

Oglethorpe County Little League

2019 Local Rules

Rookie Baseball ages 7-8

In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball.

SAFETY EQUIPMENT:

All teams must have appropriate baseball and safety equipment

MEDICAL RELEASE FORMS:

Please have medical release forms on hand at practices and games

LINEUP EXCHANGE:

Official lineups must be provided to the umpire, scorekeeper and opposing manager with the child's first/last name and jersey number. The exchange should take place 5 minutes before the scheduled start time.

STARTING TIME:

All games are expected to begin sharply at its scheduled time. The umpires may allow a 10-minute grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit.

SCOREBOOK:

Official book kept by the HOME team. However, it is recommended each team log the game.

TIME LIMIT:

No new inning will begin after 75 minutes. A new inning begins as soon as the third out is made in the bottom of an inning.

REGULATION GAME:

Games are 6 innings unless the time limit is reached.

EXTRA INNINGS:

At the end of regulation play, if the game is tied one extra inning may be played. If at the end of the extra inning the game may end in a tie.

STOPPING PLAY:

Play will be stopped when the ball is to the pitcher or the lead runner is controlled

MERCY RULE:

After four (4) innings, if one team leads by 10 runs or greater, the game is official.

RUN LIMIT RULE:

The 5-run limit per inning will be enforced for every inning.

BATTING ORDER:

Continuous batting order.

PITCHERS, WARM UP:

Before the game begins and in between innings, the pitcher can toss his/her warm up pitches to a team coach or teammate (must wear mask).

PLAYING TIME:

Each player is to receive one (1) at bat per game. All players must play at least six (6) defensive outs during the course of a game.

INFIELD FLY RULE:

No infield fly rule.

SLIDING:

Head first sliding is not permitted.

WALKS:

There are no walks. Once a pitcher throws 4 balls to a batter the coach will come in and give the batter 2 pitches. If the batter does not hit the ball, it is an out.

Once a pitcher throws 4 balls to 3 different hitters in an inning, the coach will continue pitching for the remainder of the inning. Batters will get 5 pitches or 3 swinging strikes.

DROPPED THIRD STRIKE:

Dropped third strike is not part of the rules for Rookie League. The batter is out and may not advance to first base.

PITCHING AND BASE DISTANCE:

The pitching distance from the pitching rubber to the apex of home plate is 46 feet.

The base length between home and first, first and second, second and third, third and home will be 60 feet.

BUNTING

Bunting is allowed. A player will not be allowed to fake bunt or taunt the pitcher.

STEALING:

No stealing during the first half of the season (50% of scheduled games). During the second half of the season, stealing is allowed to second and to third. Stealing home on a passed ball is not allowed. Runners may not lead off and must remain in contact with the bag until the ball crosses the plate or is put into play.

COURTESY RUNNER:

The coach may utilize a pinch runner for the catcher if he/she reaches base. The courtesy runner will always be the last recorded out. If a player is injured on the bases, a pinch runner will be allowed. The pinch runner will be the last recorded out. If the injury requires the player to miss his/her next at bat, the spot in the order will be skipped without penalty.