

Naperville Little League

Rookies League Rules

These local rules (NLLB) along with Little League Baseball's 2018 playing rules are the official rules for all Naperville Little League regular season and city tournament games.

The A - League is an instructional league. Game scores are not recorded and league standings are not kept. Winning games is not the goal. Having fun and improving baseball skills are the goals. All players, commensurate with their ability, must be given the opportunity to play all positions and given equal opportunity to start each game.

All coaches, managers, and, volunteers must fill out, sign and submit all required paperwork and pass a background check before becoming a Member In Good Standing with Naperville Little League Baseball. Once a Member In Good Standing, coaches, managers and volunteers may be approved to participate in Naperville Little League Baseball.

Only players with a catcher's mask and catcher's glove are allowed to warm-up pitchers between innings.

Age Rules

1. There are two different divisions in A League ball. Division 1 is for first graders and Division 2 is for second graders. First graders may elect to play up (Division 2), but all second graders must play in Division 2.
2. Managers are allowed to pick two coaches but this does not guarantee placement. Teams will have up to 13 players.
3. Teams are built by the division's player agent along elementary school borders when possible.

Equipment

1. All male catchers are required to wear a protective cup.
2. Metal spikes are not allowed.
3. All bats used must display the USABat logo.
4. All helmets must be NOCSAE approved.
5. Catchers gear must meet minimum Little League standards.
6. Player's names cannot be applied to the uniform or exterior of the hat.

Pitching – First Half of Season (Division 1 and 2)

1. A pitching machine will be used during the first half of the season. The offensive team manager operates the machine.
2. Placement of the machine is 6' in front of the 46' pitching plate.
3. There is a maximum of 6 pitches thrown from the machine. After 6 pitches, batter is out. A foul ball on pitch #6 does not count towards the 6-pitch maximum. An errant pitch (declared by the umpire) does not count towards the 6-pitch maximum.
4. A batted ball that hits the machine is a dead ball. Batter is awarded 1st base and runners advance one (1) base if forced.

Pitching – Second Half of The Season (Division 2 Only)

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.).
Exception: Any player who has played the position of catcher in four innings in a game, is not eligible to pitch on that calendar day. (One pitch equals one inning played).
2. A pitcher once removed from the mound cannot return as a pitcher.
3. The manager must remove the pitcher when said pitcher reaches the maximum pitches allowed, but the pitcher may remain in the game at another position.
4. Maximum pitches allowed in the A – League is 50.

Games

1. Games will be a maximum of 6 innings unless extended because of a tied score or 2 hours long and no new inning may start after 1¾ hours.
2. A continuous batting order will be used.
3. A five run rule is in effect. The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half inning or when the offensive team scores (5) runs in the half inning. Play should continue in any game in which a winner is already determined until the time limit has been reached. However, a game is officially completed, for scoring purposes, at the time a winner is determined. A playoff game will end immediately when a winner is determined.
4. There is no Infield Fly Rule.
5. There are no walks.
6. There is no dropped third strike rule.
7. No balks will be called.
8. Bunting is not allowed. A bunted ball will be called dead and a strike recorded on the batter.
9. Base runners may not steal bases. Runners may only advance on a hit ball, walk or hit batter.
10. On any overthrow to 1st base, all base runners are allowed to advance only one base at their own risk. Once the runners have advanced the allowed one base, the play is dead.
11. When a throw from the outfield reaches the infield, runners will be allowed only to reach the base they are advancing to. If a throw goes into the outfield and is subsequently thrown back into the infield this rule still applies.
12. The Strike Zone is VERY generous. It is defined as shoulders to knees and as wide as two baseballs on each side of home plate.
13. Hit by Pitch is in effect for Division 2 only in the second half of the season.
14. Players must play different positions each inning. Players shall not sit out two innings in a row.
15. There are an unlimited number of substitutions during the game.
16. Managers shall exchange batting orders for each game, consisting of all eligible players in attendance at the start of the game. If a player arrives late to a game, he/she shall be added to the end of the batting order (if there were 10 on the original lineup, the late player bats in the number 11 spot on the original lineup).
17. All suspended games will be resumed exactly where they left off.

18. Each player will bat in his/her spot, regardless of his/her status in the defensive lineup. If a player is removed from the game due to illness or injury, his position in the batting order is skipped and the next batter shall bat. No out is recorded. If the player in question returns to the game, he/she shall be inserted back into his/her original position in the batting order.
19. Pinch runners are allowed for the catcher when there are two outs, also to replace an injured player. The player who made the last out shall become the replacement runner.
20. When "timeout" is requested by a manager or coach, they may not leave the dugout or coaching box until "timeout" is granted by the umpire. Note: a manager or coach saying "timeout" does not make it so. Only when the umpire grants "timeout", does it happen. The offensive team is allowed only one time out each inning.
21. There is no "must slide" rule in Little League Baseball. Runners must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Runners do not have to slide if no play is being made at the base.
22. Batter throwing the bat. A safety warning shall be given to the batter and the team manager. After the warning if that batter throws the bat a second time, that player is removed from the game. The batter is not called out. The play will finish and then the player is removed from the game. If, for instance, he hits a double and two runs score: the runs count and the player is replaced at second with the player who made the last recorded out. If the incident occurs during an unfinished at bat, the player is removed and the next batter will bat and assume the current balls/strikes count. The manager shall instruct the team in the proper method of discarding the bat after the ball is hit.
23. In the A - League, it is legal to play with eight players without penalty.
24. Bases loaded rule - When players pitch. When the bases are loaded, a run can only score by the batter putting the ball in play or the batter being hit by the pitch, there are no walks with bases loaded. After ball four, an adult manager/coach for the offensive team will pitch to the current batter until he puts the ball in play or strikes out. No walks or hit by a pitch will be called.
25. Speed-up Rule. The defensive team will supply a coach to stand in front of the backstop with a glove to retrieve any errant balls that get past the catcher. **This is a non-verbal coaching position and this person is not allowed to direct the defensive team or influence the umpire in anyway.**
26. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.