

Rookie Baseball Local Rules – 2026

1. **INNING** – The 1st and 2nd innings will consist of three (3) outs or five (5) runs. The 3rd and 4th innings will consist of three (3) outs or ten (10) batters.
2. **RUN RULE** - The game ends if one team has a lead of fifteen (15) or more runs after 3 innings, ten (10) or more runs after 4 innings, or eight after 5 innings.
3. **RAINOUT** - Makeup games will be rescheduled by the BOD. Failure to appear for the makeup game will result in a forfeit.
4. **FORFEITED GAME** - If a team has less than eight (8) players to start the game after a ten (10) minute grace period, they lose by forfeiture. A game may not be continued if a team drops below eight (8) players during the game for any reason. Game should proceed as a scrimmage.
5. **PROTEST** - All protests must be made before the next at-bat to be considered. Place protest in official scorebook and send email to league player agent within twenty-four (24) hours after protest explaining what happen. Protest Committee will determine the outcome and answer is final.

6. DRAFT - The draft will be common pool and wrap (meaning the team picking 1st in the first round will pick last in the 2nd round). Trades must be approved by a majority vote done by the managers of the division.

7. TEAM STAFF - one (1) manager, two (2) coaches and one (1) team parent that have been approved by the BOD (18 AND OLDER) are allowed in the dugout (no batboys or batgirls).

8. COACHES - Base Coaches - Only approved adult coaches (18 years or older) will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his advancement to or from the base, the runner will be called out. Note: Runner is not out if the coach congratulates the player. - Tee Coach - No player may be physically moved or adjusted by the coach at the tee once inside the batter's box. The Coach will be warned for the first offense and ejected for the second offense. The team will then be without a Tee coach for the remainder of the game. This rule can be called by either umpire.

9. CONDUCT - If the manager, coach, player, or fan are ejected for any reason during the game the following penalties will be levied: First (1st) time you will sit out a minimum of one (1) game, Second (2nd) time you will be

removed for the remainder of the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game to include pre-game and post-game activities. Additional penalties maybe levied by the BOD.

10. TIME LIMIT -A game will consist of four (4) innings. No new inning shall start one (1) hour and forty (40) minutes from the start time. If time permits, tie games will be broken. Three (3) innings (two (2) and one half (1/2) if home team is ahead) constitutes a complete game in the case of bad weather, time limit or darkness. For scoring purposes, a shortened game for any of these reasons will revert back to the last completed inning barring it met complete game requirements. If complete game requirements have not been met the game will be resumed at a later date determined by the BOD.

11. SLUNG BAT - For the first (1st) offense, batter and coach will be warned (umpire will have it noted in the Score book). On the second (2nd) violation and any subsequent violation the batter will be called out.

12. SLIDING - A runner who slides headfirst going into a base will be called out. A runner who does not slide, give up, or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.

13. OFFENSIVE TEAM - Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order and in the game defensively. The coaches will turn in their lineups to the scorekeeper at least ten (10) minutes before game time. Each team hits with a continuous batting order.

14. BATTING - A batter will have three (3) attempts to hit the ball off of the tee. If the batter swings and misses on three (3) attempts, the batter will be called out. If on the third (3rd) attempt the batter fouls the ball off of the tee in the judgement of the umpire, the batter will be allowed one more attempt to hit the ball off the tee. If on his fourth (4th) attempt the batter does not put the ball in play the batter will be deemed out.

15. STRIKEOUT - Is constituted by three (3) missed swings or foul balls. Foul balls on the third (3rd) strike are an out.

16. BUNTING - Is not allowed. A full swing must be used. If in the judgment of the umpire, the batter is intentionally bunting the ball, the manager and player will be warned, and a strike will be called. If the same batter attempts another bunt later in the game, the batter will be called out. If an unintentional swinging bunt occurs, the ball will be fair if it reaches the infield grass

outside of the batter's circle provided it is in between the baselines if not fair then it will be considered a strike.

17. LAST BATTER - Two (2) out baseball rules apply. Any fielder can also throw the ball home and the catcher can tag home plate. NO RUNNING THE BALL HOME. Then the inning ends, and all trailing runners do not score.

18. FIRST ATTEMPT RULE - The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe.

19. DEFENSIVE TEAM - Each team will Position one (1) pitcher, one (1) catcher and four (4) traditional infielder positions (first, second, third and short stop). Remaining players will be spread throughout the outfield. Three (3) coaches on the field during defense only and must be completely behind ALL players until play is stopped (No coaching from infield; failure to do so will result in an obstruction call on the coach and runners will be awarded one (1) base each.

- Pitcher - Must keep 2 feet in contact with the rubber until the ball is hit. All player-pitchers must wear a mask!
- Infielders - Must stay near their assigned position and not come in on the traditional grass area of the infield until the ball is hit. Infielders may not make a play on a

ball batted into the outfield that would be beyond the normal range of an infielder of that position.

- Outfielders - Must stay in the outfield until the ball is hit. Outfielders may not tag a base or a runner.
- Catcher - Must wear a helmet. When the ball is placed on the tee, MUST stay behind home plate on the opposite side of the batter until the ball is hit. FIRST ATTEMPT RULE - The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe.

18. TAGS BY PITCHER – The pitcher will be allowed to make a tag on any base runner in the following conditions

- Fielded batted ball on baseline and tagged runner going by
- Fielded an overthrow and tagged runner in general area of overthrow
- Pitcher can back up catcher and tag runner at home as long as the catcher made the first attempt to catch the thrown ball
- In the judgment of the umpire ROLLING Ball - Runners will be called safe if a fielder intentionally bounces or rolls a ball to obtain an out. (Umpire's Judgment)

19. RUN DOWNS - No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base (Umpire's Judgement). Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base.

20. UMPIRE CAN CALL TIME-OUT

- When requested by a coach or player.
- When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they are closest to when time was called (Umpire's Judgement).
- Until the defensive team is ready. Then in the interest of safety, the umpire will give the ball to the tee coach to put in play.

21. DEFENSIVE POSITION CHANGES - Defensive switches may only occur one (1) time per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch.

22. STANDINGS – TBD

23. OVERTHROWS - The batter/runner that the play is being attempted on may only advance one base. Any lead/other runners may advance at their own risk.

24. FENCE RULE - Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play.

Runners may advance one (1) base on balls thrown over or under the fence.

25. BATS - All bats must be approved by Little League and have T-ball stamp or be USA certified.

26. RESPONSIBILITIES – Both managers will be responsible for field prep before and after scheduled game to include dragging, raking, mound and batters box repair, as well as chalking of the fields. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field. If trash can is over half full, pull the trash bag and place it outside of the dugout.

❖The visiting team will be responsible for operating the scoreboard

❖The home team will be responsible for keeping the official scorebook. The home team will also enter ALL

scores online immediately after the game before leaving the park. Penalties for not doing this will be levied by the Board of Directors