

Half Hollow Hills Little League Rookie Division Rules

These are the special rules of the **Rookie Division** as designated by the HHHLL. To provide consistency for the players, please follow them throughout the season. They should be shared with coaches and parents, so everyone is fully aware. While the players are getting older, the emphasis is still on teaching and having fun. The rules have been designed to assure that. They should be followed as written.

Manager and Coaches – Only the manager and league approved coaches will be allowed inside the fenced area. All adults invited inside the fenced area by the manager must have completed and filed a volunteer form with the HHHLL. Adult assignments are as follows:

When your team is at bat...

- One adult in the dugout always.
- One adult coaching first base.
- One adult coaching third base.
- One adult coach will pitch the Big A1 Technique.

When your team is in the field...

- Coaches are permitted in the field of play.

***** No adult on the field should interfere with a playable ball in any way!**

Lineup

- All players that come to the game should be included in the lineup.
- Late arrivals to the field should be added to the end of the existing lineup and the opposing manager should be told of the addition.
- Lineups should be rotated from game to game to allow all players the opportunity to hit in all places throughout the lineup from top to bottom.

Defensive Positions

- A **maximum of 10 players** should be in the field – 1B, 2B, SS, 3B, on 2nd base, Catcher and 4 outfielders. No Player can be in the Pitcher's Position while we are using the L screen.
- Every player must be given the opportunity to play both outfield and infield during a game. No player remains in the same position for the entire game.
- Each player must play 3 full innings (assuming a 5 – 6 inning game) in the field. No player will sit out 2 innings until every player has sat out 1 inning. No player will sit out 3 innings until every player has sat out 2 innings.

Baserunning

- Only one base per play will be allowed on overthrows regardless of the number of overthrows on that play.
- The runners get the base they were going to at the time of the first overthrow plus one additional base. The lead runner is the dictating runner if there is a question. Once the ball is attempted to be thrown back to the coach pitching the play is dead.

- No base is guaranteed on an overthrow; the runners must get to the extra base safely to achieve it.

Examples:

1. Man, on first, ground ball to shortstop, shortstop throws the ball into right field – runner on first can go no further than third, batter can advance no further than second.
 2. Batter gets a hit to right field, right fielder tries to throw him out at second base, the throw goes past second base and into left field – batter cannot run any further than third base.
- No stealing will be allowed in this division.
 - Tagging up will be allowed from any base in this division. A runner that leaves early may be called out upon appeal, “Umpire’s discretion.” **ONLY IN AFFECT WHEN LIVE PITCHING BEGINS.**
 - There are no headfirst slides.
 - No Leading off any base.

Pitching

- Coaches will pitch to their own team 20 ft. away from home plate behind a league supplied L screen. This distance is league mandated and cannot be moved. Coaches will pitch from 1 knee or can sit on a bucket or chair.
- The home team is responsible for arriving at the field early and setting up the L screen, so play can begin on time.
- Please bring your own bucket/chair to sit on while pitching.

Batting

- A player remains at bat until 1 of the following 4 things occur:
 1. The ball is put in play in fair territory.
 2. Seven (7) pitches have been delivered.
 3. 3 Swings
 4. A foul ball on the 7th pitch, batter continues at bat.
- Due to the 7-pitch rule, there are no walks or called strikes.
- An inning ends when **3 outs** are made or when **5 runs** are scored.
- A player being called out because they have exhausted their 7 pitches is counted as being 1 of the 3 outs in an inning.
- Any batted ball that comes to rest in fair territory in an unplayable area (in front of or in proximity of the L screen) is to be considered a single. The batter will stop at first base, and all other runners will advance one base as either the coach/pitcher or coach/catcher retrieves the ball. All batted balls in front of the plate that can be fielded by the catcher are allowed.
- No bunting will be allowed in this division.
- No player should be holding a bat until they are asked to walk to the plate for their at bat.

Fielding

- Plays at Home Plate – If you are using a catcher play (outs) can be made at home plate.

Home Team

The home team must occupy the first base dugout.

Other Rules

- Any call made by the official umpire stands and should not be argued. Always carry these rules with you and go over items of concern with the umpires before the game. No Umpires During Coach Pitch.
- The umpire will grant time out when the ball is back into the infield and a defensive player is clearly in possession of it or when the pitcher takes possession of the ball at or near the mound. Teach your players to call time out when they are able and please do not teach them to bait fielders into making unnecessary throws...not at this age!
- No Infield Fly Rule
- Time of Game - A full game is 6 innings. However, no inning will start after 1 hour and fifty minutes of play is completed.
- Time is declared by the third out of the defensive team.

Rescheduling of Games

- All rescheduling of a game shall be done using the Half Hollow Hills Web site. In the event a game needs to be cancelled the Managers must notify the league director, Steve Muraco so that umpires can be notified and reassigned.

Injuries

- Any player that sustains a head injury MUST be removed from the game and sent for Medical Evaluation. He or she will not be permitted to re-enter the game or any subsequent games without written clearance from a doctor.

Bat Information –All Bats Must Have the USA Logo.

Pitching Rules

Pitching

- The Rookies Division will use Modified Player Pitching rules – The Pitcher will throw 4 pitches to the batter. There are NO Strikeouts or walks. There are NO called strikes or balls. If the ball is put in play, the at bat ends with the play in the field. If the ball is not put in play, then the coach comes in and gives his player 3 additional pitches (player gets 3 strikes).
- Managers must declare ineligible pitchers to the opposing team manager prior to the start of the game. Pitch counts, and eligibility can be confirmed via the Half Hollow Hills Little League web site.
- Any player on a team may pitch.
- There is no limit to the number of pitchers a team may use in a game.
- A pitcher must be removed from a game if he/she hits three (3) batters in an inning or four (4) in a game.
- A third trip to a pitcher in any inning, or a fourth trip to the same pitcher during the game will result in the pitcher's removal from the mound.
- Pitchers once removed from the mound may not return as pitchers in the same game.
- During the game, pitchers can only warm up on the mound.
- In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitcher of record at the time the game was suspended may continue to pitch to the extent of the remaining eligibility for that game.
- The manager must remove the pitcher when said pitcher reaches the limit of 50 Pitches, Pitcher may remain in the game at another position Exception: If a pitcher reaches the 50-pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Rest rules still apply.

Pitcher Rest Rules – See Separate Pitch Threshold Rules

Pitchers league age 16 and under must adhere to the following requirements:

- If a player pitches over 50 pitches in a day, three (3) calendar days of rest must be observed (only if the pitcher reaches 50 pitches and is still facing a batter)
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no rest is required.
- A pitcher who has pitched 41 or more pitches in a day cannot play the position of catcher for the remainder of that day.
- A player who has played in the position of catcher for four (4) or more innings that player cannot pitch for the remainder of that day.
- One (1) pitch constitutes an inning.

Each team must carry a pitch counter to every game and supply an adult to record the pitch count.

A manager or coach shall confirm the number of pitches thrown at the completion of every $\frac{1}{2}$ inning.

It is the responsibility of the Managers to record all pitch counts for their team and register them online within 24 hours of game completion.