

RLL Rookie A Rules

Field Setup/Takedown

- Home Team sets the field
 - Chalk the lines/box/coach pitch line (22 ft)
 - bases(60 feet from home to first, 60 feet from home to third, 60 feet between second and First/Third)
 - Set up the Pitching machine at 40 feet when measured to the back point of Home Plate

The Away team (final game of the day) takes down the field and puts everything away including the mound.

Manager/Coaches/Team Parents

- All volunteers must wear proper badging or they will be removed from the dugout.
- They will not be allowed to return until they are properly wearing their badge.

Lineup/Positions

- Continuous Batting Order (i.e. 1-13)
- Players must play at least (6 outs) in the field
- 10 players on the field (4 players in the outfield and six infield including Pitcher's helper and Catcher)
- Players who show up late to the game can be added to the bottom of the lineup with no penalty.

Equipment

- All catchers must have a dangling throat guard.
- All bats must be USA stamped bats and not altered.
- If a player is caught using illegal or improper equipment the offending player and manager will be ejected from the game.
- Any person ejected from a game must leave the field and be no closer than the parking lot. Any person refusing to leave or who does not leave in a timely manner will be suspended.
- It is the responsibility of every team to ensure players set out their equipment before the game so that it can be checked by their manager/coach.

Safety

- No on-deck batters
- The dugout door should be closed at all times and opened by the coach or parent volunteer
- No head-first slides
 - All managers, coaches, team parents, etc., having any contact with the players on or off the field must have completed the [Coach/Volunteer Compliance Guide](#) and be approved by the Board of Directors.
 - If a team is caught using a non-compliant(certified) volunteer, the volunteer will be removed from the game.

Rookie Game Play

- 5 runs maximum per half inning or the defense getting 3 outs for innings 1-4
- Unlimited runs or the defense getting 3 outs for innings 5 & 6
- The Pitching Team has their coach umpiring and calling balls and strikes (during the regular season)
- 3 coaches from each team can be on the field.

Defensive Coaches positioning: 1) Umpire behind the pitcher, 2) left-center, 3) right-center

Offensive Coaches positioning: 1) Third base coach, 2) First base coach, 3) backstop behind the catcher to help with passed balls/hitter

Batting

- 3 swings or 5 total pitches
- Foul balls may continue the player's at bat unless the defensive team catches the foul ball.
- No Bunting
- Balls hit hard into the outfield will have the chance to get a maximum of a double (runners can be thrown out).

Baserunning

- Runners cannot advance on overthrows
- Runners can advance up to 2 bases if the batted ball is determined to be a hard hit to the outfield.
- No Stealing bases.
- Catchers may have a pinch runner if there are 2 outs. The player who made the last out must be the pinch runner.

Game Length

- Drop Dead at 1:30

Showing Respect/Fairplay

- Any disrespectful behavior towards a player, parent, volunteer, or umpire will not be tolerated.
- Ignoring the umpire's calls will not be tolerated.
- Players, parents, coaches, managers, or teams failing to follow these guidelines will face disciplinary action which can include ejection, suspension, or even expulsion from the league.

All teams will receive awards.