



## **RANCHO NIGUEL LITTLE LEAGUE ROOKIE BALL RULES for 2012**

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 2012.

All games are played on a regulation Little League field with 60-foot bases and 46-foot pitching mound. Coaches or Managers shall pitch to their team.

There should be at least 10 games scheduled during the regular season. No standings are kept. 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.

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.

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.

The inning is over after all players have batted one time.

A hit ball is a "no pitch" if it travels less than 15 feet from home plate.

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. A batter shall be issued a walk if unable to hit the ball in the agreed upon number of pitches.

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, whichever is less and no new inning shall start after 1½ hours from the time the game started.

There is no infield fly rule.

There are no protests.

There is no base stealing.

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