



Rookie Ball-National Division Local Rules

Woodland Hills Sunrise Little League is bound by the Little League Baseball Rulebook (the “Rulebook”). Please read and be familiar with the current edition (2021) of the Rulebook, **which can be downloaded and accessed on any smart device**. Local rules exist only to clarify issues pertaining to our league; questions and requests for interpretation of the rules should be forwarded to the league president for discussion with the Board of Directors, as appropriate.

Section 1. General Game Rules

- Time Limit:** **Weekends:** No new inning may start after 1 hour and 40 minutes; however, the last scheduled game of the day is subject only to the sunset time as listed on the game schedule.
- Weekdays:** Games will be played without a fixed time limit, but games must end by sunset time as listed on the game schedule.
- Batting:** Continuous batting order (every player bats).
- Substitution:** Nine (9) defensive players. No player may sit a second defensive inning until every player has sat a minimum of one defensive inning.
- Minimum Players:** **Eight (8)** players are needed to start the game. Players may be borrowed from the opposing team or from another team in the **Rookie Ball-National** Division with approval from the Minor Player Agent to make a team of **eight (8)** players. **If a game is started with eight (8) players, an out shall be called for the ninth (9th) position in the batting lineup for each turn at bat. A game cannot continue with less than eight (8) players and a team resulting with less than eight (8) players at any point in the game, for any reason shall forfeit.**
- Run Rule:** See Rule 4.10(e) in the Rulebook.

Section 2. Offense:

- There is a four-run (4) limit per half inning. Teams may bat until all players have batted once in the half-inning.
- The four-run limit does not apply in the sixth inning, although each player may only bat once in the half inning.
- On a batted ball, only one extra base shall be allowed on an overthrow. Additional bases may be taken in the event of a subsequent attempt made on any runner, including any attempt at third base.
- Exception: Base runners may not advance on an overthrow from the catcher to the pitcher after a pitched ball.
- Base runners on first and/or second are allowed to advance a maximum of one base as a result of a wild pitch, passed ball or catcher’s throw on a base runner that stays in the field of play, with the exception that no runner shall score on a catcher’s overthrow of third-base on an attempted steal.



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- Stealing of second and third base is allowed on any pitch from the pitcher to the catcher.
- Stealing of home on a pitched ball, passed ball or wild pitch is allowed at any time. There shall not be any stealing of home after the catcher initiates throwing the ball back to the pitcher. Managers shall not encourage the use of tactics that unnecessarily delay the progress of the game.
- With either three runs scored in a half-inning prior to the sixth inning or two outs, a team must pinch run for its next defensive catcher by using the player who made the last out.

Section 3. Defense:

- There are no intentional walks.
- All players must play one infield position (catcher is an infield position) by the third inning and a minimum of two innings in the infield by the completion of the fifth inning. If a manager is not able to satisfy this defensive rule, then the Manager must notify the Player Agent via email, and those players who were unable to play twice in the infield must play two innings in the infield by the fourth inning in the next game.
- **After an outfielder fields batted ball, a runner may not be put out unless the outfielder throws the ball to an infielder.**
- Managers must do their best to rotate all of their players fairly to different areas of the field.
- Players who were not defensive starters in a game must start defensively in the next game.

Section 4. Coaches:

- **A Manager and no more than three (3) coaches approved by the** Board of Directors are allowed on the field **and** in the dugout.
- A Manager is limited to one request per game to confer with the umpires on a call or rule interpretation.

Section 5. Pitching:

- All Rulebook pitching rules and days rest must be followed. Pitch count logs and eligibility forms must be completed at the end of every game **and submitted to Sunrise via the website.**
- There is no limit to the number of pitchers a team may use in a game.
- Managers are encouraged to develop as many pitchers as possible throughout the course of the season.
- A pitcher may pitch a maximum of three (3) innings per game, or three (3) innings across consecutive games. A pitcher shall not pitch in three (3) consecutive games.
- **Pitcher eligibility:**
 - One pitch thrown during play constitutes an inning pitched.
 - Any player pitching a single inning in a game may pitch two innings in the next game, subject to days rest requirements.



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- Any player pitching two innings in a game is eligible to pitch one (1) inning in that team's next game, subject to days rest requirements.
- Any player pitching in two consecutive games is ineligible to pitch in a third consecutive game.
- **Mound Visits:**
 - A manager or coach may visit the same pitcher on the mound three times in a game, but the player must be removed as a pitcher on the third visit.

Section 6. Umpiring:

- Unless otherwise scheduled by the Umpire in Chief ("UIC"), games will be umpired by volunteer parents as assigned on the official game schedule.
- **Exception:** The UIC may assign an umpire to work a specific game or prohibit an umpire from working a specific game.
- Plate umpires must wear a face mask and closed-toed shoes. A protective cup, shin guards, and a chest protector are highly encouraged.
- Plate umpires must use a "developmental" strike-zone reasonably designed to develop pitcher confidence and encourage the batter to swing. A "developmental" strike-zone is defined as the area between the inside lines of the batter's boxes from the top of the batter's shoulders to the batter's knees.
- If an umpire is not present five minutes prior to the start time, the managers must agree upon a substitute umpire.
- A game will not be extended to compensate for allotted game time used to find a substitute umpire.
- A game canceled because no volunteer umpire was available will not be rescheduled.

Section 7. Covid-19 Protocols

- All Covid-19 Protocols as set forth on the Sunrise website must be followed, including mask wearing and social distancing in all areas, including the dugout.
- Handshakes at the end of the game are not permitted.

Unless otherwise specified in these local Rules, all rules found in the Rulebook apply.