



RANCHO NIGUEL LITTLE LEAGUE SINGLE A, ROOKIE BALL & TEE BALL RULES for 2009

These rules are a summary and addendum to the Little League Official Regulations and Playing Rules, Little League Operating Manual, Rancho Niguel Little League Constitution, and Rancho Niguel Little League Local League Rules for 2009.

All Single A and Rookie Ball games are played on a regulation Little League field with 60-foot bases and 46-foot pitching mound. All Tee Ball games are played on a field with 50-foot bases. Coaches or Managers shall pitch to their team in Single A and Rookie Ball. In Single A, the commissioner can implement a kid-pitch program in the second half of the season, whereby kids pitch to the **opposing** team players.

All Tee Ball games between two teams are played on fields set up with two 50-foot base infields. Tee Ball teams shall play "split-squad" games with between 4 and 6 players per team. All Tee Ball players will rotate through all of the infield positions. All Tee Ball players will bat every inning. The batting order should be adjusted each inning so that all players get to bat in the "lead-off" and "clean-up" positions.

There should be at least 10 games scheduled during the regular season. No standings are kept in Single A, Rookie Ball or Tee Ball. Since no standings are kept all games need not be completed and make-up of rained out games is optional. Managers wishing to schedule a make-up game must coordinate the make-up game scheduling with the opposing manager, the division commissioner and the league scheduler. There are no playoff games beyond the regular season. Instead, all players will receive a participation trophy at the end of the season. Scorekeeping is optional for the team, but a team keeping score shall only score their own team and only for the purpose of recording the skill and performance of the players on their team. It shall not be used for the purpose of determining a winner of the game.

The batting order shall include all rostered players present and shall be continuous.

In Rookie Ball and Tee Ball, all players present may be placed on the field defensively. Any catcher must wear full protective catcher's gear including facemask and approved catcher's helmet, throat protector, full-length chest protector, leg protectors, and an approved cup. No player may be closer to home plate than the rubber.

In Single A up to 10 players may be placed on the field defensively. The 10th player may only play as an additional **outfielder**. The catcher must wear full protective catcher's gear including facemask and approved catcher's helmet, throat protector, full-length chest protector, leg protectors, and an approved cup. A player acting as a pitcher can be no closer to home plate than the rubber when delivering a pitch to a batter.

Defensive coaches (parents) are permitted to be on the field in fair territory for instructional purposes. Coaches are not permitted to touch a live ball, but only to instruct other players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a



ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.

The defensive team coaches will be the umpires, but they shall not call balls and strikes.

All offensive players including batters, base runners, and base coaches must wear Little League approved protective helmets at all times.

In Single A the inning is over when 3 outs are made or when all players have batted one time. The inning is over after all players have batted one time in Rookie Ball and Tee Ball.

In Single A, Rookie Ball and Tee Ball a hit ball is a “no pitch” if it travels less than 15 feet from home plate. In Single A, a “no pitch” will be considered a swinging strike, but not “strike 3”, unless it is caught by a defensive player.

In Single A, during coach pitch, and Rookie Ball, each batter shall be allowed a maximum of six (6) “good” pitches from a coach to hit unless the coaches agree before the game to some other number, keeping in mind the time limitations of the game. In Single A, if the batter is unable to hit the ball in the agreed upon number of pitches, he shall be called out on strikes. In Rookie Ball, a batter shall be issued a walk if unable to hit the ball in the agreed upon number of pitches.

In Single A, three swinging strikes shall be considered a strike out. There are no called strikes. A foul tip or foul ball will be considered a swinging strike, but not “strike 3”, unless a foul tip is caught by the catcher. After kid-pitch is instituted in Single A, pitchers shall be given the opportunity to deliver six (6) pitches to a batter. After the sixth pitch, a coach will take over for the pitcher. The strike count will continue and the batter will be provided up to three (3) more pitches from the coach. After a total of three swinging strikes the batter shall be considered a strike out. If the batter is unable to hit the ball after three (3) good pitches from a coach, he shall be considered a strike out. Managers should be aware of total pitches thrown by their pitcher and should limit pitchers to no more than 35 pitches per game.

In Single A and Rookie Ball, if a ball is overthrown, the runners will be permitted to advance at their own risk, but not more than one base. If the ball goes out of bounds and becomes a dead ball, the base runners shall be awarded one base from the base they occupied when the ball was thrown.

Bunting is not permitted.

Throwing of the bat is an automatic out. Any bat that travels more than 10 feet, or is thrown in anger, is considered a thrown bat.

Players must be rotated during a game so that they play in both the infield and the outfield to give all players an opportunity to play all positions.

Games shall be 6 innings in length or 1½ hours for Single A and Rookie Ball, whichever is less and no new inning shall start after 1½ hours from the time the game started. Games shall be 6



innings in length or 1 hour for Tee Ball, whichever is less and no new inning shall start after 1 hour from the time the game started.

There is no infield fly rule in Single A, Rookie Ball or Tee Ball.

There are no protests in Single A, Rookie Ball or Tee Ball.

There is no base stealing in Single A, Rookie Ball or Tee Ball.

Sliding is not permitted in Rookie Ball or Tee Ball. Sliding is not an out, but a player who repeatedly defies the coach's orders not to slide may be removed from the game.