

Wilmington Little League – Rookie League Baseball Division

Rookie League Baseball Local Rules



Document Title:	Rookie League Baseball Local Rules		
Rules Committee 2023: David McLaughlin Meghan Cruz Dan Barry Emily Irving Kevin Nelson Brian Glazer		Signature:	

REVISION HISTORY

Rev.	Effective Date	Revision Description	Owner
A	14-NOV-2009	Initial Version	Rick Hill
B	07-JAN-2010	Added sections for policy and conduct & modified section 2	Rick Hill
C	15-MAR-2010	Add appropriate changes from AA rules	Rick Hill
D	22-MAR-2010	Removed language allowing teams to score more than 6 runs in last inning	Rick Hill
E	26-MAR-2013	Allow for pitching at Farm Division level for 2 innings per game after mid-season	Rick Hill
F	28-JAN-2014	Add more definition to pitching rules for Farm Division	Rick Hill
G	DEC 2014	Proposed Changes	Rick Hill
H	MARCH 2015	Clarifications for ending a half inning	Rick Hill
I	OCTOBER 2015		
J	10-FEB-2017	Remove references to Farm Division	Rick Hill
K	13-Apr-2018	Adjust rule for length of games	Jaret Balter
L	05-Dec-2019	Change to machine pitch, increase minimum playing time on defense	Rick Hill
M	20-Mar-2023	Pitching rules, general changes	David McLaughlin

Wilmington Little League – Rookie League Baseball Division

Table of Contents

1: Introduction

Purpose 1.1

Little League Affiliation 1.2

Intended Audience 1.3

2: Policies & Procedures

League Policy 2.1

League Expectations & Conduct 2.2

3: The Game

4: Pitching

5: Rookie Jamboree

1: Introduction

1.1 PURPOSE

This document will describe additional rules used by Wilmington Little League's A League Baseball division that are above and beyond those listed in the official Little League rules. Unless specified in this document, play in this division abides strictly by the official Little League rule book.

1.2 LITTLE LEAGUE AFFILIATION

The Rookie League Baseball Division is for boys and girls who are 7 years old.

1.3 INTENDED AUDIENCE

Users of this document include all managers and coaches of teams in Wilmington Little League's Rookie League division, parents, players, and league administrators.

This document describes Wilmington Little League's local adaptations to the official Little League Rule Book. It is understood that all league participants will abide by these rules or will seek further explanation from the Player Agent.

2: Policies and Procedures

2.1 LEAGUE POLICY

Manager and Coach selection process:

- Wilmington Little League appoints team managers and coaches on a yearly basis by a vote of the Board of Directors. Both positions are nominated by the League President, and approved by a vote of the Board. Managers will be notified by the Player Agent when they have been selected, and may communicate to the Player Agent who they would like as their coaches. Those requests will be reported back to the League President for his approval and, if nominated, must be approved by a vote of the Board.
- All approved managers and coaches must be registered on the WLL website. The League President and the Board of Directors are the ONLY individuals who can approve and appoint managers and coaches.
- All managers and coaches must submit to a CORI and National Sex Registry check per Little League rules. Once these checks have been satisfactorily completed, each manager and coach will be issued a lanyard with picture ID. The lanyards will be worn at every practice and game, identifying those individuals as approved by Wilmington Little League.
- All managers and coaches are expected to take a concussion/head injury course via Heads Up.
- Only 1 manager and 2 coaches are allowed on the field for each team. Each manager and coach may only participate in on field activities if wearing his/her identification pin. During games only the manager, coaches, and players are allowed on the team's bench.

Managers and Coaches responsibilities:

- The manager and coaches will instruct and develop each player in the techniques and rules of baseball. They will instill the importance of good sportsmanship and the meaning of playing together as a team.
- The manager and coaches will maintain discipline for players, parents and spectators from their teams at all practices and games.
- The manager and coaches will be responsible for raking the pitcher's mound and the area around home plate at the conclusion of all **HOME** games.
- The manager and coaches will communicate practice and game schedules with parents and keep them informed as to cancellations and rescheduled events via the GameChanger app.
- The manager will ensure that all coaches have filled out and submitted CORI information to the league.
- The manager will distribute, collect and hold medical release forms for all rostered players.
- The manager will distribute, collect, and hold WLL Code of Conduct forms signed by parents and players.

Managers must contact the Player Agent under the following circumstances:

- If there is a behavior problem, no severe disciplinary action should be taken by any manager. A written explanation should be submitted to the player agent, who will present the explanation to the Board of Directors for disposition. **NOTE:** *benching a player for disciplinary reasons for the remainder of a game is not considered to be severe, while benching a player for an entire game due to a problem in a previous game would be considered severe.*
- If a player misses practices or three or more games and fails to call.
- If they learn of a player who wishes to join the league. If there is no waiting list, a new player(s) will be assigned to a team by the league. **NOTE:** The Player Agent is the only person who can register or add players to a team once the player has

registered online.

- If a player is lost to a team for 3 or more games because of leaving town, an injury, personal reasons, etc.

Player assignment process and team roster:

- For the Rookie Division, registered players will be selected by using Little League draft method “Plan A” and assigned to team rosters at the pre-season managers meeting. Managers will be advised of the known talent abilities of each player (via previous season player evaluation data). No other player movement between teams will be allowed.
- During the season, Rookie Division managers may borrow players from another Rookie team if that manager knows that his/her team will have fewer than 9 players for the game. The manager must first notify the Player Agent and the League President via email, text, or phone prior to the game. Failure to make this notification will result in a one game suspension for that manager—no exceptions.
- Players who are “borrowed” cannot miss their assigned team’s game in order to play for another WLL team. If a player is borrowed to play for another team and that player misses his/her assigned team’s game on that date, the manager of the borrowing team will be suspended for one game—no exceptions.
- No team should have a player playing in a game unless that player is registered with Wilmington Little League. Registered players are either on the team’s roster at the beginning of the season or have been added by the registrar. Any player who is not registered and is found to be playing for a team will be ineligible to play for any Wilmington Little League team for one year from the date of the infraction that player was found to be playing as a non-registered player. Any manager who uses an unregistered player will also be ineligible to manage any team (baseball or softball) with Wilmington Little League for a period of one year from the date of the infraction the player was found to be playing without being registered—no exceptions.

2.2 LEAGUE EXPECTATIONS & CONDUCT

Managers, coaches and players are advised of the following:

- All managers and coaches will be expected to be positive examples to their players. As such, it is expected that the appearance of each manager and coach will reflect that of an athletic event. Team hats, athletic shoes, and

appropriate athletic clothing should be worn by every team's staff.

- Use of any tobacco products is prohibited on any part of the playing field at any time.
- Managers and coaches should not use their cell phones to make or receive calls of a non-emergency nature during games. Bluetooth earpieces are prohibited from being worn during practices and games.
- Players must wear the uniform provided to them by the league at each game. These uniforms should be worn with the full respect for the tradition and integrity of the game of baseball (ie. shirts fully tucked in & hats worn with the bill facing front). Players who are not in complete uniform will not be permitted to play.
- Players must remove all jewelry (other than medical alert tags) prior to participating in practices and games.
- Batting helmets **must** be worn by all batters, base runners and players acting as base coaches.
- Catchers can use a regulation catcher's mitt or their own glove; whatever makes that player more comfortable. Catchers **must** wear a one-piece catcher's helmet (including a dangling throat guard), chest protector, shin guards and protective cup. If not so equipped, the player will not be allowed to catch.
- Taunting by players, coaches, parents, spectators, etc will not be tolerated. Any racist or derogatory remarks by players, coaches, parents, spectators, etc will not be tolerated. Any person found to be taunting and/or using racist or derogatory language will be ejected. Any ejection(s) must be communicated to the Player Agent.

Wilmington Little League will enforce its Zero Tolerance Policy with regard to unacceptable conduct toward the volunteer umpires, parents or players.

3: The Game

- There are no standings kept or published for this division. Remember, this is an instructional league.
- Volunteer umpires will be solicited to cover the bases. The coach or manager of the team in the field will umpire when the players pitch. Umpiring will be upon a "gentleman's agreement" should no volunteers be available. In cases of

disagreement, the call shall go to the defensive team. Umpiring will be upon a “gentleman’s agreement” should no volunteers be available. In cases of disagreement, the call shall go to the defensive team.

- Games will be 6 innings or 90 minutes, whichever comes first. Managers and coaches will use their discretion when calling games because of darkness. No new inning will begin 80 minutes after the start of the game.
- Since standings are not kept in this division, teams are permitted to play with whatever number of players are available at the field for that game. Teams are encouraged to loan players to the opposition in order to allow the game to be played.
- The defensive alignment for this division is as follows: Pitcher, catcher, four infielders and four outfielders (10 players).
- The **HOME** team will take the first base bench.
- The **HOME** team is responsible for putting bases on the field prior to game time. Bases are located at each field in the box.
- Each team will use their own bucket of balls while on the field.
- No defensive player shall play the same position in more than two consecutive innings. Managers are encouraged to allow players to play multiple positions in each game.
- No player is expected to sit for more than 1 defensive inning per game. If it’s necessary for a player to sit for more than 1 inning, he/she shall not sit 2 consecutive innings.
- All players will bat in a rotating batting order. The manager will set the batting order at the start of the season and it will remain the same for the season. Each game, each batter will be bumped down 1 spot. For example, the first batter in the first game of the season will bat second in the next game. The player who batted last in the first game will bat first in the next game. Any player who arrives after the start of the game will bat in his/her spot unless that spot in the order has already been passed. In such a case, that player will bat at the bottom of the order.
- In the event that weather and/or field conditions may not allow a game to be played, the player agent will determine if the game will be played. If the decision is made to postpone the game in advance, determination will be made and announced to both managers no less than one hour prior to the scheduled game time. Should both teams arrive at the field only to find that the field is not in a safe condition to play, the decision can be agreed upon by each team’s manager.
- Adult coaches may serve as base coaches.
- Bunting and stealing are **NOT** allowed. Advancing a base on a passed ball or wild pitch is not allowed.
- Only one base is allowed on an overthrow. On an overthrow to first base the batter runner must remain at first base.

- It is the runner's responsibility to avoid collision. The runner must slide into the base on any close play, except at 1st base. If a collision occurs as the result of a runner not sliding, the runner **MUST** be declared out.
- A half-inning shall be deemed to be over when all players bat through the order.
- No on deck batters. The only players swinging bats should be facing live pitching.
- **PLEASE** don't ask to reschedule games. Make every effort to convince your players to attend your games as scheduled.

4: Pitching

- Players do not pitch in this division. Coaches will pitch from one knee to his or her own team from in front of the mound.
- No walks or strikeouts. The batter will remain at the plate until he/she puts the ball in play.
- After 5 swings & misses in an at-bat, the coach shall bring out the tee so that the batter can use that to hit.

5: Rookie Jamboree

Wilmington Little League will host a jamboree at Rotary Park at the end of the season. Details regarding this event will be communicated through the Player Agent.