

HARLEM LITTLE LEAGUE RULES

ROOKIE DIVISION

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 defensive player must play 6 consecutive outs or 2 consecutive innings and get one at bat. 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 put back in the game, once the substitution is reported to the umpire and the opposing team's scorekeeper.

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, 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 appeal from the opposition. If the improper batter reaches base and the opposition appeals before the next batter, 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 order picks up with the name following that of the 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 the 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 overthrows to first or third base which ends up in foul territory, the runners are allowed 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, who advances to second base on a batted ball, can advance only to third on a overthrow to first. A runner on second base, who advances to third base on a batted ball, can take home on an overthrow. On overthrows 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 the Rookie Division. 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.**

V. Infield Fly

- 1. None

VI. Use of Adults in the Game

A. Each team is allowed a **maximum of five adults** in the dugout to assist the team during games. This number includes managers and coaches.

B. Base Coaches

The Offensive team shall station two base coaches on the field during this time at bat, one near first base and one near third base. Base coaches shall be eligible players in uniform or two (2) adult managers or coaches. An adult manager or coach is only permitted to occupy the first or third base coaches box if there is at least one other adult manager or coach in the dugout. Coaches are not allowed to touch the players while the ball is in play. Any such touching will result in the runner being declared out.

C. No defensive coach is allowed.

VII. Movement of Game

A. Start of Games

Games are to start at their designated start time. Teams unable to begin play 15 minutes after the designated start time because of:

1. Less than 9 players -will play the game. When up to bat, each “missing” player's batting turn will count as an out. For example, if Team Z starts the game with 8 players, when Team Z is up to bat, the “missing” ninth 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 insure 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.

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 earliest game of the day is responsible for field preparation of

its field, to include, opening the gates, lining and cleaning the field of debris

C. During Games

1. NINE BATTER RULE

A team's turn at bat is over after three outs or after nine batters have come up to bat, whichever comes first. When either of these two has occurred, the half-inning is over. There is no 5 run rule. The nine batters 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.

D. 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 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 same can begin play promptly. This will ensure that teams involved in the next games will have a full opportunity to play their game in the allowed time frame. Any game critique or team meetings 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, tees, 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 kept in the good condition.
2. Remember to safe guard your equipment at all times. There have been instances wherein players have had their gloves stolen at practices.
3. It should go without saying that SAFETY is paramount at all times, therefore, be sure to practice it. If an injury does occur, please ensure that the managers have ice packs and a 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 kids in sportsmanship and fair play if they do not have good examples of these attributes in their coaches.
- 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 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 teams' 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 discretely; 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". Time must be granted by the umpire before the manager confers with the player or manager.

F. Ejections

When a manager, coach or player is ejected from a game, he/she shall 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 or player ejected from a game is suspended for his or her team's next game.