

DLL Local Rules – Instructional Rookie Division

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The current Little League Baseball rulebook will govern all play not specified below.

Objective

The objective at this level is to ensure that every player have a safe and enjoyable playing experience. The emphasis is to be placed on developing a basic understanding of the game. This is a non-competitive program. Positive re-enforcement is key at this level.

This level was created to assist the young player develop fielding and batting skills needed for the Rookie level of play.

Managers and coaches from both teams are required to work together during games, with the goal of providing the best possible learning environment.

The ball used at this level is a Tee-ball (a “softer” version of a regulation baseball).

No scores or standings will be kept.

The Teams

Instructional Rookie teams shall be assigned up to 13 players on their roster. You must notify your Player Agent with 24 hours should your team lose a player (quits, injury, etc).

The Home Team

The home team shall utilize the 3rd base dugout.

DLL Local Equipment and Safety Rules

1. All batting helmets must have either a protective face cage or "C" flap (on the appropriate side of the helmet - left ear for right-handed hitter, right ear for left-handed hitter). (Tee Ball through Majors).
2. All male players *must* wear a protective cup.
3. No on-field batting practice before games. Batting practice with live balls is limited to the batting cages for those fields so equipped. This includes batting balls into fences, which is likewise banned at all times (including practice). Whiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice. Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

Mandatory Play

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All players shall be listed in the batting order and shall bat once every inning.

Players arriving after the start of the game will be added to the end of the batting order.

All players shall play in the field every inning.

A catcher (in full regulation catcher's gear) will be used. During coach pitch, the catcher may be positioned in the catcher's box to receive pitched balls.

All players must play at least one inning in the infield and one inning in the outfield.

The Defense

All players shall play on defense every inning. The extra players must be positioned in the outfield. All outfield players shall be positioned at least 15 feet beyond the outfield grass cut.

A player in the outfield may not make a put out in the infield unless acting as a back up on a run down. The outfielder must throw to an infielder to make an out.

Up to three (3) defensive coaches may be positioned on the outfield grass in order to reposition and coach players both before and during live play. A fourth defensive coach should be placed by the backstop during coach pitch innings, near the catcher, in order to help prevent injury and to retrieve balls after the completion of a play or pitch.

The pitcher and 1st basemen shall wear a batting helmet while on defense.

The pitcher (player) shall be positioned with one foot on either side of the pitching mound, even with, or behind the pitching rubber.

A catcher in full catcher's gear may be positioned in the catcher's box to receive pitched balls. The catcher shall be positioned in such a way that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter hitting off the tee, place the catcher a few feet behind and to the right of home plate. Reverse this for left-handed batters.

The infield fly rule is NOT in effect.

The Offense

The batting order will consist of all eligible players.

Two (2) adult base coaches are allowed, as long as there is at least one coach in the dugout. Base coaches must be adults.

All three innings of play will utilize an adult coach pitcher, standing no closer than 20' from the plate, who will throw soft, overhand or underhand pitches to each batter. If the batter has not put the ball in play after three (3) pitches, the offensive team has the option of giving the batter three (3) more pitches **OR** hitting off the tee. If after six (6) pitches the batter has still not put the ball in play, the batter is required to hit off the tee. Players are not obligated to receive soft-

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tossed pitches – players or coaches may request that they skip the live pitch opportunity and proceed directly to hitting off the tee. If the 6th pitch results in a foul ball, the at bat continues until the batter has put the ball in play, swung and missed, or does not swing (e.g., the at bat cannot end on a foul ball).

When the tee is employed, the offense will have another coach positioned near home plate to operate the tee and determine if the ball has crossed the 15-foot line. A curved line shall be drawn in chalk showing the 15' mark prior to the start of the game. The offensive coach near home plate should also police the home plate area to ensure the safety of the catcher.

The 15-foot line only comes into play on balls batted off the tee. Any ball batted into fair territory off a coach pitch is in play.

When the tee is employed, the tee should be placed in front of, not on top of, home plate to get players in the habit of hitting the ball out in front. The tee should be placed such that the ball is above the front edge of home plate.

The Pitcher

A coach from the offensive team will provide all pitching. The coach pitcher shall stand no closer than 20' from the plate and deliver a soft, overhand or underhand pitch to players wishing to be pitched to.

If the batted ball makes contact with the coach pitcher the ball is considered live and in play. A bucket to hold baseballs may be used but it must be placed behind the coach pitcher on the pitching mound. If a ball comes into contact with the bucket after the ball is hit the ball is considered live and in play.

The Batter

All batters shall wear a helmet with a face mask. A "C" Flap may be worn in place of the face mask as long as it covers the ear closest to the pitcher.

The batter will receive soft, overhand or underhand pitches from an adult coach standing no closer than 20' from the plate each inning. If the batter has not put the ball in play after three (3) pitches, the offensive team has the option of giving the batter three (3) more pitches **OR** hitting off the tee. If after six (6) pitches the batter has still not put the ball in play, the batter is required to hit off the tee. If the 6th pitch results in a foul ball, the at bat continues until the batter has put the ball in play, swung and missed, or does not swing (e.g., the at bat cannot end on a foul ball).

The decision of whether to use the tee or continue with live pitching rests with the offensive manager, though he may leave decision to the hitter if he so chooses. Suggestion: Early in the season it may be better to have the weakest of hitters use the tee, but by the end of the season even the weakest hitters should be encouraged to take the additional pitches over use of the tee.

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Note: Whenever the tee is employed, the same rules explained in “The Offense” section are in play.

Balls and strikes are not recorded.

There is no penalty for “throwing” the bat after a swing, but when this happens the offensive manager should call time after the play is over to explain to the batter what happened and to teach the proper method of dropping the bat. If the same batter continues to throw the bat, and the defensive catcher is at risk of injury, the manager should consider removing the player from the game for the safety of others until the player has learned the proper way to drop the bat.

The Runner

All base runners shall wear a helmet. Stealing is not allowed. The runner is removed from the base when he/she is put out.

There is no advance on an overthrow. For balls hit to the outfield, base runners may advance until the ball has been thrown into the infield and an infielder gains possession of it while in fair territory. If a base runner is more than half way to the next base, he/she may attempt to reach the next base at the risk of being tagged out. Otherwise the runner must return to the last base legally occupied. In order to fairly judge the halfway mark between bases, a chalk line may be drawn halfway between 1st and 2nd, 2nd and 3rd as well as 3rd and home plate.

Bottom line: Employ common baseball sense when deciding when to allow runners to take an extra base. If it is good fundamental baseball (e.g. the ball is beyond the outfielders) then by all means let the runners take another base and the batter to get a double or triple. If it is not good fundamental baseball (e.g. the outfielder has the ball and the only reason you are sending the runner is because you know there is a 10% chance of the outfielder and infielder completing a good throw & catch) then hold the runner.

The last batter runner may only run as far as his/her hit allows or the batter/runner has been put out. At that point all play, and runners, shall stop and the half inning shall end. NO EXCEPTIONS!! Allowing the last batter to continue around the bases poses an injury risk to defensive players coming off the field, and encourages poor fundamental base running.

Starting and Ending the Game

A maximum of three innings shall be played at this level.

The game will end **1 hour** after the SCHEDULED game time or after the published sunset time for that game day, whichever is earlier.

Regardless of the time of day, play should be terminated whenever early darkness poses a safety hazard to the players. The managers should make the call to terminate play when darkness becomes a safety issue. The sunset time rule does not apply to lighted fields.