Base runners are not automatically given the next base on the overthrow.
15. Five Run Rule: A team can score a maximum of five (5) runs per innings for the first **FOUR** (4) innings. After the fourth inning, there is no 5 run rule, however a team can bat their entire line up but no more. (If one team has more players than the other, the smaller team may have extra batters to equal the other team).