



# Brazoswood

## Little League

### Rookie Ball Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

#### **Recommended league ages: 6 year olds**

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Managers are responsible for ensuring that trash from the cans are taken to the dumpster area and a new bag is placed in the can. Failure to observe cleanup of stands, dugouts, and trash cans after games may result in suspension of team personnel.

#### **General Rules:**

1. Game time limit is one hour and fifteen minutes (1:15) of play. Once time has expired, the game will be called.
2. Taunting of players is strictly prohibited.
3. The Home Team Manager and assistants are responsible for bases and all field care, before each game and the visiting team is responsible for post-game care. If your game is the last scheduled game on the field, the Visiting Team Manager and assistants are responsible for ensuring that all equipment is put away and secured, and that the field is drug with provided equipment.
4. There are no umpires in Rookie Ball.
5. Home Team is the official book and must provide a scorekeeper. If the home team is unable to provide a scorekeeper, the Manager or Coach must leave the field of play and serve as score keeper. The home score keeper must sit behind the backstop and not in the stands. Visiting score keepers may also sit behind the backstop, but it is not required.
6. Runners will be considered out if they are put out by a defensive play
7. Managers and Coaches should accompany their players onto the field for instructional purposes.
8. Soft tee ball style baseballs will be used for the season.
9. All Managers must adhere to mandatory play rules as outlined in the Little League Green Book for all players.

#### **Offense Rules:**

1. Batting order shall consist of all players present, utilizing a continuous batting order, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game.
2. Managers or coaches will pitch to their own players. If a player does not hit the ball after four (4) pitches, the team Manager or Coach shall provide a tee for the player to

- allow for one (1) swing. If the player does not hit the ball, it is considered a strikeout.
3. Manager or Coach pitching must pitch the ball from an overhand position.
  4. No base stealing is allowed.
  5. Runners may not advance bases on overthrows.
  6. On balls hit to the outfield, runners may advance until the ball has been returned to the possession of an infield player in the infield.
  7. If a hit ball strikes a Manager or Coach, it is declared a dead ball and the batter will be awarded the first base and all forced runners will advance one base.
  8. The run rule will be in effect, which is a total of five (5) runs per inning or three (3) outs, whichever comes first.

**Defense Rules:**

1. All players play each inning in the field, simultaneously. Players should be rotated between the infield and outfield each inning and should rotate positions accordingly. All players must play at least one inning in the infield.
2. The defense team must utilize standard infield positions; one player per position. All remaining players will play in the outfield and must be positioned in an umbrella formation at least ten feet from the infield. Catcher is optional, but a player in the position must wear applicable safety gear.
3. All players must play one inning in the infield, per game. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.