

Rookie Division Rules:

GENERAL RULES: Current years addition of Little League Rules and any SYBL supplements. The home team will provide (2) Safety baseballs, and will be required to put out and remove the bases, ensure the helmets and Tee is on the field, and prepare the field for play (this may include raking, lining the field, etc.) All equipment is located in the shed next to the batting cage. Runs are not officially scored; there is no 3 out rule, nor any winner or loser.

GAME DURATION: Games will be limited to 6 innings or 2 hours from the scheduled start time, (whichever comes first). Please be sure to be off the field on time to accommodate for the following game (if applicable).

PLAY: The entire team will bat, typically having half bat in inning 1 and the second half in inning 2 to keep the game moving and help ensure player's focus and interest. (For instance, if a team has 12 players, players 1-6 will bat in inning 1, and 7-12 in inning 2 and so on.) All players will play defensively in the field. Each team will provide no more than (6) infielders. The remainder of the players are to be positioned in the outfield. It is expected that coaches will rotate players through various positions including infield and outfield. There is NO catcher in this division.

PITCHING: Coaches will pitch to their own teams. Players will not be limited to 4 balls and 3 strikes, rather will be given 5 or so swings. If the player cannot bat the ball into fair territory after 5 misses, the Tee will be used to move the game along and help the player make contact with the ball.

BUNTING: There is NO bunting in the Rookie Division. A ball hit at full swing that does not reach an infielder is considered a hit ball and should be played as such.

STEALING: Not permitted in the Rookie Division.

OVERTHROWS: Runners may advance only one base on an overthrow whether in or out of play.

BASES/BASERUNNING: All Bases will be set at the normal 60 feet with a Safety Base utilized for First Base (Double base with orange side in foul territory). On batted balls that do not leave the infield, the batter and runners may only advance one base. Batted balls that reach the outfield, the batter and runners may advance no more than two bases, at the risk of being put out. The final batter of the inning will run freely through 1st, 2nd, 3rd, and across home plate without being interfered with or tagged out by the defensive players. The defense will wait until the last batter crosses home plate prior to exiting the field for the end of the inning.

UMPIRES: Games are to be umpired by the coaches of the two teams. The defensive coaches in the field will determine calls at the bases. If a player is deemed out by the defensive coach, he or she will return to the dugout. The inning will continue until the order has batted regardless of outs. (Again, typically half the team per inning)