

CONNIE MACK Little League GAME RULES & PROCEDURES BOYS ROOKIE DIV.

1. **THE OFFICIAL LITTLE LEAGUE RULES APPLY** (see the current “Official Regulations and Playing Rules” booklet), **EXCEPT** for the following local league modifications which take precedence, and have been adopted as listed below.
2. **PITCHING MACHINE:** There is no “live” pitching in the AAJ level. Players hit balls thrown by a pitching machine. One of the two blue Jugs “MVP” electric powered pitching machines is reserved for this level. All coaches must meet with the Level Commissioner for instructions on how to use the pitching machine. The pitching machine is only be operated by an **adult** familiar with its operation. The pitching machine is **NEVER** to be operated by a child. Please be sure to position the pitcher at least even or behind and to the left or right of the machine to prevent the pitcher from being hit by the pitch.
3. **STARTING TIME:** During weekdays, games start at 6:00 pm. The visitiing team is allowed the field for practice from 5:30 pm to 5:45 pm. The home team gets the field from 5:45 pm to 6:00 pm. Please be courteous with the use of pre-game practice times and do not go over your allotted time.
4. **ENDING TIME:** During the regular season on weekday evenings, no new inning will be started after 2 hours. (Note: During the playoffs, the 2 hour rule is waived.) If, in the opinion of the home plate umpire, darkness or foul weather makes it unsafe to continue play, the game will be ended and will be considered a regulation game, if four (4) innings have been completed. During weekend games, no new inning will be started after 2 hours of playing time.
5. **INNINGS:** The maximum number of innings for a regular season game is six (6). If the score of a regular season game is tied after six (6) innings, the game then ends in a tie. Extra innings will be played only in the playoffs.
6. **NUMBER OF PLAYERS:** A game may be played with no less than eight (8) players on one team. A team can only call up enough players to satisfy the nominal player requirement of nine (9), and the players(s) must come from the same named team (i.e. Orioles) at the next lower level, or by a decision of the level commissioner. A called up player should not take playing time from a regular roster player, and if enough regular roster players show up to field a team, the called up player will not play. No player may be called up more than four (4) times during the regular season and no more the four (4) times during the playoffs. Player should be rotated every game playing a variety of different positions. Divisional commissioners to enforce this rule.
7. **PLAYING TIME:** Games are 6 innings long. Players showing up for a game must play at least 2 complete defensive innings within the first 4 innings, and at least 4 complete innings if the game goes a full 6 innings. All players (including those players called up due to shortage) shall be included in the batting order. Standard Little League rules covering substitutions are waived.
8. **HOME TEAM:** The home team coach is responsible for setting up and returning the pitching machine. The home team shall occupy the 3rd base bench; the visitors shall occupy the 1st base bench.
9. **WINNING TEAM COACH:** The winning team coach is responsible for writing up the game highlights on the Amherst Bee Publicity Form. In case of a tie game, the home team coach should do the write-up. Blank Amherst Bee publicity Forms are available at the snack bar and the equipment shed. It is also the responsibility of the coach writing up the highlights to drop off, mail, or fax the completed publicity form to the Amherst Bee.

10. **UMPIRES:** One umpire will be provided by the League to call the game. He shall be positioned near the pitching machine to call strikes, and to call plays in the field and at the bases. **He will not operate the pitching machine.** Prior to questioning an umpire's call, please read the Little League Rulebook; section 9.0 (twice)! Our league does not permit discussing a call with the umpire during the game. Any issues involving judgment calls i.e. out/safe ball/strike, etc will not be heard nor tolerated.

11. GAME RULES:

- A. The pitching machine will be operated only by an adult coach of the batting team.
- B. The player that is fielding the pitching position must wear a batting helmet. The player should stand to the left or right of the pitching machine, **not in front** of the machine.
- C. Catchers must wear the following: Helmet with mask, shin guards, chest protector, and protective cup.
- D. The pitcher and all base runners must wear a batting helmet.
- E. The double first base is used. Either base tagged constitutes an out.
- F. All balls that are pitched out of the strike zone will be declared "no pitch" and the batter will be awarded a free pitch. During the regular season, (4) swinging strikes and the batter is out. Furthermore, if the batter does not swing at any of four (4) "good" pitched balls and put one into play, the batter will be called out. During the playoffs, both will be reduced to three (3).
- G. A hit ball striking the pitching machine is "dead"; the batter is credited with a one base hit. All baserunners, if any, are allowed to advance one base.
- H. There are no bases on balls. Coaches should encourage players to swing the bat!
- I. Bunting is not allowed. However, any ball hit fair is "in play".
- J. Leadoffs and base stealing are **not** allowed.
- K. The batting team is allowed a 1st and a 3rd base coach, as well as a coach to operate the pitching machine. Coaches may not physically assist players or interfere in any manner while the ball is in play. No other coaches are allowed on the field of play during the game.
- L. A fair hit ball going under the outfield fence or bouncing over the outfield fence is a ground rule double.
- M. A fair hit ball going over the outfield fence on the fly is a home run.
- N. No more than eight (8) batters are allowed to bat per side in an inning. If eight (8) batters have completed their turn at bat before 3 outs are recorded, then the half inning is over.
- O. A ball hit fair and returned by the fielders to any part of the infield stops the play. Baserunners can advance no further than the base to which they are currently headed once the ball is returned to the infield.

- P. The infield fly rule is **not** enforced at this level.
- Q. In the interest of safety, Little League Baseball does not allow the on deck batter to swing a bat, even in the on deck batting cage. The on deck batting cage should be used only for the storage of equipment. Players should be prepared to go directly to the plate from the player's bench when it is their turn to bat.
- R. A player throwing a bat, or other pieces of equipment, should be warned by the umpire/coach that unsportsmanlike conduct will not be tolerated. Teach your players to take care of our helmets. Coaches are responsible for the conduct and behavior of their players.
- S. There is no advancing of runners on an overthrow.
- T. A maximum of 10 players is allowed on defense: pitcher, catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, and four (4) outfielders.
- U. Outfielders must stand beyond the infield dirt, or the line designating the boundary of the infield and outfield in the case of an all grass infield.
- V. It is recommended that players have defensive positions changed at least every two (2) innings so that each player gets to play as many different positions as possible during the regular season.
- W. The playing field is to be kept clear of all equipment during the game. In addition, no one other than the players, umpires, and coaches (as allowed by the rules) are to be on the field of play. No other coaches, assistants, spectators, scorekeepers, etc. are to be on the field of play.