

ROOKIES LEAGUE PLAYING RULES

(revised 3-21-17)

Any problem with the interpretation of a rule shall be governed by the original intent of the Board of Directors. Rookies League is for 7-8-9-year-old as of April 30th of that calendar year.

1. Single A is an instructional league; no standings will be kept.
2. Any player may pitch. All pitching will be done from the mound (on the dirt). During the first 4 weeks of the season, after four called balls to a batter, the coach will come out pitch of "soft toss" to the batter to put the ball in play. (This is to allow for more batted balls to be put in play in an attempt to allow more defensive plays to occur and improve the defensive skills of the players.) To encourage batters to swing at pitches from opposing players and not wait for the coach to come out, a player pitcher can strike out a batter. A player may pitch a maximum of **two** consecutive innings per game. The coach will no longer come out after the 4th called ball and the batter will walk. *Rest rule and maximum innings pitched per week apply.* Although not mandatory, it is encouraged that a pitch count is kept.
3. Home plate umpires will be used to call balls and strikes. (rev. 3-24-13) Three strikes (including foul balls except for strike three) is a strikeout. A batter may be called out by the umpire on strikes during the entire season. During the first half of the season, after the 4th called ball, the batter will hit off the tee. The purpose of this rule is to put the ball in play to allow players to learn and practice defensive skills.
4. The batting order will consist of the entire roster of players regardless of whether they are playing defensively. There will be no penalty for batting out of order. The batter will take the proper place in the batting order the next time up. If all players on a team have not batted an equal number of times when the game is completed, players with the fewer at bats will lead off the next game.
5. Each team will field ten defensive players, four of which must be outfielders. Players may not play the infield more than two consecutive innings. No player shall sit-out defensively two consecutive innings.
6. **No player can play greater than one defensive inning more than any other player.** Non-starters in one game must start the next game. The manager shall notify the opposing manager before the game starts of any player restrictions. If he does not, the player will play the required number of innings.
7. The inning ends when whichever occurs first: there are three outs, including defensive outs as well as strikeouts OR when half the team has batted and the last batter makes an out or gets a hit and the play is completed.
8. There is NO infield fly rule in the Rookies League.
9. There is a limit of one base on an overthrow and then all play stops. **Exceptions: No advancement on base stealing and no advancement to home are ever allowed on an overthrow.**
10. On a hit to the outfield, the ball is dead when it is returned to the infield and is in the possession of a fielder. Runners may continue to advance (at their own risk) only to the base to which they were advancing at the time the ball was returned to the infield. If the infielder then makes a play on the runner, no runners may advance on an overthrow.
11. Stealing to 2nd base ONLY will be allowed without limit per inning per team. No advancement to 3rd base or Home on a steal or defensive play to stop the steal will be allowed. If a runner attempts to advance to 3rd base or Home, he does so at his own peril and is subject to being put out. If he advances safely, he must return to the previous base. (rev. 3-24-13) (THE INTENT OF RULES 9-11 IS TO HAVE THE FIELDERS MAKE PLAYS WITHOUT THE RUNNERS JUST CIRCLING THE BASES)
12. There will be a two-hour time limit for games.
13. All players will be assigned to teams by the Player Agent. Managers will immediately notify the Player Agent of any player who quits the team.