

Bradley Gardens Little Loop

Rookies League

The intent of these rules is to clarify rules specific to Bradley Gardens Little Loop (BGLL). Games shall be governed by “The Standard Playing Rules” and “Little League Rules” and modified as specified below. Matters of contention should be addressed solely for the purpose of better educating the players on the correct way to play the game of baseball.

Playing Field

Games will be played on a field with 60 foot base paths. Coaches will pitch from a distance appropriate for the level of play. This distance is recommended to be no closer than 40' from home plate.

Official Game

- A) Managers shall be aware of the time.
- B) An official game shall consist of:
 - a. A full game consists of four innings. A game is considered official after three innings if stopped due to rain and/or darkness (2 ½ innings if home team is leading).
- C) All games that are suspended or rained out will be made up at the first available date. Managers must contact the appropriate league commissioner(s) to get approval of new schedule.
- D) Once a game has completed one full inning, and the game ends due to weather, darkness, etc., the game will be considered suspended, and scheduled for a later date, continuing from the moment the game was called.
- E) If a game has completed less than one full inning before being stopped, the game will start over completely when rescheduled.

Pitching

- In all Rookie League games, pitching will be done by coaches through either coach pitch or machine pitch.
- Coaches must pitch overhand. It is recommended to pitch from a kneeling or sitting position to allow for pitches to be thrown at the batter's eye level.
- No walks or awarding first base when hit by a pitch.
- No strikes are called, but players can strike out after **five missed swings**.
- Coaches pitching should make every effort not to interfere with any hit ball or subsequent play by the defense, but if a hit ball does hit said coach, it remains a live ball.
- Use of catchers is optional, but encouraged if players show enthusiasm to try out the position.

Batting & Base Running

- A) Every player on a team bats the entire game. Batting order stays the same throughout the whole game, with late arriving players being inserted at the bottom of the line-up.
- B) All bats must be USA Approved and show the approval stamp.
- C) Each half inning will consist of three (3) outs or the scoring of a maximum of five (5) runs.
- D) The manager or score keeper shall announce to the opposing team when the fifth run of the inning has scored. If there were any additional runs scored as a result of the continuation of the play, those runs will not count.
- E) Any player who over slides a base due to movement of the base and has reached the base safely will be safe unless in the umpire's judgement, the runner attempts to advance to the next base. If a moveable base is pushed away during a slide, the player is to remain where the base was and not chase after the base to be considered safe.
- F) Any base runner purposely running into a fielder will be ejected from the game.
- G) No intentional walks will be allowed.
- H) No runner may leave the base until the ball is hit.
- I) No stealing is allowed.
- J) No bunting is allowed. This rule is at the coaches discretion as many young players will take a half swing or easy swing, not attempting a true bunt.
- K) On any fifth strike, the batter is out whether the catcher catches the ball or not.
- L) Base runner may only slide feet first in the base. Additionally, base runners must slide into any base (except 1st base) where a play is being made. Violation of this sliding rule will result in the base runner being called out. (Umpire may issue a warning for the first offense). Runners may dive back to a base headfirst if he/she overran the bag and is trying to get back to the base.
- M) No infield fly rule will be called.
- N) No tagging up will be allowed on fly balls. If a fly ball (or line drive) is caught, and a base runner is off the base, a play can be made to get the runner out at the base he/she should be returning to. If the play to get this runner does not succeed, the runner returns and stays at the base and cannot tag up and proceed to the next base. If no play on the runner is attempted, the play is over and the base runners must return to the base they occupied. This rule does not allow for tagging up but does teach the runner they cannot run on a caught fly ball without consequence.

Defensive Positions

- There are 10 standard positions: Pitcher, Catcher, 1B, 2B, SS, 3B, LF, CF1, CF2, RF. To maximize playing time for all players, managers can use discretion to have additional outfielders present on the field. Additional outfielders should be equally spaced out and not in "short field" and "deep outfield" positions.
- Players should be rotated to different positions throughout the game to maximize plays that they are involved in.
- Two coaches may be in the field to assist players while their team is on the field. These coaches must make reasonable efforts not to interfere with any play.

Ground Rules & Live/Dead Ball Play

- Ground rules are governed by field conditions and layout and must be discussed by both managers prior to the game.
- A play is over when the ball is dead. At this time, base runners will stop at the base they are advancing to provided they advanced at least half way to that base. This is at the coach/umpire's discretion.
- On a ball hit to the outfield, the batter and the base runners can advance until the ball is clearly in possession of a defensive player in the infield – at which time, if there is no immediate play on a base runner, the ball will be declared dead and play will stop.
- On a ground ball to the infield, the ball is dead when an out is recorded. If no play is attempted, the ball must be returned to the pitcher/coach in the area of the pitcher's mound, at which time the ball is dead.
- Managers should discourage players from taking extra bases when the ball is fielded by an outfielder and being thrown into the infield.
- A legitimate attempt to get the ball to the pitcher is sufficient to end the play.

Substitution / Equal Play

- Every player must meet the minimum playing time requirements. Substitutions are the manager's responsibility. Violation of this rule will result in an automatic forfeit, which will be strictly enforced by the league commissioner.
- Defensive substitutions should be rotated into the game every time the team takes the field.
- No player may sit two (2) consecutive innings on the bench.

Non-Roster Players / Fill-In Players

- If a team needs to add a player to their roster, they must first receive approval from the league commissioner, and all teams will be notified of the roster change.
- Teams may "borrow" players from other teams within the same league level in order to field a full team for play. Players may not "play down" from a higher level. Players from a lower level are permitted to "play up" in order to field a team.
- Not following these rules for non-roster players will result in a forfeit.

Postponements / Make-Up Games

- The league must be notified of all cancellations.
- All postponed games should be made up at the earliest available date. Do not wait until the end of the season.
- Managers must show an attempt to reschedule games at the earliest available date, with every possible attempt to be made up within 15 days of the postponement, or both teams will forfeit. If one manager is not making a reasonable attempt to reschedule, their team will be forced to forfeit.
- Home managers are to notify visiting managers from other towns of postponements prior to 5:00pm, or a reasonable time. If weather is uncertain, assume there will be a game.

Miscellaneous

- All non-players in the dugout must be certified coaches.
- Home team is to provide two (2) game balls. Level 5 baseballs should be used in Rookie League.
- No jewelry shall be worn by players
- All players must wear their team jersey in order to play.
- Catchers must wear protective gear, including neck and groin protectors.
- No metal spikes are allowed. Any player wearing metal spikes will be asked to remove them. If the player does not comply, they will be ejected from the game.
- If a player is ejected from the game, their spot in the lineup remains empty and is recorded as an automatic out when that spot is due up to bat.
- All male players must wear a protective cup in order to play.
- Harassment of any player or coach by either team shall be cause for ejection. Taunting (deliberate distraction, belittling opponent) shall not be allowed. Clapping while on the bases (as a distraction to the fielders) will not be permitted.

