

DLL Local Rules – Rookie Division

Last Updated: 3/6/2014 9:36 AM

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

The Teams

Rookie teams shall be assigned up to 13 players on their roster. The mandatory play rules listed below shall be modified should a team have more than 12 players present for a given game. Team Managers must notify their Player Agent with 24 hours should their 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). (T-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

All players shall be listed in the batting order (continuous batting order).

All players shall play a minimum of five (5) defensive innings during a regular six-inning game. Note: if either team has 13 players present, both teams will play 5 outfielders each inning to minimize the number of innings a player must sit out.

All players must play two (2) innings in the infield and two (2) innings in the outfield or on the bench.

[Fall Season] As it is common for fall season games to end short of six innings, every effort should be made to get players their mandatory infield work by the conclusion of the 4th inning. If a player cannot meet mandatory infield playing time due to shortened games, that player should be given an extra inning of infield the following game.

DLL Local Rules – Rookie Division

Players arriving after the scheduled start time of the game will be added to the end of the batting order and their defensive play may be reduced by the number of innings missed. Players listed in a team's starting defensive lineup that arrive less than 5 minutes prior to the scheduled start time of the game may be removed from the starting defensive lineup and have their mandatory defensive play reduced by one inning at the manager's discretion.

The Defense

The defense shall field a maximum of ten (10) players. The extra player must be positioned in the outfield. Exception: If a team has 13 players on the roster and all 13 players are present, a fifth outfielder will be utilized by both teams regardless of how many players are present for the opposing team. If the opposing team has 10 players or fewer present, they will simply use as many outfielders as their roster allows.

All outfield players shall be positioned at least 15 feet beyond the outfield grass cut. The third baseman and shortstop must be positioned at the time of the pitch no closer than one step in from a straight line running from second to third base. The second baseman and first baseman must be positioned at the time of the pitch no closer than one step in from a straight line running from first to second base.

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 outfield player must throw to an infielder for a put out.

Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of a play. A third defensive coach should be positioned near the catcher in such a manner as to prevent injury in order to reposition the catcher and retrieve balls after the completion of a play. Coaching the players during any live play is not permitted. No other defensive coach is permitted on the playing field.

The pitcher and first baseman shall wear a batting helmet while on defense.

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

The catcher shall wear all regulation protective gear including a catcher's glove and be positioned properly behind the plate in the catcher's box.

The infield fly rule is NOT in effect for the Rookie division.

The Pitcher

A coach from the offensive team will provide all pitching to their team's respective batters.

The coach pitcher shall stand within the standard pitchers mound while delivering a pitch. The standard pitcher's mound is a circle whose front is six feet in front of the pitchers plate (rubber).

The coach pitcher is allowed to coach the batter in between pitches but may not coach after delivery of the pitch or while the ball is in play.

DLL Local Rules – Rookie Division

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 Offense

The batting order will consist of all eligible players. Once established, the order cannot be changed except for injury or players arriving late or leaving early. If a child 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 time at bat comes up without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues.

Each of the first five (5) innings shall end after three (3) outs or four (4) runs, whichever occurs first. The sixth (6) inning shall end after three (3) outs or six (6) runs, whichever occurs first. If the home team is winning after the top of the 6th inning they will not bat in the bottom of the 6th inning. If the home team takes the lead in the bottom of the 6th inning, the game will end at that point”

Little League Rule 4.10 (e) (10 run rule) shall NOT be in effect.

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

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 shall be given a maximum of six (6) pitches. A foul ball cannot be counted as the last pitch.

Strikes will NOT be recorded when a batter does not swing at the pitch. However, swinging strikes and foul balls shall be recorded, and the batter is out on 3 strikes; he is not guaranteed the full 6 coach pitches. There are no walks or bases awarded due to hit by pitch.

Bunting is not allowed.

The Runner

All base runners shall wear a helmet.

Stealing is not allowed.

There is no advance on an overthrow. For balls hit to the outfield, base runners may advance until an infielder gains possession of the ball. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base, at his/her own risk. A fielder still has an option of making a play on the runner and if tagged, the runner is out. If the runner was halfway and arrived safely at the base he may stay, otherwise he is required to return to the base he/she last legally touched. In order to fairly judge this, a mark may be placed half way between first and second, second and third, and third and home plate.

DLL Local Rules – Rookie Division

Starting and Ending the Game

The game will end **2 hours** after the SCHEDULED game time or after the published sunset time for that game day, whichever is earlier.

Regardless of the time of day, the umpire will terminate play whenever early darkness poses a safety hazard to the players. If no umpire is present, 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.