

# 2011 Bremen Rookie League Rules

## GENERAL:

1. Eligibility shall be determined on a calendar year basis as follows:
  - a. Rookie League players must be seven (7) by April 30<sup>th</sup>, and not nine (9) by April 30<sup>th</sup>.
2. Eligibility is subject to change on a case-to-case basis, or on a year-to-year basis upon approval of the Little League board of directors.
3. Any player eligible to play can play any position.
4. Batboys:
  - a. A batboy in the Rookie League must be seven (7) years old. A Rookie League Coach must have parent's permission in order for a batboy to play on his team. A batboy cannot play if there is a player on that team's roster on the bench.
  - b. Batboys shall play on a game-by-game basis and are not tied to a specific team for an entire season. A batboy cannot play if a team has enough of its own players. 9 players make a full team roster.**
5. The responsibility to avoid contact lies with the runner. If contact occurs at any base and the runner doesn't slide, then the runner is to be called out. Running to first base after the ball is hit is the only exception. Umpires discretion.
  - a. Any base runner purposely interfering with an attempted play on the ball by the fielder will be ruled out and a dead ball shall be declared.**
6. A pitching machine shall be used in the Rookie League for the first Three innings. Each batter shall be allowed five (5) pitched balls. If the ball is not put into play by the fifth (5<sup>th</sup>) ball, then the batter is to be called out. An exception shall be made if the fifth (5<sup>th</sup>) ball is ruled a foul ball, then another ball shall be pitched. The umpire may call "no pitch" if he feels the pitching machine malfunctions or if the batter cannot reach the pitch.
  - a. Rookie League will use "live" pitching innings four thru six.**
    - While during live pitching a player receives ball four (4), **THE UMPIRE WILL "SOFT TOSS" HOWEVER REMAINING STRIKES THE BATTER HAS LEFT. ANY SOFT TOSS THAT IS NOT SWUNG AT IS TO BE CALLED A STRIKE. THE UMPIRE HAS THE DISCRETION AT CALLING A "SOFT TOSS" A "NO PITCH" IF IT IS NOT HITTABLE.** (Example: four (4) balls and one (1) strike, the batter has the opportunity to hit the ball off the toss for two (2) more strikes
    - Rookie League pitchers are allowed ONE inning per game. If pitcher is removed from the mound in their inning prior to three outs, that pitcher will NOT be allowed to re-enter the game as a pitcher in a later inning.
7. No stealing shall be allowed in the Rookie League.
8. Headfirst slides are not allowed except when a runner is returning to a base. If a headfirst slide occurs other than on a return to a base, then the runner is to be called out.
9. For the Rookie league: Once the ball is in the pitchers glove and the pitcher has one foot in the mound "dirt" area, a dead ball shall be called and the runner will stay at that base, or if they are halfway between bases, they will be awarded the next available base.
10. For the Rookie league: Runners will only be allowed one base on an overthrow at the runners risk.

11. If a Coach disciplines a player, the player must be disciplined both for batting and fielding.
12. Coaches, players and/or spectators will not be allowed behind the batting screen.
13. \*Catchers must wear a catcher's mitt, catcher's helmet, catcher's mask and protective cup, even at practice. The board will purchase a few protective cups and keep them in the concession stand. If any team needs one for their catcher they will be required to purchase it from the board. All players must wear a catcher's mask while warming up the pitcher. Coaches can warm up a pitcher without a mask.
14. Courtesy runners can be used for the catcher when the catcher is a base runner with two (2) outs. The courtesy runner must be a player on the team's roster who has made the last out.
15. All bats must be either stamped or printed with "Official Little League". **NO WOOD BATS!**
16. **NO METAL CLEATS PERMITTED FOR THE SAFETY OF OTHERS.**
17. All players must have their shirt tucked in and wear a hat during the game.
18. \* League games shall start promptly at 6:00 P.M. with no inning starting after 7:45 P.M. and a complete game being called at that point. League games shall start promptly at 8:00 P.M. with no inning starting after 9:45 P.M. with a complete game being called at that point. A forfeit time shall be the game time. If the game ends in a tie due to time constraints, then the game shall be declared a tie.
19. Only coaches shall be permitted out of the dugout area during a game. Only one (1) on-deck batter shall be permitted. All players (offensive) must wear helmets while on the playing field. No swing warm up will be allowed outside the playing area.
20. All equipment must be kept in the dugout or in the bat rack.
21. If a player is hurt and unable to continue to play, a batboy can enter in his position only if there is not a player from the team's roster on the bench. If no batboy or player is available, then the batting rotation shall have the hurt player's position deleted (no out). If the player is able to return to the game they must re-enter in for the same person. If a runner is hurt, then the player who made the last out before him must take his place.
22. No player shall be permitted to play if they are wearing a "plaster" (or like substance) cast. **NO EXCEPTIONS.**
23. Jewelry is not permitted to be worn by any player during the game. Earrings must be protected with a covering (i.e. Band-Aid, etc.)
24. All Rookie League players shall play all innings both batting and fielding.
25. The home plate umpire and/or Board Member can stop a game at any time if they feel the game is getting out of control.
26. **GAMES WILL BE HALTED 30 MINUTES AFTER A VISIBLE LIGHTNING BOLT. IF ANOTHER LIGHTNING BOLT APPEARS WITHIN THAT 30 MINUTES, THE 30 MINUTE DELAY RE-STARTS. THREE (3) LIGHTNING BOLTS WITHIN A 1 HOUR TIME FRAME SUSPENDS / or ENDS THE GAME.**
27. No coach, player or parent shall smoke, chew tobacco or have any alcohol or illegal drugs on/in them while associated with any team. This is to include games, practices, umpiring, while using the batting cages or while standing at the fence surrounding the playing/ practice fields.
28. All players, coaches and parents will be required to sign a Code of Conduct policy. If one is not signed and on file the child will not be allowed to participate in any games until one is signed and on file with the Bremen Little League board.
29. No intentional bunting / **OR HALF SWING (AT UMPIRES DISCRETION)** is permitted in the Rookie League.

30. No leading off shall be allowed in the Rookie League games. If a runner leads off, the Umpire shall declare an out and a dead ball called with all runners returning to their original base.
31. Any live ball that bounces over or rolls under the fence shall be declared a ground rule double.
32. Any ball that clears the outfield fence on the fly, hits the top of the fence railing, and carries over the fence, or hits the light pole above the fence line shall be declared a home run.
33. If the catcher drops the ball on the third strike then the batter shall be called out.
34. Coaches cannot touch a runner on base to help him either advance or return to his base unless time is called. If contact occurs then a dead ball shall be declared, the base runner shall be declared out with other runners returning to their last base.
35. There shall be no mandatory Sunday practices.
36. Lineup cards will be given to the opposing coach five (5) minutes prior to game time. Stoppage of play due to weather shall be at the discretion of the Home Plate Umpire and/or Board Member. A complete game shall have been played if four (4) complete innings have been played – otherwise the game shall be rescheduled. If one (1) complete inning is not played then the game will be played over. **A COMPLETE GAME IS A MINIMUM OF 4 INNINGS, or 3 AND ½ INNINGS IF HOME TEAM IS WINNING, IN THE EVENT OF INCLEMENT WEATHER AT THE DISCRETION OF HOME PLATE UMPIRE OR OF ANY BOARD MEMBER. ANY GAME STOPPED PRIOR TO THE MINIMUM WILL RESULT IN RE-SCHEDULED GAME – STARTING WHERE THE GAME ENDED, WITH THE EXCEPTION If one (1) complete inning is not played then the game will be played over, starting all over. (ALL LEAGUES)**
37. There shall be a seven (7) run rule per inning except for the fifth and sixth innings in the Rookie League. Once seven (7) runs have been scored, the batting team shall take the field.
38. Teams must field eight (8) players to start a game otherwise a forfeit shall be declared.
39. \*The placement of the pitcher in the Rookie League when the pitching machine is used shall be behind the pitching machine and/or to the side. The pitcher must have one (1) foot in contact with the pitching mound “dirt” area and stand behind the line that is even with the pitching rubber. In no case shall the pitcher be allowed to stand even or in front of the pitching machine.
40. A ball striking the pitching machine shall be declared a dead ball with the batter being awarded first base. All base runners shall move forward one (1) base.
38. A “Mercy Rule” shall be implemented as follows:
  - a. Rookie League: ten (10) run rule after four (4) complete innings.
39. **\*All calls are subject to umpire’s discretion.**
40. At the conclusion of the last game of the night it will be the **HOME** team’s responsibility to put away the bases and raking the pitcher’s mound. Do not forget to replace the plugs in the first base holes. The bases belong in the minor league tower. The **AWAY** team will be responsible for putting away the pitching machine, batting helmets and bat rack. The helmets and bat racks go in the overhead garage door and get hung up on the wall. ***Each team is responsible for taking the trash out of the dugout cans and placing it by the large trash cans at the concession stand.***

### **SPORTSMANSHIP RULES:**

1. Throwing a bat or helmet or abusing equipment shall not be tolerated. First offense is a warning to the player AND the coach. Second offense is an automatic out with a dead ball being called.
2. Digging holes in the playing surface with spikes shall not be tolerated.
3. Unsportsmanlike conduct shall not be tolerated by a player, coach or fan.
4. Cursing or abusive language shall not be tolerated by a player, coach or fan.
5. Arguing strikes or balls shall not be tolerated by a player, coach or fan.

6. The Home Plate Umpire and/or Board Member shall have the right to remove a player, coach or fan from the park for violation of items one (1) through five (5) listed above.
7. The only chatter allowed shall be “hey, batter-batter”. In the event other chatter occurs a warning shall be given, with the second occurrence resulting in a dead ball being called and the offending person being ejected from the game.  
\*No chants or yelling towards any defensive player are allowed with the intent of disrupting the play.
8. A Coach may discipline a player by keeping him out of the game. This must be reported to the opposing Coach and Home Plate Umpire along with the reason and number of innings the player is going to be disciplined. The disciplined player must be listed on the line-up batting order along with the number of innings he will not be playing.