



## **2026 Rookie Division Rules**

*This document is a division-specific, quick-reference supplement to the WVLL Bylaws and the official 2026 Little League Baseball Rulebook. It does not replace or override either document. In the event of a conflict, the WVLL Bylaws and Rulebook govern.*

### **General Rules**

- The team designated on the schedule as the home team shall occupy the third base dugout.
- Each team shall provide one new ball at the beginning of the game.
- The Home team is responsible for field prep and cleanup. The visiting team is responsible for trash pickup after the game.
- Bats must have the "USA" logo, Players must be in official WVLL jerseys, baseball pants with belt loops, and closed toe shoes. All Little League rules apply to equipment.
- Field preparation and team warm-up should start 30 minutes prior to the game start time and be performed by both team field volunteers.

### **Gameplay:**

- All scheduled games shall be played at the scheduled location.
- Games at the Rookie level shall be played for six innings or 1 1/2 hours, whichever comes first.
- No new innings start after one hour.
- Managers shall play all players defensively.
- Only (6) infielders, including pitcher and catcher, are allowed.
- Defensive coaches should be on the field with the players but cannot touch a live ball.
- An offensive coach can assist the batter in getting into the stance and in practice swings.
- No more than two non-coaching staff are allowed on the field. Any adults assisting in the field, in the dugouts, or anywhere in the field of play must have passed the required background check and have taken the proper LLI mandatory safety classes.
- Scores WILL NOT be kept in Rookie Division or T-Ball nor will Umpires be required
- A player may be entered and/or re-entered defensively without changing the batting order.

- **Batting:**

1. All players in attendance for the game will bat in a continuous batting order.

- **Outs:**

1. Games 1-3: Outs will not be recorded, and entire roster will hit each half inning.
2. Games 4-6: Outs will be recorded. If an out is made on a runner/hitter, the runner/hitter will be removed from the basepaths. However, each team will still through the entire lineup each half inning.
3. Games 7-End of Season: Each half inning will be played to 3 outs or one time through the lineup, whichever comes first. In either case, the on-deck batter will be the first to bat in the team's next offensive half inning.
4. Each batter will receive as many as four (4) overhand hittable pitches to attempt to hit the ball. If after 4 pitches, the batter hasn't hit the ball in the field of play, the coach may opt to move to a soft toss pitch for two (2) pitches. If after the two (2) soft toss pitches, the coach will bring a tee for the player to hit from. There are no strikeouts in coach pitch.
5. A batter may not advance more than (2) bases on a hit ball.
6. The last batter of each inning is played as a regular out and may only advance to second base.

- **Pitching:**

1. All pitches will be thrown by a Coach. The pitching distance (front of rubber to back of plate) shall be 40 ft.
2. If there is contact, or other interference, of a hit ball by the coach acting as pitcher before a defensive player touches it is considered a "live ball".
3. The player in the pitcher position SHALL be stationed to the first base or third base side of the pitching rubber, standing no closer to the batter than the pitching rubber.

- **Stealing / Running:**

1. When a coach acting as pitcher is in possession of the ball, base runners shall not leave the bases until the pitched ball has been delivered and the batter has hit the ball.
2. Runners may only advance on a hit ball.
3. Stealing is not permitted.
4. Runners may not advance on a fielding/throwing error.