

## 2019 Mile High Rookie Special Rules

LEAGUE BYLAWS: Mile High Little League bylaws apply to the rookie division. However, where there is a conflict, then the Rookie Special Rules shall apply. Managers are responsible for knowing the league bylaws.

### GAME PRELIMINARIES

1. Only 1 manager and not more than three coaches shall occupy the bench or dugout during the game. (total of 4 adults) This includes the person pitching to the players.
4. The offensive team shall station two base coaches on the field during its time at bat, and must also have one adult dugout coach.
5. Rookies may use the standard nine (9) field positions and one (1) additional outfield rover position.

### PITCHER AND PITCHING RULES

1. The pitcher (parent or coach), may sit on a bucket or stand, behind a screen, and pitch to the players from behind the screen. The screen shall be between 25-30 feet from home plate. Location within that range is at the discretion of the offensive team, per half-inning.
2. The adult pitcher is not allowed to coach the players in any way, after the ball is hit into play.
3. Each batter will receive no more than three (3) pitches delivered by the pitcher (coach or parent) unless the 3rd pitch is fouled off. If it is fouled off, they will get another pitch until it is either put in play or the batter strikes out.
4. If a pitch is unhittable the plate umpire shall declare “no pitch” even if the batter attempts to hit the pitch. Examples of pitches that may be judged unhittable: the ball bounces on (or in front of) the plate; the ball is at or above the batter’s head as it crosses the plate; or the ball passes through any part of either batter’s box. Whether a pitch is unhittable is an umpire judgement call and must not be argued. See LL Rule 9.02(a).
  - a. A “no pitch” will not count against the batter’s pitch limit. However, no more than two (2) pitches per at bat may be declared a “no pitch.” After the second “no pitch” of the at-bat, all pitches will be counted, regardless of location of the pitch, unless the third pitch is a foul ball. (see rule 2 of this section)
5. A batter hit by a pitched ball is not awarded 1st base. The ball is dead, no runners advance.
6. The L screen is considered in play and part of the field. Batted balls that strike the net are in play and judged fair or foul in accordance with Little League Rules, not based on whether the ball touched the net.

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7. A pitcher will be used as a fielder position; the pitcher must stand within the pitching circle until the ball crosses home plate or is hit by the batter. The circle is defined as within 5' of the screen but never closer to home plate than the front of the screen. No defensive player, other than the catcher, may be closer to home plate than the L-screen. The pitcher will be placed on the first base side.

### BASE-RUNNING RULES:

A. Outfield hits: any batted ball that reaches the grass area.

1. The play ends once any infielder has control of the ball within the infield area. Time shall be called, and all runners who have not advanced at least half the distance to the next base shall be returned to the last legally touched base. Control means that the ball is in the glove or hand, and not in the process of making a throw to a base to attempt an out. These are umpire judgment calls.

2. There will be a maximum of one additional base allowed on a throwing/fielding error that is an attempt at an out. Such advance shall be at the runners own risk. For the purposes of this rule, there is only one error allowed per at-bat.

B. Infield hits: any batted ball that does not reach the grass area.

a. Runners may advance a maximum of one base from the point of when the infielder acquires control of the ball. If a runner has not touched a base, when an infielder acquires control of a batted ball, then they may not proceed to any additional bases. If they have advanced at least one base prior to an infielder obtaining control, they are free to make an attempt to advance, at their own risk.

*The intent of this rule is that runners should only advance one base on an infield hit in which there is no throwing error.*

b. There is a maximum of one additional base allowed, at the runner's risk, on any play which includes a throwing error that is an attempt at an out. A throw to the pitcher to end the play does not apply to this rule. For the purposes of this rule, there is only one throwing error allowed per at-bat.

C. No stealing bases: a runner may advance on a pitched ball only when a ball is batted into fair territory. Rule 7.13 will be enforced.

D. Umpires will not enforce or observe the infield fly rule.

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### RUNS PER INNING/TIME LIMITS

1. There is a 5 run limit per inning. There will be no run limit in the last regulation inning (6th inning) or later.
2. There will be a 2-hour time limit on all games, or sunset time, or 15 minutes prior to the start time of the next game on the same field (whichever comes first). There shall be no new batter in the batter's box, after the time limit is reached.
3. There shall be no practices, post-game meetings, or post-game conferences on the field or in a dugout within the 30 minutes prior to the start of the next scheduled game. Managers, coaches, and umpires who fail to follow this rule will be referred to the discipline committee.

POOL PLAYERS: may be used in accordance with the league bylaws, except as follows:

- Pool players may play no more than three (3) consecutive outs in an infield position.
- Pool players who played three (3) consecutive outs in an infield position may return to an infield position after three (3) consecutive outs on the bench or in the outfield.
- Pool players are permitted play the catcher or pitcher position in this division, subject to the other limitations in this rule.
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PROTESTS: None. This is a non-competitive, instructional division.