



**2023 Whalley Rookie Division Play Format and Rules – as of March 18, 2023**

**NOTE: Anything not covered in these rules will be governed by the Official Regulations and Playing Rules of Little League Baseball by Little League Canada.**

- 1. There is no on-deck batter allowed in Little League. No one shall have a bat except the batter at the plate. Players must remain in the dug-out while their team is playing offense.**
- 2. All players must wear a jock or jill to all games and practices or they will not be allowed to play.**
- 3. Batting helmets must be worn while at bat and on the bases. Chin straps are required unless the player is wearing a compression style helmet which will not require a chin strap.**
- 4. No jewellery, watches, gum or other choking hazards.**
- 5. Cleats are recommended but not required. No metal spikes.**
- 6. A safety base will be used for first base. Runners must touch the orange base when running through first.**
- 7. No head first sliding.**
- 8. There will be a chalked circle around the pitching machine with a line on either side. The pitcher must stand outside this circle not nearer than 40 feet from the plate on one of the lines. The pitcher is not to stand in front of the pitching machine and shall receive all thrown balls on either side of the machine. *Pitchers cannot enter the pitching circle at any time during play. If so, see rule 20.***
- 9. Home and Away are determined by the schedule.**
  - a. Home Team – 3<sup>rd</sup> Base Dugout**
  - b. Away Team – 1<sup>st</sup> Base Dugout**
- 10. Teams will need one (1) manager and a minimum of two (2) coaches. Teams can also have an additional pitching (sling) machine operator who can be a coach or an assistant coach or parent.**
- 11. Offensive coaches will be positioned as follows: 1<sup>st</sup> Base, 3<sup>rd</sup> Base, Dugout, and pitching (sling) machine. Defensively, coaches may remain on the fence beyond their team's dugout.**
- 12. All players will bat in rotation and ten (10) will be on the field defensively each inning. A maximum of six (6) infielders, including pitcher and catcher.**
- 13. A player may not sit out a second inning until all other players in the game have sat out one (1) complete inning. All players are required to play in the infield and outfield at least one inning every game. No more than 3 innings per game at a single position or 2 innings consecutively at a single position.**
- 14. If a player arrives late, they may be entered in the batting order at the bottom of the list.**

15. Three (3) outs for each team constitutes an inning.
16. In the first five (5) innings there is a limit of four (4) runs or runs required to catch up to a tie, whichever is greater. The sixth (6<sup>th</sup>) inning is open. After 105 Minutes of game play, no new inning can be started and completion of the active inning will complete the game. On weekends the game will end completely after 135 minutes. On weeknights the final inning may be completed.
17. Ten (10) run mercy rule applies, after four (4) completed innings.
18. The pitching (sling) machine will be positioned at a distance of 40 feet from home plate. The speed will also be set and verified at 36 mph. The pitching (sling) machine operators from each team will set the height of the pitches at the beginning of each game together. If the pitch location drifts during gameplay, adjustments to the thumbscrew can be made throughout the game as required, but only after agreement from both teams.
19. The pitching (sling) machine operator will be from the team that is on offence. The ball used will be a "Level 5" type ball. The pitching (sling) machine operator must be attentive to throws coming from the 3<sup>rd</sup> base side of the circle to 1<sup>st</sup> base, moving out of the way or ducking to avoid interference. The sling operator is not allowed to communicate with any batter-runners or runners and may only communicate with the batter to adjust their positioning in the batters box.
20. Any batted ball that hits the pitching (sling) machine or pitching (sling) machine operator will be called dead. If the batted ball comes to rest inside the chalked circle it will be declared a dead ball. The batter will be awarded first base and only runners forced to advance will do so. Any hit balls that go through the circle without touching the machine or the operator will be live balls and in play.
21. Pitching (sling) machine operators should not catch balls thrown to them unless the ball has been declared dead.
22. The catcher must wear full gear when catching. A fielder's glove, 1<sup>st</sup> baseman's glove or catcher's glove may be used by the catcher. Catchers cannot discard helmets any time during play.
23. Batters will receive three strikes/swings. There are no walks. There is a maximum of 5 pitches per at bat. A foul ball on the third strike or 5<sup>th</sup> pitch will result in the batter getting another swing/pitch. A ball that hits the plate or the ground in front of the plate is a no pitch.
24. Batters must drop their bats in a manner which does not endanger other players/coaches. Failure to do so will lead to a warning, subsequent violations will result in the batter being called out.
25. A foul tip caught by the catcher on the third (3<sup>rd</sup>) strike is an out, regardless of the height of the ball. There will be NO bunting, or infield fly rule.
26. Until May 18<sup>th</sup>, no stealing is allowed. After the agreed date, coaches will agree that the skill level allows stealing from second to third and/or third to home. The baserunner may not advance until the pitched ball arrives at the batter. If it is determined that the runner left before the ball arrives at the batter and they are put out the play stands. If safe, they will be returned to their original base. There are no leadoffs allowed at any time from any base.
27. Until May 18<sup>th</sup>, No advancement on overthrows. After the agreed date coaches will agree the skill level allows that runners can advance to second or third base on an overthrow. Only one base per live ball. If a put out attempt is made on the advancing runner, an out/safe call will be made and play will then be ruled dead. No advancing home on overthrows at any time.

**28. When a ball in play hit past the infield dirt is thrown back and crosses the plane where the infield dirt meets the outfield grass, runners may no longer advance beyond the base they are actively advancing to. There is NO requirement of the ball being in the infielders possession.**

**29. Players playing in the outfield must position themselves behind lines that will be marked with cones. (approx. 40' past the baseline)**

**30. Zero tolerance for bullying, isolating, name calling or unwelcome behaviour to any player. Any player/ managers/coaches found bullying will be removed from the game.**

**31. When a batted ball rolls under the outfield temporary fence it will be ruled a double. Please instruct the outfielders to raise both of their arms in the air if that occurs to signal that the ball is dead and out of play.**