



Southeast Diamondbacks Little League Rookies Division Rules

1. All general rules of baseball are followed. Specific rules to Little League or SEDLL are listed below.
2. The Home Team will be the official scorekeeper.
3. Line ups must be given to the official scorekeeper and other manager prior to game start. Lineups must include the player's name and number.
4. A Manager and 3 registered coaches are allowed on the team (4 total). Only approved coaches (coaches registered in the SEDLL system) or team parent (registered in the SEDLL system) can be in the dugout during a game. Coaches must remain inside the dugout, unless coaching a base, or using the pitching machine.
No coaches on the field.
5. There must always be an adult (Coach or team parent) in the dugout with the players. This is to ensure that the players are being supervised and to prevent any injuries.
6. NO on deck batters, no practice swings inside or outside the dugout between innings. No hitting sticks.
7. FIELD PREPARATION – Managers should solicit the assistance of parent volunteers to assist with both pre-game and post-game field preparation.
 - a. **In the interest of good sportsmanship, it is encouraged for both teams to help set up and clean up the fields.**
 - b. PRE –GAME: The Home team shall be responsible for preparing the field for play including setting the bases and chalking the base lines and batter's boxes and removing the tarps.
 - c. POST-GAME: The Visiting team is responsible for dragging the infield, repairing the pitcher's mound and home plate, and watering down the infield, if required. After the last game of the day, the Visiting team will return all bases and field equipment to the storage area and replace the tarps on the field. The last Visiting team manager at the facility is responsible for ensuring the storage room door is locked and secured and the key returned to the key locker.
 - d. CLEAN UP: Each team will clean up their dugout and pick up all trash around the bleachers following their game and before distributing snacks to the

players. Team Managers are responsible for ensuring that all the trash is cleaned up in and out of the dugouts before leaving the playing field. It is also the Manager's responsibility to ensure all spectators are aware that they are responsible for clean-up of their respective areas.

8. Coaches are NOT ALLOWED to warm up the pitcher before the innings.
9. Teams cannot warm up on the infield prior to game.
10. The last four innings are machine pitch. Players are allowed 5 pitches. There are NO WALKS with the machine. 3 strike rule is still in place. If a player fouls off ball 5, they keep on going until they hit or strike out.
11. You may only utilize the league's pitching machines.
12. If a ball hits the machine or coach during a game, it is considered to be a LIVE ball.
13. The pitcher must have one foot in the dirt when the pitch is made from the pitching machine.
14. No player shall sit more than ONE consecutive inning.
15. All players bat in the lineup.
16. If a player has to leave the game early, they are NOT an automatic out. They are taken out of the lineup and cannot return to the game. If a player arrives late, they must be added in the last position of the lineup when they arrive.
17. Stealing is allowed during kid pitch, in innings 1 and 2. The runner cannot leave the base until the ball crosses the plate. A person stealing can only take 1 base.
*However, if a defensive play is attempted at the plate and an overthrow occurs, the runner can take one more base. A runner may only steal home if a defensive play is attempted at 3rd base. Once the ball is returned to the pitcher, no more stealing is allowed.
18. Game Proceedings
 - a. The end of the game occurs if:
 - i. 6 innings are completed
 - ii. An inning is completed after a time of 1:30 (no new inning at 1:30 after the start time). Drop dead is at 1:45. If game is called due to the 1:45 drop dead, the score reverts back to the last completed inning. When the 1:30 no new inning time is reached, play shall continue until the away team has completed their turn at bat AND the home team either has the lead or has completed their turn at bat. Games can end in a tie during the regular season.
 - iii. The Little League 10 and 15-run rule is in effect (Rule 4.10(e)). 15-run lead after 3 innings, 10-run after 4 innings.
 - b. Once a player steps into the batter's box, no new inning nor drop dead time can be called until the player completes his or her at bat.
 - c. The start of the next half inning or inning is immediately after the 3rd out is called.
 - d. Inning Run Limits.
 - i. 3 run limit - innings 1 and 2
 - ii. 5 run limit innings 3, 4, and 5

- iii. If the visiting team is losing going into the 6th inning, there is no limit to number of runs allowed. Otherwise, the 5 run limit rule will apply.
 - iv. Unlimited runs in bottom of the 6th inning.
 - v. ****NOTE**** When the umpire declares the last inning, the 6th inning rules apply.
- e. The game clock starts at the time listed for that game on the official schedule. The Board Member on Duty will note if any exception. Exceptions would be delays due to field conditions, weather, absence of umpire, or length of previous game. Games will not start early.
19. Minimum number of players for a game:
- a. Games are allowed to start with a minimum of 8 players on a team.
20. Bunts are allowed in all innings.
21. Overthrow rule – If an overthrow occurs all runners are only allowed one extra base.
22. Pitch Count Rules for Little League (league age is recognized):
- a. No player can pitch more than 1 inning per 7 days (ROOKIE only). (If a player pitches on Friday, they cannot pitch again until the next Friday) This rule is in place so you will develop multiple pitchers.
 - b. 9-10 year old pitcher – max in one day 75 pitches
 - c. 7-8 year old pitcher – max in one day 50 pitches
 - d. Pitchers who pitch 41 or more pitches can NOT assume the catchers position.
 - e. Exceptions for all above pitch count rules:
 - i. If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning. The pitcher is only required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat. Example: a pitcher ends a batter at 34 pitches. The next batter takes 3 pitches to retire. The pitcher reached the 35 pitch threshold during the at-bat and would be required to rest 1 day.
 - ii. Warm up pitches do not count towards to the pitch count rule.
 - iii. Pitchers should be encouraged to pitch approximately 8 pitches to warm up their first inning and 5 pitches every subsequent inning. This helps maintain pace of play.
 - iv. All live pitches count, including foul balls in pitch count.
23. All players must use an approved USA bat. It is the manager's responsibility to check their player's bats prior to each game. A manager from the other team may ask to check a player's bat. If a player bats, one pitch or more, with a non-approved bat then they will be called out. The bat will be removed immediately from the dugout. *Bat size can't be less than 2 1/4" and maximum is 2 5/8".
24. **SEDLL uses junior umpires for all age divisions. Little league is a training opportunity for them, and they will make mistakes. There is a ZERO-TOLERANCE policy in regards to umpires. Any attempt by a parent, player, or manager/coach to intimidate an umpire will not be tolerated and may result in**

suspension. Please communicate this rule with your parents and reiterate during the season. The Umpire's judgement is final and is not subject to appeal. If you have an issue, please see the Board Member on duty.

25. Any coach ejected from a game must exit to the parking lot immediately. This includes keeping a distance of more than 100 feet from the field that borders the parking lot. No communication is allowed to players. The offending coach will be suspended for a minimum of the next physically played game. A time will be set for them to meet with the board.

26. Walk-up music is not allowed.

27. Please see the Little League rule book or use the Little League App for the remainder of the rules.