

## North Canton Little League Local Rules – Rookies

Rev 1/24

- A team can field as many as 11 players. If 11 players are dressed, they must all be playing the field.
- Games will have a 2-hour time limit. No new inning will start after 2 hours. No inning may begin after 8 PM on school nights.
- Every member of the team must play at least 3 defensive innings per game.
- No player can play the same position more than 3 innings per game.
- All players will spend at least 2 innings per game in the infield.
- Every player will be given the opportunity to bat in the leadoff position at least once during the season.
- Each game lasts at least 4 innings. For the first half of the season, teams will bat through their order each inning (thus, every player will get at least 4 at-bats). Additional innings can be played if time allows. For the second half of the season, a team at bat ends after 3 outs or 5 runs have scored, and play can be up to 6 innings.
- A player who is being held out of a game for disciplinary reasons must first be cleared with the rookie league rep.

### **Pitching/Defense:**

- Weather permitting, all games will use pitching machines instead of Coach Pitch. Lite Pitching machine balls will be used.
- Coach Pitch will only be used for games when the pitching machines are unavailable. The batting team's coach will pitch to the hitters. The coach will sit on a bucket or kneel and throw from 30-40 feet.
- A batted ball that strikes the adult pitcher, or the ball bucket, or the pitching machine is out of play. Essentially, a do-over.
- If, after 5 good pitches, a 1<sup>st</sup>-year player has failed to hit the ball, a batting tee will be placed for the player's use.
- If, after 5 good pitches, a 2<sup>nd</sup>-year player has failed to hit the ball, it will be considered a strikeout.
- The catcher is not to set up behind the batter and catch each pitch. He should be stationed along the fence, well back of the plate.
- All outfielders must be positioned off the infield skin. The centerfielder should not be used as a second baseman.

### **Offense:**

- The Infield Fly Rule is not observed.
- Continuous Batting Order will be used.
- Little League's 'One Foot in the Batter's Box' rule will not be enforced.
- Players are to be taught not to throw bats and other equipment.
- Batters must wear batting helmets equipped with a cage.
- A 15-foot arc will be drawn from home plate. Any batted ball not passing the line is a foul ball.
- Baserunners cannot leave a base before the pitched ball reaches the plate. There are no steals and no lead offs.
- There will not be a base awarded on overthrows of first base.
- Baserunners can advance until the ball is in possession within the pitching circle. The "pitcher" must control the base paths. Be fair and consistent. When the ball is secured within the circle, baserunners are entitled to the closest base.

### **Managers:**

- The batting team's pitcher will act as head umpire. Base coaches can assist on calls, but the final authority is the guy on the mound. No arguments or appeals are allowed.

### **General:**

- The home team shall occupy the 3<sup>rd</sup> base dugout.
- When lightning is sighted, all games will be stopped for 20 minutes. Please direct players to their cars to wait out the suspension.
- **Managers are not at their discretion to apply new rules or ignore ones detailed in the LL rulebook or these local rules.**