

West Bend Little League
2018 Rookie League By-Laws

1. The West Bend Little League has formed a 7 and 8 year-old Rookie League. Players should turn 7 by August 31st and must not turn 9 prior to September 1st.
2. The Rookie League will play approximately eleven (11) regular season games beginning approximately the first Saturday of June.
3. **Batting** – The Rookie League will use roster batting and follow a continuous batting order. The coach sets the batting order at the beginning of the season and the rotation remains the same for the entire season. The “on-deck” batter when a game ends will leadoff at the beginning of the next game. This process will continue throughout the season.
4. **Run Limit** – There is a six (6) run limit per inning.
5. **Game Length** – The game will last six (6) innings or a maximum of one and one-half hours (1 ½ hours). Once an inning has started, the “at-bat” team may continue batting until they score six (6) runs or make three (3) outs. NO INNING SHALL START AFTER ONE HOUR AND TWENTY MINUTES OF PLAY HAS TAKEN PLACE.
6. **Score** – The score will be kept by the coaches per inning for purposes of the six (6) run rule. Use of the scoreboard is not permitted. League standings will not be kept.
7. **Offensive Coaches** – Each team will supply first and third base coaches who will umpire their respective bases.
8. **Defensive Coaches** – Each team may have only **one** defensive coach. He/She must remain in the outfield area behind 2nd base while the ball is in play. The defensive coach may instruct their ball players after the play is over; but may not hold up play. The defensive coach will also umpire plays at 2nd base.
9. **Pitching** – The Rookie League will use a pitching machine. The ball will be put into play by the batting team’s coach through the use of the pitching machine. Pitching machines shall be set at a speed at which both teams can obtain success. Adjustments to the machine should only occur at the beginning of a half-inning. If no working pitching machine is available; the coach will pitch. Players in the pitching position will stand with at least one foot in the dirt position of the mound. Balls hitting the pitching machine, bucket of balls, or the coach are considered live. There will be two buckets; one filled with balls next to the pitching machine and a second one at the backstop used for pitching. The offensive coach will use balls from the bucket placed next to the pitching machine. A defensive team coach will be at the backstop to collect all non-hit balls into the second

bucket. The catcher will toss any caught pitches back to the defensive coach to be placed in the bucket. They will not throw any balls back to the pitcher. Between innings, any balls collected at the backstop will be dumped into the bucket by the pitching machine.

10. **Hitting** – Each batter shall receive a maximum of seven (7) pitches to attempt to put a ball into play. Within these pitches; any three (3) swinging strikes will constitute an out. However, a batter cannot be called out when the last pitch was a foul ball regardless of the pitch count. Bunting at this level is not allowed. Any attempted bunt will be considered a strike regardless of where it ends up on the field.
11. **Stealing** – No stealing or advancing on passed balls is allowed. The runners may not leave the base till bat/ball contact is made.
12. **Sliding** – The “failure to slide” rule will be enforced per Little League playing rule 7.08A: “Any runner is out when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.” NO HEAD FIRST SLIDING is permitted.
13. **Substitutions** – No player shall sit out a second inning until all players on the team have sat out an inning. No player shall sit out consecutive innings. No substitutions will be permitted after an inning starts except in case of injury.
14. **Playing Time** – Every player shall play two innings each game at one of the following infield positions; First Base, Second Base, Third base, Shortstop, or Pitcher. Exceptions are allowed only when the parents of the child puts in writing their wish to keep their child out of the infield for safety reasons. Coaches do not have to “make up” playing time due to absence.
15. **Catchers** – Catchers must wear a protective cup. Catchers can, but do not have to, wear a catcher’s mitt due to its size and weight. To promote faster play, a coach from the defensive team may retrieve passed balls and place them in the backstop bucket.
16. **Defensive Positions** – There are ten (10) defensive positions; six (6) infielders and four (4) outfielders. Ten players will be permitted on the field in these positions: P, C, 1B, 2B, 3B, SS, LF, LC, RC, RF.
17. **Team Make-Up** – Selection of players to teams. After the registration of players is held and before May 1st, the Rookie League Director and Rookie League Committee will place registered players on teams according to and in this order within discretion of the Rookie League Director:
 - A. Coach Need
 - B. School
 - C. Age distribution
 - D. Gender
 - E. Parent request (if reasonable – no promises)

18. **Discipline** – Coaches may discipline players by taking away batting and/or fielding privileges at their own discretion. The Rookie League Director must be notified if this occurs.
19. **Time Out** – The defensive team cannot prevent the advancement of base runners by calling a time out. A dead ball to end play occurs when an infielder possesses the ball in the infield facing a base or home plate.
20. **Overthrows** – If an overthrow occurs, regardless if the ball is in fair territory or foul territory, one (1) base (in front of last touched) will be awarded to the base runner. Consecutive overthrows on the same play will automatically result in a dead ball and the runner WILL NOT advance to the next base.
21. **ON-Deck** – Per Little League rule 1.08 Note #1: There are no “On-Deck” hitters and there is no swinging of bats while in the dugout. All players are to remain in the dugout until it is their turn to bat or enter the field for defensive play.
22. **Practice** – The minimum amount of practices prior to league play is two (2) per week. The maximum is three(3) per week. During the season, teams are expected to practice at least once(1) per week. Practices can commence as soon as the coaches receive their rosters.
23. **Rainout** – In the event of a rainout, coaches must notify the League Administrative Assistant within forty-eight (48) hours to reschedule a game or the Administrative Assistant will schedule the game on the next open date. The Administrative Assistant can be reached at 262-306-9664.