

Wilmington Little League – Rookie League Baseball Division

Rookie League Baseball Local Rules



Document Title:	Rookie League Baseball Local Rules		
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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

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1 Introduction

1.1 PURPOSE

This document will describe additional rules used by Wilmington Little League’s Rookie and Farm League Baseball divisions that 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 first graders (6 and 7 yrs old).

1.3 INTENDED AUDIENCE

Users of this document include all managers and coaches of teams in Wilmington Little League’s Rookie League divisions, 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 Polices 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 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 web site.
- 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 which will be worn at every practice and game, identifying those individuals as approved by Wilmington Little League.

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- A manager and up to 3 coaches are allowed 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.

Manager's and Coaches responsibilities:

- The manager and coaches will instruct and develop each player in the techniques and rules of baseball. He 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 his team 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.
- The manager will ensure that all coaches have filled out and submitted CORI information to the league.
- The manager will distribute, collect and hold a 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 same 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.*
- They have a Player who misses practices or three or more games and fails to call.
- 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 that player has registered online.
- A Player is lost to a team for (for 3 games or more) because of leaving town, an injury or any personal reason.

Player assignment process and team roster:

- For the Rookie Division, registered players will be assigned to team rosters prior to the pre-season Manager's meeting. Assignment will be done by the registrar with the assistance of the Player Agent to ensure that all teams have an equal number of players and that the known talent abilities of the players (via previous season player evaluation data) is as equal as can be reasonably determined. Managers will be allowed to make one "trade" at the Manager's meeting. No other player movement between teams will be allowed.

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- During the season, Managers in the Rookie division may “borrow” players from another team in the same division if that Manager knows his/her team will have less than 9 players for that game provided the Manager has notified 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.
- 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, have been added by the registrar, or are substitute players either “called up” or “borrowed” from other Wilmington Little League teams. Any player found to be playing for a team who is not registered will be ineligible to play for any Wilmington Little League team for one year from the date that player was found to be playing as a non-registered player. Any Manager using 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 the player was found to be playing without being registered no exceptions.

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2.2 LEAGUE EXPECTATIONS & CONDUCT

Managers, coaches and players are advised of the following:

- All managers and coaches will be expected to be a positive example 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 are not allowed on any part of the playing field during games or practice.
- Managers and coaches should not use their cell phones to make or receive calls of a non-emergency nature during games. Wearing of Bluetooth ear pieces during games is prohibited.
- 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 not in complete uniform will not be permitted to play.
- Players must remove all jewelry (other than medical alert tags) prior to participating in the game.
- Batting helmets **must** be worn by all batters, base runners and players acting as base coaches.
- Catchers **must** use a regulation catcher's mitt, and be equipped with a mask (including a dangling throat guard), helmet, chest protector, shin guards and protective cup. If not so equipped, the player will not be allowed to catch.
- Taunting and derogatory remarks towards the opposing team will not be tolerated.
- No profanity will be tolerated. Any person using profanity will be ejected.

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 (or one coach from each team will umpire every inning). 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, managers and umpires will use their discretion when calling games because of darkness. No new inning will begin within 10 minutes of the 90 minute curfew.

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- **TIME LIMIT** – no inning will start 90 minutes after the actual starting time of each game. No new inning will start within 10 minutes of the time limit. Early in the season managers should discuss with the plate umpire in advance of darkness setting in to determine a potential ending of the game due to darkness.
- Since standings are not kept in this division, teams are permitted to play with whatever number of players is 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 job box.
- Each team is responsible for providing one new baseball for use in that game.
- Every player must play a minimum of (4)innings in the field during each game. Free defensive substitution is allowed as this has no effect on the batting order.
- 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.
- 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’s spot in the order will be bumped down one (ie. First batter in game 1 will be second batter in game 2). Any player arriving after the start of the game will bat in their usual spot unless that spot has been passed, in which case the player will hit at the bottom of the batting order.
- In the event that weather and/or field conditions may not allow a game to be played, the **HOME** team’s manager will determine if the game will be played. If the decision is made to postpone the game in advance, that determination will be made and announced to the **AWAY** team’s manager 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 still belongs to the **HOME** team’s manager up to the first pitch.
- Adult coaches and/or players may serve as base coaches. When players coach bases they must wear an approved batting helmet.
- Bunting and stealing is **NOT** allowed, including stealing of home and advancing to home on passed balls or wild pitches

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- Only one base is allowed on an overthrow. On overthrows to first base the batter runner must remain at first base.
- It is the runner's responsibility to avoid collision and the runner must slide (except at 1st base) on any close play. If a collision occurs as the result of a runner not sliding, the runner **MUST** be declared out.
- In 2019 we may go to machine pitch for the Rookie Division. In the event that pitching machines are not available, coaches will be pitching. No batter will be allowed to reach base via a walk. Batter's will be allowed more than 3 strikes if agreed to by both manager's prior to the start of the game. Batters should not see more than 6-8 pitches per at bat. Once the at bat reaches 6-8 pitches, the batter will hit a ball off of a tee.
- A half- inning shall be deemed to be over when:
 - The defensive team has recorded 3 outs.
 - With less than 3 outs, the offensive team has scored 6 runs.
 - With less than 3 outs, the offensive team has batted their entire batting order (or the same number of batters as the opposition – whichever is higher).
- 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.
- After every game make sure the HOME manager/coach should forward any highlights from both teams such as hits, defensive plays, etc. to the Player Agent

4 Pitching

In 2019, WLL may go to machine pitching for the Rookie Division. If a pitching machine is not available, coaches will pitch to their own teams for the entire season in the Rookie Division.

5 Rookie Jamboree

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

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