

HASTINGS COMMUNITY LITTLE LEAGUE

ROOKIE 8 DIVISION GAME RULES-2025

Any rules not covered below will be governed by the Little League Rule Book

1. Line Up forms for each game must include all rostered players along with their jersey numbers and starting positions. Line Up form must also include manager and coaches.



HASTINGS LITTLE LEAGUE BASEBALL
LINE UP SHEET

TEAM Hastings
DATE: MM-DD-YYYY

	STARTING LINE UP	#	POS	SUBSTITUTION
1	Mickey	18	4	A B
2	Donald	35		A B
3	Goofy	25	7	A B
4	Daisy	34	2	A B
5	Pluto	9	3	A B
6	Bashful	20	9	A B
7	Dorey	22	5	A B
8	Peter	3		A B
9	Tigger	11	6	A B
10	Woody	37	1	A B
11	Mad Hatter	20	8	A B
12	Geppetto	7		A B
13				A B
14				A B
15				A B

COACH: Larry
COACH: Curry
MANAGER: Moe

2. **2. All players will be in the batting order.**
3. Maximum of 10 players will be on the field defensively each inning. There shall be a maximum of 6 infielders. All but the pitcher and catcher shall be no more than three feet in front of the baseline until the ball has been batted. Outfielders must be on the grass until the ball is hit or behind the outfield line if it is marked on the field.
4. **Players can only sit for a maximum of 1 inning per game. All players must play at least 2 innings in the infield in each game unless deemed unsafe for the player due to his/her ability and skill level. No player can play the same position for more than 2 innings in any one game.**
5. Teams must have a minimum of 8 players for a game to be played. Under 8 players on a team will result in a forfeit. If a team fields 8 players for a game, then the 9th spot is recorded as an automatic out. If a player is injured during a game, refuses to bat or leaves the game for any reason, there is no automatic out unless this brings the team down to 8 players.
6. **Run Limits.** In every game during the regular season will have the following run limits:
 - a. Innings 1 and 2, a maximum of 3 runs allowed per half inning.
 - b. Innings 3 to 6, a maximum of 5 runs allowed per half inning.
 - c. **There is no open last inning.**
7. **Game Time Length** - For league games played at Hastings and Falaise Fields, no inning shall start after **1 hour and 40 minutes**. Time limit starts from the scheduled start time and NOT the first pitch.
8. **Mercy Rule –**
 - a. When a team has a 10-run lead after 4 innings (3 1/2 if the home team is ahead) the game shall be considered a mercy.
 - b. When a team has an 8-run lead after 5 innings (4 ½ if the home team is ahead) the game shall be considered a mercy.
9. **Offensive Coaches will be stationed as follows:**
 - a. Pitching machine operator.
 - b. 1st and 3rd base coaching boxes.
 - c. Dugout. One adult must always be in the dugout. **Note:** The coach operating the machine may not talk to or coach the runner(s).
10. **The pitching arm** will be positioned **40 feet** from home plate. (measured from point of plate to front foot of machine) The Umpire along with the coaches will ensure that the machine is set to the settings noted below. Note: The operator may adjust the machine for pitch height.
11. **Pitching Arm Settings** - The pitching arm is to be set with the following settings:
 - a. Arm where ball sits to be set at 3
 - b. Foot pedal to be set at 6
 - c. Release lever to be set at 4. This may need to be moved to 5 if the machine has an older spring and is throwing the ball low.
12. The pitching arm operator will be the manager or a coach of the team at bat.
13. The catcher must wear full gear when catching. **Note:** A fielder's glove or catcher's glove may be used by the catcher.

14. The ball:
 - a. that hits the machine, or operator will be live and in play. Note: If the operator intentionally interferes with a batted ball, the batter shall be declared out, and all runners returned to the bases occupied at the time of the pitch.
 - b. A thrown ball which hits the machine or operator is alive and in play.
 - c. Machine operators should not catch balls thrown to them unless time has been called, and dead ball has been declared. Note: If the operator purposely touches a live thrown ball, the ball will be called dead and runners will be returned to their last base.
15. A pitch not swung at will be called a strike or "no pitch." **Note: There are no warning pitches, and no walks are permitted.**
16. No bunting, stealing from 1st to 2nd, 3rd to home or infield fly rule. Runners shall not leave their bases until the ball crosses the plate or is hit.
 - a. A runner who reaches 2nd base safely may on the next play:
 - i. Attempt to steal 3rd base at their own peril. If an attempt to get the runner out is made, the runner shall be safe or out.
 - ii. If an overthrow occurs in this scenario the runner cannot steal home.
17. Forcing the runner home:
 - a. With a runner on 2nd base and a throw is made to 1st the runner should stop at 3rd base, unless there is an overthrow at 1st base in which R2 can attempt to go home at their own peril.
18. If a batter hits out of order, then the scorekeeper should notify the plate umpire immediately. The correct batter will then continue at the current count. If it is not noticed until the next batter is up, then the out of order batter would be out.
19. Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous manner (umpires judgment) will be subject to the following consequences:
 - d. First occurrence: The batter is issued a warning in the presence of a coach and play resumes.
 - e. Second occurrence: Ball is dead, batter is out, and runners return to their bases; batter receives a second warning.
 - f. Third occurrence: Ball is dead, batter is out, runners return; batter is ejected from the game.

20. **Sliding at Home Plate** – Players must slide at home plate if there is a play at the plate. If there is the possibility of a collision, the runner MUST slide to avoid contact with the defensive player. Obstruction rule may apply if there was no possibility to make a play on the part of the defensive player but that is a judgment call made by the umpire. Players are encouraged to always slide if the plate is occupied by a defensive player.

21. **Dead Ball: Stopping the Play**

- a. **Stopping Play on Throws (Outfield to Infield):** Play will stop once a ball thrown from the outfield crossed the plane of the infield and /or makes it into the infield (touch the dirt/infield or infielders” glove). The plate umpire shall call “Time” Runners continue to the base they are on the way to.
- b. **Lead Runner not Advancing,** When the defense has possession of the ball in the infield, the lead runner is not advancing, and the defense is not making a play on any runner, the plate umpire shall call the time. Note: A batter-runner who has advanced at least halfway to 2nd base when the ball is called dead shall be awarded that base. Scenario: Runner on 2nd, batter hits ball, runner on 2nd rounds 3rd, defense throws to catcher who holds ball in front of runner. Runner stops advancing and catcher makes no play. In this case the plate umpire calls time, and the base umpire determines the position of the batter-runner, relative to 2nd base.
- c. **Overthrow on First Play (Note: Overthrow is defined as going any distance past the fielder and base)**
 - i. The overthrow may come from the infield or outfield and must be clearly intended to retire a runner at a base.
 - ii. All runners may attempt (at their own risk) to advance one additional base on the overthrow Note: If no runner attempts to advance within 2 seconds of the overthrow, the ball will be called dead, whether in the possession of the defense or not.
 - iii. After the overthrow, a play may be made on any runner at any base. If the runner over-slides or over-runs the base they are subject to being put out. Under no circumstances will any runner be allowed more than one extra base on the original overthrow, e.g., on a second overthrow or a ball being thrown out of play. Note: This supersedes LL Rule 7.05 (g).
- d. **Throwing Ahead of the Lead Runner or Defense Holding the Ball between Lead Runner and Next Base.**
 - i. To kill a play when runners are legally advancing the ball must either be thrown ahead of the lead runner or the defense must hold the ball between the runner and the next base.
 - ii. **However:** If there has been a lull in the action and the play is essentially over, but before the umpire can call dead ball, the lead runner attempts to go the next base, the defense can make a play without jeopardy, i.e. the runner is either called safe or out, but may not advance to the next base under any circumstances, ie. overthrow or ball thrown out of play.

22. Additional Game Rules

- a. Managers / Coaches may wear “Golf Course” attire which may include a polo shirt or Hastings branded t-shirts, shoes must be appropriate closed toe shoes. NO: Cut-off or torn jeans, torn shirts or tank tops.
- b. Unlimited substitution of players during games.
- c. Time does not need to be called to send players to the washroom
- d. An adult must always be in the dugout.
- e. **No food** allowed in the dugouts unless a defined medical condition has been identified.
- f. We are attempting to maximize the number of innings played per game, so coaches are encouraged to move quickly to setup their teams between innings.

Reviewed and approved by Hastings Board of Directors **Date to be added**