

## Little League District 2 Georgia

### **Rookie Tournament Rules**

#### **League Age 7-8 YO**

(1) The batting order shall be followed throughout the game. The batting order shall be all players on the team roster present for the game batting in order. If a team has only 8 players present, they will be allowed to play with 8 players. (if a team has 8 players they will play without a catcher) Each player will be required to bat in his/her respective spot in the batting order. However, a player may be entered and /or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. NOTE: If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup (See Rule 4.01 NOTE), he/she would be added to the end of the current lineup.

(2) The first five innings are limited to four (4) runs or three outs (3) per inning. The sixth and following innings are unlimited runs.

(3) No new inning will start after one-hour and thirty minutes, except in a tie game which must be continue until a winner is determined or curfew expires. Any inning started can be completed.

(4) Eleven (11) o'clock curfew is in effect. **NO EXCEPTIONS**

(5) Pitching machine will be set at 40 MPH, with a distance of 46 feet from the back of home plate to the center of the machine. The accuracy can be set at each half-inning or at the UIC's discretion.

(6) Base path is 60 feet. Outfield is recommended at 150 feet.

(7) Each batter will be limited to five pitches or three strikes. If on the fifth or last pitch, the batter fouls the ball, an additional pitch will be allowed. The batter will continue to receive an additional pitch until a pitch is missed or the ball is put in play.

**Exception: Foul Tip third strike.**

(8) The pitcher must be positioned to the right or left of the pitching machine with one foot either on or inside the 12 foot circle. The inside foot cannot be closer than 5 feet of the machine for safety purposes.

(9) Each team is allowed one manager and three coaches. Managers and coaches must be regular season, Major and under, managers and coaches. Two adults are allowed in the coaches boxes during offensive play.

**Note: No one else is allowed in the dugout or on the field before during or after the game.**

(10) The official scorekeeper can halt the game, if in their opinion; a player may not meet the mandatory play as specified in rule 3.03. *All substitutes MUST enter the game by the top of the fourth inning.*

(11) Rule disputes **MUST** be resolved before the next pitch. All decisions on rule disputes shall be made by the Tournament Director and are final. With the exception of ineligible players, protests are not allowed. Ineligible players must be resolved by the complaining party before the next game of either team involved. Proof of ineligibility will result in forfeiture of the last game played by the violating team.

**Ground Rules**

1. No infield fly rule.
2. No bunting. A bunt will be called a swinging strike.
3. Runner shall remain on base until the ball is hit by the batter.  
Violations 7.13 (Runners leaving early)
4. A batted ball must travel 15 feet or a foul ball will be called. A batted ball that rests on the fifteen foot line is a fair ball. Any ball that touches a player before touching or passing the fifteen foot line will be called a foul ball.
5. Play will cease and time out called when:
  - a. a defensive player returns the ball into the possession of a defensive player occupying the twelve foot circle.
  - b. A defensive player in possession of the ball stops the advancement of the lead runner. If the defensive player makes a play on any runner other than the lead runner before time is called, play shall continue.
  - c. A defensive player, while occupying the twelve foot circle, does not make a play on any runner. Umpires judgment.

- d. A thrown ball lodges underneath the pitching machine.
  - e. A batted ball hits or lodges underneath the pitching machine.
6. When time is called because of section 5, runners will be affected as follows:
- a. The batter/runner will be awarded first base if 5 e. occurs. Any runner (s) forced because of the batter/ runner will be awarded the next base.
  - b. Any runner judged to have crossed the half way mark will be awarded the next base except when the lead runner currently occupies the base. Lead runner will affect all trailing runners except when forced to advance.
7. The Umpire shall warn any batter that slings the bat in a manner that is dangerous to participants on the field. The next violation, by the same player, will result in suspension of that player for the game in progress.
8. One defensive and one offensive time-out will be allowed per half inning.
9. The Minor League Official Rules and Regulations are in effect to govern any requirement not covered. (Regular Season Rules)