

District Six Little League British Columbia - Rookie League (Pitching Machine) Tournament Rules-

NOTE: The Official Regulations and Playing Rules of the Instructional Divisions of Little League Canada will apply with the following additions:

1. Each tournament team shall consist of 12 players (**maximum 15 players but only 12 dressed for games**) of league ages 6-8 and who must have been on a Pitching Machine or Minor roster during the regular season.
2. All 12 players will be in the batting order. 11 players will be on the field defensively each inning. Subs must be inserted each inning (no player may sit more than two innings). There shall be a maximum of 6 infielders. All but the pitcher and catcher shall be no more than three feet in front of the baseline until the ball has been batted. Outfielders must be on the grass until the ball is hit. Defensive players need not be rotated to different positions during the game. **Note:** Short chalk lines shall be laid down three feet in front of first and third bases, as reference points for the infielders.
3. Game length shall be in accordance with the LL Rule book, except that the mercy rule shall be modified as follows:

When a team has an 11 run lead after 4 innings (3 1/2 if the home team is ahead) or 6 runs after 5 innings (4 1/2 if the home team is ahead) the game shall be considered mercied. **Note:** There is no open last inning in Rookies.
4. Teams will have one (1) manager and three (3) coaches.
5. Offensive coaches will be stationed as follows: (a) pitching machine operator (b) 1st and 3rd base coaching boxes (c) dugout. **Note:** The coach operating the machine may not talk to or coach the runner(s).
6. The machine will be positioned at a distance of 40 feet from home plate by the Tournament UIC. The speed will also be set by the Tournament UIC prior to each game and will not be changed during the game. **Note:** The operator may adjust the machine for pitch height.
7. The machine operator will be the manager or a coach of the team at bat.
8. The catcher must wear full gear when catching. **Note:** A fielder's glove, 1st baseman's glove or catcher's glove may be used by the catcher.
9. (a) A batted ball that hits the machine or operator will be live and in play. **Note:** If the operator intentionally interferes with a batted ball, the batter shall be declared out, and all runners returned to the bases occupied at the time of the pitch.

(b) A thrown ball which hits the machine or operator is alive and in play.

c) Machine operators should not catch balls thrown to them unless dead ball has been declared. **Note:** If the operator purposely touches a live thrown ball, the ball will be called dead and runners will be returned to their last bases.
10. Three outs or five runs constitute a half-inning (whichever comes first). **Note:** There is no open last inning.
11. A pitch not swung at will be called a strike or "no pitch." **Note:** There are no warnings or walks.
12. No bunting, stealing or infield fly rule will be used. Runners shall not leave their bases until the ball crosses the plate or is hit.
13. **LL Rule 6.07 will be applied to all batting-out-of-order situations. However, everything possible should be done to ensure that batters do not bat out of order. The scorekeeper should notify the plate umpire immediately when an improper batter is discovered.**

14. Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous manner (umpires judgment) will be subject to the following consequences:

- **First occurrence:** The batter is issued a warning in the presence of a coach and play resumes.
- **Second occurrence:** Ball is dead, batter is out, runners return to their bases; batter receives a second warning.
- **Third occurrence:** Ball is dead, batter is out, runners return; batter is ejected from the game.

Note: The scorekeeper shall note each occurrence and notify the plate umpire every time the player comes to bat.

15. Dead Balls

(A) Lead Runner not Advancing

When the defense has possession of the ball in the infield, the lead runner is not advancing, and the defense is not making a play on any runner, the plate umpire shall call the ball dead. **Note:** A batter-runner who has advanced at least halfway to 2nd base when the ball is called dead shall be awarded that base. **Scenario:** Runner on 2nd, batter hits ball, runner on 2nd rounds 3rd, defense throws to catcher who holds ball in front of runner. Runner stops advancing and catcher makes no play. In this case the plate umpire calls the ball dead and the base umpire determines the position of the batter-runner, relative to 2nd base.

(B) Overthrow (Note: Overthrow is defined as going any distance past the fielder and base)

- The Overthrow may come from the infield or outfield and must be clearly intended to retire a runner at a base.
- All runners may attempt (at their own risk) to advance one additional base on the overthrow. **Note:** If no runner attempts to advance after the overthrow, the ball will be called dead, whether in the possession of the defense or not.
- After the overthrow, a play may be made on any runner at any base. If the runner over-slides or over-runs the base they are subject to being put out. Under no circumstances will any runner be allowed more than one extra base on the original overthrow, e.g., on a second overthrow or a ball being thrown out of play. **Note:** This supercedes LL Rule 7.05 (g).

(C) Defense in Possession of Ball Between lead runner and Next Base

- To stop a play when runners are legally advancing (other than on an overthrow) the ball must either be thrown ahead of the lead runner or the defense must hold the ball between the runner and the next base. If there has been no break in the action and an overthrow occurs, 15 (B) is in effect.

However:

- If there has been a break in the action and the play is essentially over, but before the umpire can call dead ball, the lead runner attempts to go the next base, the defense can make a play without jeopardy, i.e., the runner is either called safe or out, but may not advance to the next base under any circumstances, e.g. overthrow or ball thrown out of play.

16. Managers/coaches must wear long pants, shirts with sleeves, caps and footwear with stockings.

17. Anything not covered in these rules will be governed by Little League Canada and Little League Inc. Tournament Rules and Guidelines.