

Trumbull Little League Rookie Division

The following rules and notes governing the Rookie play will be in effect for the 2026 Little League Season. If you have any questions or are in need of a rule clarification, please do not hesitate to contact the division commissioner. **The Trumbull Little League Board has chosen to adopt local regulations that will enhance play and provide for a safer and more enjoyable experience for our children. If a rule is not described in this document, then you are to adhere to the Official Little League International Rule book.**

Trumbull Little League: 2026 Rookie Division Local Rules

The following rules are specific to the TLL Rookie Division and serve as exceptions or additions to the 2026 Little League Official Regulations ("Green Book").

I. General Logistics & Conduct

- **Code of Conduct:** All players, coaches, parents, and spectators must follow the TLL Code of Conduct as posted on the website.
- **Weather:** Notifications follow the [Trumbull Lightning Detection System](#).
- **Fields :** All open or closed field status are managed by the Town of Trumbull and can be found here : <https://trumbullct.myrec.com/info/facilities/default.aspx>
- **Standings:** No standings or records are kept during the regular season.
- **Dugouts:** The **Home Team** occupies the 1st base dugout. Only three non-players (Manager/Coaches) are permitted in the dugout during games.
- **Spectators & Filming:** No one is allowed behind the backstop. Filming must occur outside the 1st and 3rd base fencing; recording behind home plate is prohibited.

II. Game Timing & Scoring

- **Duration:** Games are limited to six (6) innings or 1 hour and 45 minutes. No new inning may start after the time limit unless no other game is scheduled (1 extra inning max).
- **The 5-Run Rule:** The batting team may score a maximum of five (5) runs per inning.
- **Umpiring:** The coach/manager positioned behind the pitcher calls balls, strikes, and base plays. The opposing manager provides assistance on complex plays if needed.

III. Defensive Requirements & Rotation

- **Mandatory Rotation:** Managers must rotate players to different positions. Every player must play at least three (3) defensive innings, including one (1) inning at an infield position.
- **10-Player Defense:** Teams may play four (4) outfielders. All outfielders must remain on the grass until the ball is hit.
- **Inning Credits:** If an inning ends via the 5-run rule, a player on defense for the full duration is credited with 3 outs. Partial play results in credit only for the outs actually recorded.

IV. Offensive Rules (Batting & Baserunning)

- **Continuous Batting:** Every player on the roster bats in order, regardless of whether they are in the field.
- **Safety:** No on-deck circles are permitted. Warm-up swings are allowed **only** in the batter's box of the player at bat.
- **Batter Conduct:** If a batter throws a bat/helmet, a team warning is issued. A second occurrence by any player on that team results in an automatic out.
- **Baserunning:** * No stealing. Runners only advance on batted balls.
 - No extra bases on overthrows.
 - **Dead Ball:** Play is dead when the ball is returned from the outfield and controlled by the pitcher/coach within the diamond.
 - **The Halfway Rule:** If a runner has not reached the halfway mark when play is ruled dead, they must return to the previous base.
 - **Sliding:** No headfirst sliding (except when returning to a base).
 - **Obstruction:** Fielder blocking a runner without the ball = runner is safe. Willful "bowling over" of a defender = automatic out.
- **Bats :** All bats must be USA Stamp approved

V. Pitching & Catching Guidelines

- **Coach-Pitch Transition:** * The coach steps in to finish an at-bat after 4 balls. The strike count remains, but the ball count resets.
 - The batter cannot walk; they get a max of 5 pitches (or 3 swings) from the coach.
 - If a pitcher walks 3 batters in an inning, the coach pitches the remainder of that inning.
- **Pitcher-Helper:** When a coach pitches, the player-pitcher must stand within the 6' mound circle to act as a defender.
- **Limits & Safety:** * **8-year-olds: 35** pitches per week (plus finishing the batter).
 - **Rest:** If a player catches more than 3 innings, they cannot pitch that day.
 - **Form:** No curveballs or breaking pitches involving wrist wrenching.
 - If a player pitches on the weekend they should not pitch during the week.
- **Reporting:** Home team managers must report pitch counts via **Sports Connect** after every game.
- LLI Pitching Guidelines : <https://www.littleleague.org/playing-rules/pitch-count/>

VI. Field Maintenance

- **Trash:** Both teams must clear all trash from dugouts and bleachers after the game.
- **Tarps:** For the **last game of the day** on Unity 1, 2, or 3, managers must cover the pitcher's mound and home plate with tarps.

VII. All-Star Eligibility

- A player must participate in **60% of regular season games** to be eligible for a Trumbull Little League All-Star team.