

SPRING 2011 – SSSL LOCAL RULES & GUIDELINES ROOKIES DIVISION (formerly Coach-Pitch Tee-Ball)

ALL MANAGERS, AND ASSISTANTS SHOULD HAVE A BASIC UNDERSTANDING OF ALL RULES AND REGULATIONS WITH THE 2011 OFFICIAL REGULATIONS AND PLAYING RULES BOOK (the “ORPR BOOK” or “GREEN BOOK”)

The rules and regulations within the ORPR Book allow the local leagues some room for modifications. The Summerlin South LL policy is to play by the published rules with minimal modifications. The following are clarifications and modifications that Summerlin South LL has adopted:

General:

1. The Rookies Division is considered non-competitive division – Neither standings nor scores will be kept during the season.
2. If at the scheduled game time or at any time during the game either team does not have nine (9) players on the field of play the game is to be played anyway, by utilizing a player from the opposing team. However, the team with fewer than nine (9) players must utilize a player chosen by the opposing manager to play on their team. The opposing manager may switch players each inning. There should be at least nine (9) fielders in the field at all times.
3. All Managers, Coaches and volunteers must have a background check completed and approved by the board of directors prior to participating in practices and games with the team. All SSSL volunteers must wear the league-issued ID badge during games and practices. (The league-issued ID badge consists of a Summerlin resident card, which may be obtained at the Willows Community Center, and a league-issued sticker, which will be issued following completion of the background check.)
4. 30 minutes prior to the start of the game, the infield should be clear of all players and coaches. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. **Each team can have only one (1) manager and three (3) coaches in the dugout. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. Failure to abide by such rules will result FIRST in a warning, and SECOND in a one-game suspension of the manager. Managers should advise all coaches, players and parents accordingly.**
6. It is a Little League Rule that all players and coaches must remain in the dugout at all times. If a player or coach needs to use the restroom or leave the dugout, the Manager or Coach in the dugout must notify the player’s parent and have the player’s parent escort them to the restroom.
7. Players shall not possess in the dugout any of the following: phones, pagers, game boys, etc..
8. There will not be a postseason tournament for the Rookies Division.

Time Limits: The Rookies Division will have a drop dead time of 1:15 from the **scheduled game time**. No new inning can be started after curfew. Curfew is 9:00 pm for the Rookies Division.

Offensive coaching positions:

1. One coach at home plate assisting the batter and operating the tee or pitching to the batter (see pitching rules below)
2. 1st base coach
3. 3rd base coach
4. One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout

Offensive rules:

1. The batting order will consist of all players on the team roster. Once the batting order is set it cannot be changed. Any player arriving after the start of the game must be placed at the end of the batting order regardless of the status of the game. The penalty for batting out of order will follow the ORPR Book.
2. During an inning, each team will bat through its entire order. However, managers should keep track of the number of outs up to three (3) then start over with zero (0) outs but do not remove the base runners. This will allow for different situations with base runners and the number of outs.
3. The team's at bat is over as soon as the last batter's "normal play" has stopped. DO NOT instruct base runners and/or batter to run all the way home.
4. Normal play is defined as: Play begins with the successful hit into fair territory by the batter and ends when the runners have advanced as far as legally possible without being put out or having been put out, time is called and the play and inning is over.
5. Base runners may advance one base on any hit ball that does not pass a base. However, if a hit ball passes a base, base runners may advance until frozen, as set forth below.
6. Base runners must slide feet first if a play is being made at the base they are advancing to. If they do not slide when a play is being made, they are called out. A player may slide at 1st base, although it is not recommended.
7. All base runners must stay in contact with the base until the ball is hit. The penalty is in accordance to the ORPR Book.
8. Stealing of bases is not allowed.
9. No bases will be awarded on an overthrown ball.
10. Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.
11. Base runners are frozen by the defense getting the ball into the pitcher on the mound and the pitcher calling time by raising his/her hands while having control of the ball. The pitcher is the only player that can freeze the play on the mound. Time should be called loudly when this occurs.
12. On Deck Batters – Little League does not at anytime permit an "On Deck Batter," even in between innings. ORPR Rule 1.08

Note 1: The on-deck position is NOT permitted in Tee Ball, Rookies, Minors or the Majors Divisions.

Note 2: Only the first batter of each half inning will be permitted outside the dugout between half innings in Tee Ball, Rookies, Minors and the Majors Divisions.

Defensive coaching positions:

1. One coach in the infield behind the pitcher assisting infielders
2. One coach in right-center field assisting fielders
3. One coach in left-center field assisting fielders

Defensive rules:

1. All players play in the field every inning. A maximum of six (6) infielders are permitted (catcher, pitcher, 1st base, 2nd base, 3rd base and shortstop). At the beginning of each play the outfielders must start play standing in the outfield.
2. At the beginning of each play no infielder (besides the pitcher and catcher) is allowed in the area within a 45 foot radius from home plate.
3. The player/pitcher must start each play by standing with at least one foot on the dirt area of the mound, approximately 46 feet from home plate.
4. A defensive coach should be behind the player-pitcher and assisting the infielders. There should be two (2) defensive coaches in the outfield assisting their players. However, coaches are not to physically assist them nor should they stop the baseball at any time. No coaches are permitted in the infield except the defensive infield coach.
5. No player shall play the same position for more than two (2) innings per game. The goal is to give all players an opportunity to experience as many positions as possible. Understand that the player at first base will have balls thrown to them, it is strongly suggested that for safety reasons only players with adequate skill levels be assigned to this position. This rule requires managers to develop "skilled position" players and rotate them.
6. The catcher position will be used in the Rookies Division

Umpiring the game: There is no Umpire provided by the League, therefore, Managers and Coaches will be responsible for umpiring the game as follows:

1. The offensive 1st base coach will be responsible for 1st base calls
2. The defensive infield coach will be responsible for 2nd base calls.
3. The defensive coaches should monitor the base running.
4. The offensive 3rd base coach will be responsible for 3rd base calls.
5. The offensive home plate coach will be responsible for home plate calls and assisting the catcher and batter. He/she is also responsible for removing and operating the tee after each play.
6. Any play at home will be made to the plate, not the tee.
7. The infield fly rule is not in affect.
8. Bunting is not allowed.
9. If a batted ball does not go further than ten (10) feet from home plate, it is considered a foul ball.
10. If the batter hits the batting tee it is considered a foul ball. The ball must be hit cleanly off the tee.
11. Base paths will be 60 feet in length and the pitching mound will be 46 feet from home plate.

Coach Pitch

1. A player may hit from the tee or have the coach pitch to him/her. If a player begins his/her at bat by hitting from the tee, he/she has a maximum of six (6) attempts to put the ball into play.
2. If the coach pitches to the batter, the coach should stand approximately 30 feet from home plate.
3. Every pitch after two (2) consecutive pitches that the batter does not swing at will be an automatic strike. Under this format, the most pitches to any batter will be nine (9). If a coach pitches to a batter they must do so until the batter puts the ball into play or gets two (2) strikes. After the batter has two (2) strikes, they may elect to go to the tee. Once they elect to go to the tee after getting two (2) strikes from coach pitch they have one swing to put the ball in play. If they do not put the ball into play within one (1) swing the batter is out.
4. Once a batter elects to continue with coach pitch after the second strike, they cannot go to the tee.

Face Masks on Batting Helmets: Face masks are not mandatory for Summerlin South LL teams; however, they are STRONGLY recommended.

Grievances: From time to time there will be situations before, during or after games that will warrant the Board of Directors of Summerlin South LL to investigate and take appropriate actions. Since this league is for the enjoyment of the children, any action taken by any manager, coach, player or spectator that is detrimental to the enjoyment of the game for the kids and their parents will be investigated and acted upon.

Postponement of Games: The only postponement of games that will be allowed will be due to inclement weather, power failure, acts of God, etc. The Board of Directors of Summerlin South LL, only, will make the determination of postponement of a game.

Vehicles: Vehicles of any type will not be allowed in park areas of any of the Parks at any time with the exception of vehicles conducting official league business. Examples of official league business include delivering of supplies to the concession stand and dropping of league equipment, pictures, trophies, etc. at the main building of the park. A manager or his/her coaches will not be allowed to drive their vehicles into the park area to drop off team gear before, during or after games and practices. Vehicles must remain in the designated parking lot at all times. This is a safety concern to the league and will be strictly enforced.

Ejections: A manager, coach or player ejected from a game, for any reason, must leave the ball park immediately, and will not be allowed to participate in the team's next PLAYED game per the ORPR Book. The ejected manager, coach or player will not be allowed within the ball park of the team's next PLAYED game at any time during the day of the game. If a manager, coach or player violates this rule, he/she may be subjected to further discipline.