

ROOKIE (TEE BALL) DIVISION

This division is strictly instructional!

ROOKIE TIME LIMITS

- A. **Drop Dead Time:** 1 hour (4 innings max or drop dead time)
- B. **No New Inning After:** 1 hour
- C. **Night Games Cannot Exceed Time of:** 8:00PM
- D. **Minimum Innings:** none
- E. **Maximum Innings:** 4 innings (unless hard stop has not been met)

ROOKIE: COACH POSITIONS AND RULES

- A. The Rookie Division Manager will be responsible for bringing a tee for games.
- B. Coaches or managers will make every effort to avoid all balls hit at them. They will also make an effort to avoid obstructing a fielder's throw or vision. If a batted ball hits a manager or coach, the ball becomes dead.
- C. Games must start on time. Managers should have teams ready to play in a timely manner.
- D. The Offensive team will have three (5) adult coaches permitted when their team is batting: one at first base, one at second base, one at third base, and one behind the catcher/plate.
- E. The defensive team can have three (5) coaches on the field. One (1) in the infield/pitcher, three (3) in the outfield and manager on the sidelines.
- F. Team Parents in the dugouts helping players.

ROOKIE: GAME RULES AND FIRST HALF OF SEASON:

- A. The Rookie Division **should** consist of league age Four (4) through Six (6) year old players.
- B. There will only be 12 players total per team in the Rookie Division. Consisting of 7 infielders and 5 outfielders.
- C. **Mandatory Play:** Teams shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules. One complete batting round of the number of players in the lineup for that day terminates or ends a half inning.
- D. Scorekeeping is not required for the first half of the season.
- E. No outs in the Rookie Division for the first half of the season.
- F. There will be up to eight (8) attempts (5 off the coach pitch then 3 off the tee). If the ball has still not been hit in fair territory after eight (8) swings, the batter will automatically go to first base.
- G. Play can only be interrupted for an injury of a player.
- H. No defensive player may approach home plate closer than thirty (30) feet until after the ball is hit.
- I. The entire Rookie defensive team will be on the field each inning. There will be a maximum of seven (7) infielders allowed in the infield. The rest of the defensive players **will** be in the outfield.
- J. Rookie players cannot steal or bunt.
- K. Infield fly rule not applicable in Rookie Division

ROOKIE: AFTER MID SEASON- ADDITIONAL RULES:

- A. After mid-season, the traditional three outs/five run rule will be enforced.
- B. After mid-season, the Rookie Division will play traditional three out innings or bat the entire lineup. The defensive team must switch position players each inning. For the first three (3) innings, the game will be played with the traditional three (3) out innings or a scoring limit of five (5) runs.
- C. After mid-season, There will be up to five (5) attempts (3 off the coach pitch then 2 off the tee). If the ball has still not been hit in fair territory after five (5) swings, the batter is considered out. *** The 3rd coach pitch can be fouled off as many times.*
- D. Scorekeeping is encouraged as training for the next division up.