

Rookies Division Rules
(last update April 19, 2015)



The Rookies division will follow Little League rules with the following clarifications, local rules and options:

Section I. Participation

- A. In order to start a game a team must have a Minimum of 8 players.
 - 1. 10 minute maximum grace period.
- B. Change of scheduled game. No game may be rescheduled or canceled without permission of the Scheduling Coordinator.
- C. If a team anticipates that it will not be able to field a complete defensive team(10 players), it may call-up eligible players from the T-ball Division.
 - 1. If a team desires to use a “call-up” it must contact the Player Agent, who will then contact the eligible player.
 - a. A rotating list of eligible players who wish to be “called up” will be maintained by the player agent.
 - b. If a T-ball Division player is called up by a Rookie team, that player will move to the bottom of the eligible player call-up list.
 - c. The Player Agent will contact the player who currently is at the top of the player call-up list, if that player is not available, the next player on the list will be called, on so on until a player is found.

- d. No player may be called up if his T-ball Division team is playing at the same time.

D. Continuous Batting Order will be used.

1. All players on the team roster present for the game will be part of a continuous batting order. Teams will bat through the entire roster consecutively during a game.
2. Players are required to bat in his/her respective spot in the batting order regardless if he/she played defensively that inning or the previous inning.
 - a. Late arriving players will be added to the bottom of the roster.
 - b. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill or absent player returns, he/she is merely re-inserted into the original spot in the batting order.
3. **If a player who reaches base is injured** and cannot continue as a base runner, that player is replaced by the player who was the last player to be put out in the same inning (or previous inning if no outs have been recorded).
 - a. If there are no outs in the first inning and a player is injured and cannot continue as a base runner, the last player in the batting order will be used as the replacement runner.

E. Defensive Participation

1. Each team may play a maximum of 10 defensive players, to include pitcher, catcher, four infield positions and four outfield positions.
 - a. Each team may play a maximum of 10 defensive players, to include pitcher, catcher, four infield positions and four outfield positions.
 - b. A team which is unable to field 10 players, must have a pitcher and catcher as part of their defensive lineup.
2. A player may be entered and/or re-entered defensively into the game anytime provided he/she meets the requirements of mandatory play. (*free substitution of defensive players*)
3. There is a minimum of 3 defensive innings that must be played by a player during a game. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat through a continuous order for the entire game.
 - a. An emphasis should be made by the manager to provide all players the opportunity for equal playing time.

Penalty: If a player does not play the minimum amount required, the player(s) involved shall start the next scheduled game, and play any previous requirement not completed and the minimum requirement for this game before being substituted.

The manager shall for the:

- A. First Offense - receive a written warning
- B. Second Offense - receive a suspension for the next scheduled game
- C. Third Offense - Baseball Board will determine coach's status.

SECTION II Pitching

A. The first innings will be designated for live pitching. Managers by mutual agreement may extend the live pitching to two innings. A spring-loaded pitching machine will be used for the remainder of the game.

1. Player Pitching regulations

- a. Player pitching limits will be governed by Little League pitching regulations that apply to the pitcher's league age.
- b. Managers are responsible for recording the number pitches each inning by each pitcher.
- c. Managers may assign an assistant coach or parent this duty, but are ultimately responsible for the accurate count, communication with the opposing manager and recording of pitching totals for league records.
- d. Umpires will call balls/strikes.
 - i. There are no walks (with the exception of a hit-by pitch by a player-pitcher)
- e. Batters may strike out via called strikes or swinging.
- f. Manager of the batting team will take over pitching when:
 - i. Player-pitcher reaches **4 balls on a batter**.
 - ii. An inexperienced player needs a coach to pitch.
 - a. Coaches should identify these players at the beginning of the game.

2. SET UP and OPERATION of pitching machine.

- a. Home team manager should securely set up pitching machine prior to the inning after player pitching ends.
- b. The game umpire shall operate the pitching machine with assistance/guidance if needed from the managers.
 - i. Umpire should be supplied with 5+ quality baseballs and a bucket(to be placed safely adjacent to the machine.)
- c. If machine is not functioning properly, the managers of each team should cooperatively assist in adjusting the machine for the optimal performance.
- d. Managers of the rookie division should agree on the proper settings for the pitching machine.

3. Play of game using machine.

- a. Umpires will call balls/strikes similar to player-pitching portion of game.
- b. Batters can strike out swinging or looking.
- c. No walks or hit-by pitches with machine.
- d. The pitcher should be stationed in such a manner, that he/she is in a location behind the front leg of the pitching machine until the pitch nears the home plate area.
- e. Pitcher must wear a helmet with a face mask when the machine is in use.

4. Anytime the ball hits the pitching machine **the ball is dead and all runners advance one base.** Regardless of how the ball hits the machine: hit from batter, deflection off fielder, throw from fielder, the ball will be dead.

Rationale: Safety issue with the machine, difficulty with judgment of if the machine helped or hurt the defense. Difficult to judge consistently if the ball is in a dangerous situation or playable. Easiest interpretation of the rule: always a dead ball.

SECTION III. Base-running

- A. No lead offs until ball reaches batter.
- B. No stealing of bases—ball is dead if not hit.
- C. The INFIELD FLY RULE will not apply in the Rookie Division.
- D. Once a defensive player is in possession of the ball within the base paths of the infield (direct line from base to base) and does not attempt to make a play, runners may not advance to the next base unless:
 1. The runner is beyond the midway point between two bases.
 2. It is the first defensive play made on a batted ball.
 3. If the defense attempts to make a play on any runner, the ball is live.
 - i. A play includes: a thrown ball, a fake throw or defensive player running towards a baserunner.

E. If the defense holds onto the ball, play will be ruled dead. Managers should not try to "sneak" in another run.

F. This is a difficult call for the umpires, so the managers need to help and bring back their runners.

Rationale: Would you send a runner to advance in higher levels of baseball if an infielder has possession of the ball? The vast majority of the time the answer would be no. We need to teach the kids the correct base running situations.

Rationale: **The rookies division is a developmental division, winning the game is secondary to development of baseball skills and sportsmanship.**

SECTION IV. Time Limit

A. No new innings will be started beyond a 2 hour time limit.

1. This applies to games played on any day of the week.

2. Playoffs will not have a time-limit.

3. Managers and Umpire(s) should agree prior to start of game on the official time.

SECTION V. Scoring

A. Each team is limited to a total of 5 runs per inning for innings 1 through 5.

1. The half-inning will end once a team scores 5 runs in innings 1 through 5.

i. Example: Team A has scored 3 runs in the top of the 2nd. Player from Team A hits a grand slam home run. Only two of the runs will count from the home run since Team A reached its maximum number of runs for innings 1-5.

2. There is no limit on the number of runs scored in the 6th inning or any extra innings.

SECTION VI. PLAYOFFS

- A. All teams will qualify for the playoffs. Playoff match-ups will be pre-determined by virtue of the team numbers drawn on draft night.

Rationale: The rookies division is a developmental division, league standings are secondary to development of baseball skills and sportsmanship.

Rationale: Without worry about standings, wins and losses, coaches should attempt to develop players by giving them a chance to try a variety of playing positions.

- B. Standard one-game elimination bracket format will be used.

1. A standard single elimination bracket will be determined by the number of teams in the rookie division prior to the drawing of team numbers.

SECTION VII. Fields

- A. Home team is assigned to the first base bench/dugout.

- B. Visiting team is assigned to the third base bench/dugout.

- C. Home team shall have use of the playing field for warm-ups and drills from 5:25pm to 5:40 pm (or equivalent times for weekend games)

- D. Visiting team shall have use of the playing field for warm-ups and drills from 5:40pm to 5:55 pm (or equivalent times for weekend games)

- E. If factors such as weather, field conditions, or a previous game cause reduced time for warm-ups, the time remaining for team use shall be divided in half.

1. Games need to start on time, so if significant delays occur that will result in a late start, each team gets a **maximum of 5 minutes** to warm-up on the field.

- F. The team which does not have use of the field may allow its players to warm-up outside of the playing field/fenced area provided common sense safety is used.