



NYBS ROOKIE DIVISION

2026 RULES

REMEMBER-THEY'RE JUST KIDS AND IT'S ONLY A GAME!

The ROOKIE Division (five year olds) is the second level for young baseball players. [Note: 4 yr olds are not allowed to play up into this division] The players will be introduced to hitting from a tee stand, the fundamentals of both the game and team sport concepts. This division is where managers/coaches should emphasize the basic concepts; explain the meaning of innings, the batting order, the defensive positions and run & stop action on the bases. Gradually, introduce them to basic skills; step and throw, catching with both hands, moving to the ball when it is hit, backing up the play, hitting with hips open and running through the base at first. Remember, their attention span and their abilities are those of a five year old. Through repetition, patience and praise, you will be a successful manager. Please follow the rules outlined herein, keeping in mind that these young players are here to learn the game and have fun. Let them know when they do a good job, constantly praising their efforts! The Board of Directors will observe as many games as possible to determine the practicality of these rules. We are counting on the managers and coaches for suggestions to improve the division. Good luck this season and have fun.

1. Coaches are responsible for the safety and guidance of the players. You must be in control of the team at all times and assign assistants to police the bench area during games/practices.
2. No team may meet more than two (2) times per week; including games and practices. We encourage you if possible to have pre-season practices so that players can get comfortable with you and each other.
3. Games have a maximum time limit of sixty (60) minutes from scheduled start time and in most cases scheduled based upon field availability. No scrimmages allowed.
4. Coaches should meet at home plate before the start of the game and discuss the rules and have a clear understanding of the way the game will be run.
5. Absolutely no scorebooks or won/loss records will be kept and standings will not be maintained. All games end in a tie with the traditional handshake at home plate to end the game.
6. Coaches are responsible for cleaning up their respective benches at the conclusion of the game. As well as leaving all equipment ready and available for the next game's teams.
7. Coaches are responsible for their equipment bags. Insure you pack your gear before leaving the dugout and leave the bags at the specified location at Everett Leonard Park.
8. The last two teams left on the field are responsible for the locking of the gate at ELP.
9. Never leave a player unattended after completion of the game/practice. If the parents leave and have not returned by games end, wait fifteen (15) minutes then you and your coach bring the child to the Norton Police Station.



GAME RULES

1. Games will consist of an equal number of at bats per team within a sixty (60) minute time limit. Time starts with your scheduled time, not when the game begins, so have the kids ready a few minutes ahead of time in order to take the field at the designated start time
2. An inning consists of bringing fifty (50) percent of the roster to the plate. If you have an odd amount of players in attendance, start with the higher odd amount first and then the lower and continue throughout the game.
3. A Continuous batting order will be established before the start of each game containing the names of all the players present. Players arriving late will be added to the end of the order. No player misses a turn at bat when not playing in the field. The order should be changed from game to game to allow each player to bat at the beginning of the order.
4. You need to have the five infield positions necessary to field a team, if not then borrow from the opposing team.
5. When the defensive team is on the field, only two (2) adults are allowed on the field, one standing with the player in the pitcher's position and one assisting in the infield.
6. Managers/coaches are encouraged to familiarize players with all positions by rotating them over the season. Keep in mind the safety of the player. For example, a first baseman must be alert and able to catch.
7. Players hit from an adjustable tee stand or advanced players can hit to a coach's pitched ball. The offensive manager is expected to inform the defensive manager when a strong batter is about to hit. No pitching by players at this level.
8. Only one bat per team is allowed in motion at any time. No on deck batter. Personal bats are allowed. Batting helmets must be worn by the offensive team when batting or running the bases.
9. There is a maximum of three (3) swings per batter. If you have a skilled player you may offer two pitches to that player by a coach and then if missed the third must be taken on the tee. Once reached, the manager should assist the batter to make contact with the ball. Balls and strikes are not called, and there are no walks.
10. When a ball is hit, players should take one base only. If a player continues to another base, escort them back to their original base and then continue with the game.
11. There is no leading or stealing any bases. Runners may advance one base only with a hit.
12. The final batter in each team's inning gets to clear the bases and the defensive team gets one opportunity to create an out and then must head back to their bench to prepare for their at-bats.
13. Fielders may make put outs resulting in the runner returning to the bench. The manager/coach should explain being thrown out.