

Avon Little League **Rookie Baseball Rules**

This league shall be primarily governed by the “Official Rules of Little League Baseball,” as published by Williamsport, PA. The following exceptions and modifications to the existing rules have been generated and Board approved in the interest of safety, fair play, and more even competition.

All games and practices shall take place on Avon Little League sanctioned fields (Little League Park and Veterans Park). At no time shall a coach/parent helper move a practice to any location other than those mentioned above. Any coach/parent helper found in violation of this rule is subject to disciplinary action set forth in section IV.C, below.

I. Pre-Game and Post-Game Rules

A. Home Team Duties and Responsibilities

1. Uses the 1st base dugout
2. Has the field for practice from 35 to 20 minutes before start of the game
3. Supply a new game ball
4. Responsible for cleaning trash from their respective dugout.

B. Visiting Team Duties and Responsibilities

1. Uses the 3rd base dugout
2. Has the field for practice 20 to 5 minutes prior to start of game
3. Supply a good back-up ball
4. Responsible for cleaning trash from their respective dugout

C. Dual Pre-Game Responsibilities

1. Visitors will be listed first and home team second on the game schedule unless otherwise noted.
2. Any available practice time prior to 35 minutes shall be shared equally.
3. When a prior game or event on the field reduces combined practice time to less than 30 minutes, available time will be shared equally.
4. All players and equipment not directly involved in the game must remain on the bench.
5. Batting practice is NOT permitted on the field within 1 hour before the start of any game on a lined field,
6. Soft toss into the fence is NOT permitted at any time.
7. Soft toss into hitting nets IS permitted but can only take place in the outfield.
8. Batting orders must be exchanged prior to every game.

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II. General Rules and Avon Little League Rules:

A. Equipment

1. 9" baseball will be used.
2. Batters must wear a helmet.
3. All players must be in full uniform.
4. No player is allowed to wear necklaces, bracelets, or earrings.
5. No white or grey arm sleeves will be visible while pitching.
6. No sunglasses permitted on a players face or hat while pitching, with the exception of prescription transitional lenses.
7. Bats must feature the USA Baseball Logo and the barrel of the bat cannot exceed 2 5/8".

B. Game Play

1. Managers will NOT be allowed to cancel any games.
 - a. Any cancellations due to inclement weather will be decided by the League President or "his/her designee", in consultation with the Avon Parks and Rec Dept.
 - b. If a conflict exists with a school function affecting several members of the team, the manager must contact the GM, not less than 7 days before the assigned game, to request a change of schedule.
 - c. All make-up games must be rescheduled with the GM, Umpire-in-Chief, and Scheduler.
2. Managers short on players must request a call-up from the GM 48 hours in advance of game time.
 - a. Managers CANNOT directly call-up specific players.
 - b. Players who are called up CANNOT pitch but must abide by all other league rules, including those regarding playing time.
3. Time limit will be 1 hour and 30 minutes from the start of the game. This is actual start time, not game time.*
 - a. Umpire will provide start time to both coaches when game commences
 - b. Once the time limit has been reached, the current inning should be finished.
4. The maximum number of innings played will be 5 innings.
 - a. The first 2 innings are coach pitch; the following 3 innings are kid pitch.
 - b. If there is a tie after 5 innings, the game is over.
 - c. There will be NO extra innings played, except for tournament games.*
5. Each inning will have a 5 run limit. An inning is over after 3 outs, or 5 runs are scored,
6. On balls hit to the outfield, runners will be frozen as soon as the ball is in the infield whether or not the ball is in possession of a defensive player. Runners rounding a base when the ball gets back into the infield will be allowed to advance to the next base.
7. There will be NO mercy-rule.
8. Strikeouts are permitted by both player pitchers and coach pitchers.
9. Score will be kept

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10. SPORTSMANSHIP: Little League is meant to be a developmental league. In the interest of fair play and sportsmanship, the following minimum rules regarding sportsmanship have been added:
 - a. No banging of inanimate objects including, but not limited to, the fence, backstop poles, dugout bench, trash cans, etc.
 - b. No yelling during the pitcher's windup. Players may cheer for their team, of course, but they cannot attempt to distract the pitcher once he/she enters their windup.
11. After every game the manager must record the score of the game, the pitchers' names, ages and numbers of pitches thrown, and # of umpires. These results should be reported on the Pitch Tracking tool by 12pm of the following day. Non-compliance with pitch tracking may result in the suspension of the manager.
12. The number of pitches thrown per player will be tracked by each team and compared with the other team's score keeper after every inning.

C. Offensive Game Play

1. The offensive team is allowed 2 coaches on the field – a 1st base coach and a 3rd base coach.
2. All players present will bat in a continuous batting order.
 - a. If a player shows up late, they will assume the last position in the original batting order.
 - b. If a player is injured or leaves a game early other than for an ejection, their spot in the order is bypassed and no out is recorded.
3. There is NO on-deck position in Little League. No batter may warm up on the field or outside the field of play and take warmup swings.
4. There are NO steals.
5. ONE extra based IS allowed on fielding errors.
6. Leading off is NOT permitted.
7. The Little League International Slide or Attempt to Get Around rule is in effect.
 - a. Base runners must avoid malicious contact at all bases and home plate (e.g. no shoulder first slides or barreling into a catcher at home plate).
 - b. Players are not permitted to slide head first while advancing to a base, this includes home plate. The runner shall immediately be called out.
 - c. The runner is permitted to make a hand first dive when retreating to a base.
8. A "Courtesy Runner" shall be used when there are (2) outs and the catcher is on base. The player who made the last out will take the catcher's place on base, so that the catcher can get his equipment on.

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D. Defensive Game Rules

1. The defensive team is NOT allowed to have coaches on the field, with exception of assisting the catcher in retrieving passed balls.
2. Teams will have a maximum of 10 defensive players on the field.
 - a. This includes 4 outfielders and 6 infielders.
 - b. All fielders must assume normal defensive positions.
 - c. Outfielders must play at least 10 feet behind the edge of the infield grass.
 - d. Defensive shifts are not permitted.
3. An adult representative from the defensive team, shall assist the catcher in retrieving passed balls. This will ensure that the games move along in an expedient manner and maximize the amount of time for quality play.
4. Defensive players will NOT be moved during an inning except for a pitching change or for an injury or other emergency.
5. All players must play the infield at least 1 inning each game by the 4th inning.
6. No player will sit out more than 2 defensive innings each game.
 - a. These innings must not be consecutive.
 - b. All players must sit out 1 inning before any player sits out a 2nd inning.
7. No player will be permitted to play the same position more than 2 innings in a game. This includes the pitcher.
8. Infield fly rule is NOT in effect.
9. Managers must track pitch counts and be certain that no pitcher exceeds pitch limits

E. Coach and Player Pitching

1. Pitchers will pitch from the distance of 40 feet.
2. Pitchers must pitch from the mound.
3. There are **NO walks** in Rookie Baseball
4. Each batter will receive 6 pitches. If the batter fails to hit the ball in fair territory after receiving 6 pitches he shall be declared out.
5. During coach pitch, the defensive pitcher will stand alongside the coach that is pitching in the following manner.
 - a. Opposite the side of the batter. (Right side if left handed batter, left side if right handed batter).
 - b. No more than 3 feet from the side of the adult pitcher
 - c. No more than 3 feet behind the adult pitcher
6. A batted ball that hits the coach pitcher is a LIVE ball.
7. A batted ball caught by the coach pitcher, out of reflex, is a DEAD ball.
 - a. Batter gets first base.
 - b. Forced runners advance one base.
8. After 4 pitches that have been called balls to one batter, the offensive team's coach (team at bat) will pitch until the ball is hit in play or the batter strikes out. The kid pitcher will resume pitching to the very next batter.
9. The kid pitcher is allowed 3 warm up pitches.
10. A pitcher who pitches 41 or more pitches in a game, cannot play the position of catcher for the remainder of that day.

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F. Pitching

1. Please read and understand the pitching rules adopted by Little League International.
2. Avon Little League local pitching rules do not remove any official Little League rules regarding pitching.
3. Avon Little League adheres to the strict discipline of the pitching and catching rules in regard to the number of pitches thrown per player during a game and mandatory rest days.
4. All teams will track pitchers throughout the season.
5. The pitching rules will not change for the league tournaments.*
6. The max number of daily pitches and required days of rest are listed in the chart below.
7. The number of pitches thrown per player will be tracked by each team and compared with the other team's score keeper after every inning.
8. **Pitchers may NOT pitch in consecutive games.***
9. Per Little League International Rules – a pitcher once removed from the game cannot return to pitch for the remainder of the game even if they have not hit their maximum number of pitches thrown for the day
10. If a pitcher reaches his pitching limit while pitching to a batter, the pitcher may continue to pitch to that batter until the batter reaches base, is put out, or the 3rd out is made to end the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.
11. A calendar day of rest does not include the day that a player pitched in a game. Calendar days of rest begin the next calendar day after the game when the player pitched. For example: A league age 12 pitcher delivers 70 pitches in a game on Tuesday. The next game for their team is scheduled for Saturday. The pitcher is not eligible to pitch in the game on Saturday because he/she has not observed the required calendar days of rest. The pitcher would not be eligible to pitch again until Sunday which would allow them to observe the required calendar days of rest. (Day 1 – Wed, Day 2 – Thurs, Day 3 – Friday, Day 4 – Saturday, Day 5 eligible to pitch – Sunday)

Age	Daily Max of Pitches	Required Calendar Days of Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8yrs	50	1-20	21-35	36-50	n/a	n/a
9-10yrs	75	1-20	21-35	36-50	51-65	66+
11-12yrs	85	1-20	21-35	36-50	51-65	66+

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III. Umpires (Remember they are kids!)

A. Avon Little League Youth Umpires

1. These umpires have limited training and education on the rules. It is expected that the umpires will make mistakes during the game.
2. No manager or coach shall raise his or her voice nor argue or dispute or attempt to change the call of an umpire regardless of any perceived mistake.
3. If a manager disputes or attempts to change the call of an umpire he or she may be subject to disciplinary action.
4. Only managers are permitted to speak with umpires regarding rules or calls that have been made.
5. A manager may ask the umpire to repeat the call if it was not heard, but in no way may make any remarks or suggestions that may be deemed to influence or suggest that the umpire change the call.
6. No manager or coach shall make disparaging remarks about or towards any umpire.
7. Managers and coaches are also responsible for the conduct of parents, family members, and fans when it comes to our youth umpires.

IV. Rules Violations or Disciplinary Issues

- A. All league officials can recommend disciplinary action to the President for all off field violations by players, managers, coaches, parents, etc., while on Little League property at any
- B. At the recommendation of the GM and at the discretion of the President or his/her designee, a player, manager, or coach may be disciplined or suspended for rules violations or conduct detrimental to Little League baseball.
- C. The following disciplinary measures have been established by Avon Little League Board of Directors.
 1. First incident – Positive Coaching Alliance (PCA) self-assessment and completion of PCA on-line course.
 2. Second incident – One game suspension and a second PCA on line course.
 3. Third incident – Removal as manager for the remainder of season and possible permanent removal from coaching.

V. Lightning

- A. If a lightning strike occurs 30 minutes prior to the start of a game or during a game, ALL games being played at the park where the lightning occurs (Veterans Memorial Park or Little League Park) shall be immediately cancelled and rescheduled as set forth under the General rules and Avon Little League rules section.
- B. The official Little League rule pertaining to a 30 minute wait between lighting strikes is suspended in this instance and not adhered to by Avon Little League.

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Addendum

There are exceptions and changes to rules that govern the end of season tournament. Below are the exceptions to the Rookie Baseball end of season tournament.

I. Tournament Rules

- A. Wins and losses will NOT determine tournament seed. (Random Draw)
- B. Consecutive games pitch rule will reset only if the desired pitcher has the proper days rest between games.
- C. Games will be deemed completed when there is a team ahead after 5 complete innings or a team is ahead after the time expires.
- D. Tournament games will have a 1 hour and 45 minute time limit
 - 1. Official Start time of game play will be kept by the home plate umpire.
 - 2. When the tournament game is tied after 1 hour and 45 minutes
 - a. The next inning will start with a runner on second base.
 - b. The runner at second base will be the last batter or out from the previous inning. Game play will determine if the last out is the batter or runner on a base.
 - c. A coach will become the permanent pitcher until there is a winner
- E. Tournament Championship game will have NO time limit.
 - 1. Official Start time of game play will be kept by the board member keeping the official score.
 - 2. When the tournament game is tied after 1 hour and 45 minutes.
 - a. The next inning will start with a runner on second base.
 - b. The runner at second base will be the last batter or out from the previous inning. Game play will determine if the last out is the batter or runner on a base.
 - c. A coach will become the permanent pitcher until there is a winner.