

HARLEM LITTLE LEAGUE RULES

ROOKIE/MINOR DIVISION

EFFECTIVE: April 14, 2007 – May 26, 2007

These rules accompany and/or modify the Official Playing Rules of Little League Baseball, Inc., **Rookie Division**. In cases where Harlem Little Rules contradict the Official Playing Rules of Little League Baseball, Inc., the Harlem Little League Rules pre-empt the Official Rules during Regular Season.

I. Use of Players

- A. Only 9 (nine) Players are allowed to play defense at one time. All defensive substitutions must be reported to the Umpire and the opposing team's Scorekeeper.
- B. Every Player must play defense if he shows up on time for the game (within 15 minutes of the commencing of play). Each Player must play six (6) consecutive outs or two (2) consecutive innings. In the event that the Player does not play two consecutive defensive innings, then he must start the next game.
- C. Free substitution is allowed for defensive positions only. Once a Player is taken out of the game, he or she may be placed back into the game, once the substitution is reported to the Umpire and the opposing team's Scorekeeper and his substitute has fulfilled the mandatory play requirement.

II. Batting

- A. Harlem Little League uses a full roster batting order for the Rookie division, that is all team members who arrive on time (within 15 minutes of the commencing of play) must be placed in the team batting order. Any Player who arrives late will be placed at the bottom of the batting order. However, only nine Players will play the field at one time. A Player who arrives later than fifteen minutes after the game has begun, plays at the discretion of his Coaching staff and the opposing Manager.
- B. The batting order cannot be changed once play has begun, except to add eligible late arrivals. Each team will provide the opposition with a copy of its batting order, with uniform numbers and positions before the beginning of the game.
- C. The batter must enter the batter's box promptly when instructed to do so by the Umpire.
- D. If a batter bats out of turn, he or she will be declared out upon a proper appeal from the opposition. If the improper batter reaches base safety and the opposition appeals

before the next batter is pitched to, the proper batter is out and any score or advance made as a result of the improper batter is nullified.

If the opposition fails to notice the improper batter and the next batter receives a pitch, then no appeal can be made. The batting order picks up with the batter following the now legalized improper batter.

- E. Bunting is allowed.
- F. Throwing of bats is prohibited. The first instance of a Player throwing his bat will result in a warning given to both Managers by the Umpire. All subsequent bat-throwing occurrences will result in an automatic out for that batter.

III. Pitching

- A. An adult will pitch to the Players utilizing the overhand or underhand method to his/her own team.
- B. Each Player will be given six swinging strikes, including foul balls. There will be no "called" strikes. The object is to put the ball in play and to encourage the Players.
- C. Harlem Little League will provide each Manager with complete catcher's equipment. It is the Manager's responsibility to ensure that he/she has a catcher available for each game.

IV . Running

- A. No runner may go more than three feet out of the baseline or base path except to avoid interfering with a fielder attempting to make a play on a ball.
- B. Any overthrow to first or third base which ends up in foul territory, the base runners are allowed to advance only one extra base. For example, a batter who is safe at first on an overthrow can only advance to second base. A runner on first base, who advances to second base on a batted ball, can advance only to third base on a overthrow to first base. A runner on second base, who advances to third base on a batted ball, can take home on an overthrow. On overthrows that remain in the field of play, the runner can advance as many bases permissible at his risk of being thrown out.

C. Sliding

Sliding is acceptable in Tee Ball and Rookie Divisions. What is not acceptable is head first sliding. Therefore, it is important for Managers to teach the proper sliding techniques.

D. Stealing Bases

1. There is no base stealing in the Rookie Division.
2. A runner leaving a base early who is not forced from that base by a ball in play or is advancing on an overthrow must return to that base, unless he is tagged out while in the act of advancing to the next base. For example, a runner on second base who leaves early on a batted ball or an overthrow must return to second base, since he was not forced by the batter going to first. A runner on first base who leaves early can remain at second base since he was forced by the batter.

V. Infield Fly

- A. The Rookie Division will not use the infield fly rule.

VI. Use of Adults in the Game

- A. Each team is allowed a maximum of four adults to in the dugout to assist the team during games. This number includes Managers, Coaches, team parents and score keepers.

B. Base Coaches

The Offensive team shall station two base Coaches on the field during its time at bat, one near first base and one near third base. Base Coaches shall be eligible Players (with helmets) in the uniform of their team or two (2) adults, Manager or Coach. Coaches are not allowed to touch the base runners while the ball is in live play. Any such touching will result in the runner being declared out.

- C. No defensive Coach is allowed in the field of play in the Rookies Division.

VII. Movement of Game

A. Start of Games

Games are to start at their designated start time. A team unable to begin play 15 Minutes after the designated start time because of:

1. Less than 9 Players -will play the game. When this team is up to bat, each missing Player's batting turn will count as an out. For example, if Team Z starts the game with eight (8) Players, when Team Z is up to bat, the missing ninth (9) Player who would ordinarily bat, will be recorded as an out.
2. Traditionally, the home team sits in the first base dugout and the visiting team sits in the third base dugout. However, when the weather becomes hotter, the teams that are in the dugouts not covered by shade, will be permitted to share the shadier dugouts for the purpose of offensive play only. In that instance,

the Managers should ensure that at the end of the inning the teams who are not assigned to the shadier dugout will return their equipment (bats, helmets) and other items to their assigned dugout to avoid confusion.

If canopies or other protective overhead covering has been provided to any such dugout, then all teams will remain in its assigned dugout.

B Field Preparation

1. Teams unable to begin the first game of the day on time, will have their game shortened, so as not to impact the overall operation of the division.
2. The home team for the first game of the day is responsible for field preparation of its field, to include, opening the gates, lining and cleaning the field of debris.
3. In case of rain, then both teams are responsible for field preparation.

C. During Games

1. NINE BATTER RULE

A team's turn at bat is over after three outs or after nine (9) batters have come up to bat, whichever comes first. When either of these two have occurred, the half-inning is over. There is no five (5) run rule. The nine (9) batter rule is suspended in the last inning for both teams.

2. DEAD BALL

Play is considered dead when the adult pitcher or the Player pitcher has control of the ball in the pitcher's area. The adult pitcher cannot deliberately avoid taking control of a ball thrown to the pitcher's area, so as to allow his/her own Players to advance.

3. No arguments about the rules or a "play" should delay the game. If any disagreement arises, please refer to "Rules of Conduct", item D.

C. Ending Games

1. No new full inning can start 15 minutes before the scheduled end of the game. The bottom of an inning may start within 15 minutes of the scheduled end of a game.
2. The time frame for Rookie Division games is six (6) innings or two (2) hours, whichever comes first **unless the game is shortened due to** field preparation (see "Start of Games", item VII B).
3. At the conclusion of the game, the teams should exit the dugouts

promptly, making sure that they take all their equipment with them, so that the teams involved in the next game can begin play promptly. This will ensure that teams involved in the next game will have a full opportunity to play their game in the allowed time frame. Any game critique or team meetings of the just played game should be held in another location.

4. The home team for the final game of the day is responsible for locking the gates and returning all Harlem Little League equipment (bases, chalk liner, brooms, etc.), to the proper storage location for their use the following week.

VIII. PRACTICES

1. Replacement of equipment is costly, therefore, if a Manager utilizes Harlem Little League's equipment for his practices he/she must ensure that the equipment is returned to the storage facility after practice.
2. Managers must also ensure that all gates protecting the fields are locked after each practice to avoid vandalism.
3. Remember to safe guard your equipment at all times. There have been instances wherein Players have had their gloves stolen at practices.
4. It should go without saying that SAFETY is paramount at all times, therefore, be sure to practice it. If an injury does occur however, please ensure that the Managers have ice packs and a League First Aid Kit on hand. Report all injuries promptly to the Division Coordinators to ensure proper reporting.

IX. Rules of Conduct

- A. Poor conduct on the part of Players, Managers, Coaches and parents detracts from the benefits the League intends to provide. It is useless to try to instruct children in sportsmanship and fair play if they do not have good examples of these attributes in their Managers, Coaches and parents.
- B. Once the teams are on the field, the Umpire is in charge until the game is over. The Umpire is responsible for keeping the game moving and starting and ending on time. We expect our Umpires to use their best judgment and to be reasonable, but we also expect your cooperation with them. Umpires are the law on the field. Be mindful that while League officials do serve as a Board of Appeal, our policy is to back the Umpire.
- C. Good Umpires (any Umpires) are hard to find and harder to keep. They do not deserve abuse. Managers and Coaches are required to restrain themselves from abusing Umpires over judgment calls. They are also required to restrain Players and Spectators from such activity. Umpires have the authority from the League to enforce rules and to eject any Manager, Coach, Player or Spectator for objecting to a decision or for unsportsmanlike language or behavior. League officials will support Umpires in these decisions by whatever means deemed

appropriate. No one likes a scene. Do not put an Umpire's back to the wall.

Remember, Managers and Coaches are appointed by the League and are responsible for their team's conduct, observance of the rules and respect towards the Umpires.

- D. Judgment calls made by an Umpire are not grounds for a protest. Only the interpretation of the rules may be protested. The Protest Guidelines are: The Manager must inform the Umpire before the next play begins that the game is being played under protest. The Umpire shall then inform the opposing Manager. (The protesting Manager should inform the Umpire discreetly; there is no need to scream your decision in front of Players and Spectators) The protesting Manager must submit a written protest to the League within 24 hours. The protest must describe the circumstances and the interpretation of the rules that the Manager feels to be correct. Protests when handled properly can be a great learning tool for everyone. Therefore, if you feel strongly about a rule interpretation, we encourage you to submit your protest.
- E. Managers may leave their bench area only to confer with a Player or an Umpire. They must first receive the Umpire's permission by calling "time out". Time must be granted by the Umpire before the Manager confers with the Player or opposing Manager.

F. **Ejections**

When a Manager, Coach, Player or Parent is ejected from a game, he/she must leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any Manager, Coach, Player or Parent ejected from a game is suspended for his or her team's next game.

(Amended as of February 2006)