

# **Rookie Division Rules**

## **Purpose:**

The objective of the Rookie Division is to promote safe competitive baseball activities, while developing youth players in the areas of good sportsmanship, baseball knowledge/skills, the healthiness of youth sports activities, and the importance of teamwork.

## **1. Game Play & General Rules**

- a. Home team will be decided by schedule. Last team listed is the home team (1 vs 2; 2 would be home team)
- b. Both team Managers (head coach) will meet with the umpire 5 minutes before the game for Ground Rules.
- c. Game will be 6 innings in length, no inning will start after 1:45 from start of the game. No time limit in a championship game.
- d. THE ONLY PERSON TO SWING A BAT IS THE BATTER. There is no on deck circle and swinging behind the dugout is prohibited. No Exceptions.
- e. Mercy Rule: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of 15 runs or more.
- f. 6 runs per inning is max. Last inning is unlimited until 3 outs are recorded.
- g. If a player gets hurt, sick or must leave; that player is just removed from the line-up, no out is awarded if that player's turn comes up again, they are just skipped and continue in your batting order.
- h. If the pitching machine needs adjustment; it is to be done between full innings.
- i. The first two innings of each game will be kid pitch unless otherwise decided between the team Managers before the game.
- j. Any rule not specifically addressed will automatically be referred to the Little League Rulebook.

## **2. Offensive Rules**

- a. All teams will bat all uniformed players during the game (except for injury or illness)
- b. Bunting is not allowed. Any player deemed to have attempted a bunt by the umpire will be out and all players will return to their original base.
- c. There is no stealing.
- d. A batter will be recorded out if:
  - i. He/She swings and misses three pitches
  - ii. Batter does not swing at pitch 5 and it is deemed a strike by the umpire
- e. Players will receive no more than five (5) pitches deemed hittable through the pitching machine. If a pitch from the machine is judged to be un-hittable by the umpire (ball bounces, sails over the batter's head, passes behind the batter) the

umpire may declare no pitch. A player who fouls off the fifth pitch shall continue to hit as if it is their fifth pitch.

- f. Only 2-5/8" barrel bats with the USA Baseball stamp shall be used.

### **3. Defensive Rules**

- a. All uniformed players must play six (6) consecutive outs per game (except for injury or illness)
- b. Defensive positioning. Teams may field ten (10) players on defense. Four outfielders, four infielders, a pitcher, and a catcher. Minimum of 8 players is needed to start a game.
- c. On a ball hit in the infield, runners can only advance one base on an overthrow. Example: Ball hit to shortstop, shortstop overthrows 1<sup>st</sup>, runner can advance to 2<sup>nd</sup> at their own risk but cannot advance past 2<sup>nd</sup> even if another overthrow occurs. (This should encourage kids to make the play, but not allow for the ball to be thrown around endlessly)
- d. On a ball hit to the outfield, runners can advance until the ball is returned to the infield even if there is an overthrow. Example: runner on 1<sup>st</sup>, ball hit to outfield, runner from first rounds second (on way to 3<sup>rd</sup>) before the ball is returned to the infield, infielder attempts to make the out at third but overthrows, the runner cannot advance to home on the overthrow. A play will be called dead when either: A defensive player controls the ball in the infield dirt OR if the ball crosses the infield basepath. (A defensive player does not have to control the ball inside the infield baseline for the play to be called dead)
- e. The pitcher may be located on the right or left side of the dirt surrounding the pitcher's mound and must start each play EVEN with the rubber on the pitcher's mound; they must have one foot on the dirt and one on the grass around the pitching machine.
- f. No player, including the pitcher may make a play if they bump into the machine. The play is dead and all runners advance one base. Player protection is priority.
- g. If the batted ball touches the pitching machine or umpire feeding the pitching machine, the ball is declared dead, base runners advance one base and the batter is given first base.
- h. During the first two innings of kid pitch: there are no walks; if the pitcher throws (4) four balls, the hitting team's coach will pitch to their batter. No called strikes when a coach is pitching.
- i. One inning per pitcher, per game. This is a developmental league and we should be trying to develop as many pitchers and catchers as possible.

### **4. Behavior**

- a. Unsportsmanlike behavior of any kind WILL NOT be tolerated. This includes players, coaches, parents, fans, and anyone else in attendance.
- b. No judgment call may be debated by any manager, coach, player, or fan. Rule interpretations may only be raised by the team manager, not coaches.

- c. The team's manager is responsible for the behavior of his/her team and their fans. If any player, coach, or fan is ejected from a game, they MUST leave the facility and will remain ejected for the remainder of the game. If the manager is ejected, they must leave the facility and will receive a 1 game suspension. If a coach is ejected, they must leave the facility and will receive a 1 game suspension. If the behavior happens with the same individual more than 1 time, they will have to meet with the league commissioners for a hearing and ruling on their attendance for the remainder of the season will be decided.