

2024 Rookies Division Local Rules

1. Rookie Division is coach pitch. The offensive team provides a coach to pitch to his/her team. The coach must always remain in the 10-foot circle around the pitcher's mound, except as necessary to avoid a batted ball or not to interfere with a play.
2. The defensive team shall provide a coach behind the catcher to help the speed of the game and prevent any delay in game.
3. Each team needs a staff of four (4) coaches, consisting of a manager and three coaches. All coaches must be approved by the Board of Directors no later than the start of the first game but preferably prior to the first practice. There must be a coach in the dugout at all times. No person other than approved coaches is allowed in the dugout or on the field during games. Unless otherwise agreed between the managers prior to the game, the home team shall be in the 3rd base dugout.
4. A team may field 10 defensive players, of which 4 must be outfielders. All outfielders must start play no closer than grass line beyond base paths until the ball is hit.
5. **BAT PERSON MAY NOT BE USED. NO ON DECK BATTERS PERMITTED.** The only offensive player permitted outside of the dugout during play is the player up to bat and players already on the bases.
6. The defensive player-pitcher must take his place to the side of the coach-pitcher with at least one foot in the dirt immediately surrounding the pitcher's mound and must remain there until ball is hit.
7. Maximum of seven (7) pitches per batter, which **MUST** be thrown overhand. **NO WALKS.** Balls hit into foul territory will be counted as strikes (unless fly ball is caught by a defensive player, in which case the batter is out). **A player who fouls off the seventh pitch will continue to bat until he swings and misses, allows a pitch to go by without swinging, or bats the ball into play.**
8. No player may sit on the bench for more than six consecutive defensive outs. Each player must play at least half the game in the field unless the game ends after 3.5 innings due to the mercy rule. **MANAGERS MUST BAT THE ENTIRE ROSTER.** Any player arriving late shall be placed at the end of the batting order. If already past the last spot in the batting order, the late arriving player shall be the first batter of the next offensive inning.
9. A play is "dead" when the ball is either (1) in the control of an infielder standing in the infield or in the control of the coach pitcher. Only runners more than *halfway to the next base will be allowed to advance. Please USE DISCRETION and TEACH THE GAME OF BASEBALL.*
10. The coach-pitcher shall pitch with one foot on the pitching rubber. You may not shorten the pitch under any circumstances.
11. The coach-pitcher **may not coach base runners.**
12. The half-inning ends when the defensive team records 3 outs or the offensive team scores 5 runs. The 5 run offensive rule applies for the first four innings. Scoring for the offensive team is unlimited in the 5th and 6th innings.
13. The ten-run rule applies after 3.5 innings of play.

14. The "infield fly rule" does not apply in the Rookie Division.
15. **NO STEALING.** Any runner leaving a base before the ball is hit into play will have to return to that base. If the ball is put into play and that runner reaches safely, he/she must stop and will not be allowed to advance further regardless of opportunity.
16. **NO HEADFIRST SLIDES WHILE ADVANCING TO A BASE. NO SLIDING INTO FIRST BASE.** Players sliding headfirst while advancing on the bases will be called out, regardless of play. Any player sliding into a base must slide feet first to avoid contact with the defensive player. Players may slide headfirst when heading back to a base.
17. **Coaches may pinch run for the catcher at any time to keep the game moving. The pinch runner must be the player who made the last batted out. For purposes of this rule, the catcher is the player slotted to catch during the next defensive inning.**
18. **Infield warm-ups are allowed, but only 1 grounder per infielder and then the first baseman will throw the ball in to the dugout (This will allow the inning to get started quicker).**
19. Unless shortened by the ten-run rule, games are 6 innings in length. No new inning will start after 1 hour, 45 minutes. There is no drop-dead rule — if you start the inning, finish the inning.
20. Official scores will be kept and reported after each game so the website can be updated.
21. No protests of games in the Rookie Division are permitted.
22. Any manager or coach ejected or removed from the game by an umpire shall be required to sit out the next scheduled game. Any manager ejected a second time during the course of the season shall appear before the Board of Directors and show cause why he/she should not be removed immediately from managing duties. Any coach ejected a second time during the course of a season shall be immediately removed from all further coaching activities for the remainder of the season and all post-season tournaments, including all-star tournaments. **No umpires are used when home games are played at Boulder City. Coaches will umpire the games.**
23. **Blue Flame Pitching Machine will be optional to use when playing games at Boulder City Little League. If Boulder City Little League teams wish to have their coach pitch the above they must follow above rules #1 & #10.**