

RLL Rookie AA Rules

Field Setup/Takedown

- Home Team sets the field and the Scorebook table
 - 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)
 - Bring out and set up the Portable Mound
 - Position 40' from the back point of home plate to the front of the rubber on the mound
- The Away team (final game of the day) takes down the field and puts everything away including the mound

Manager/Coaches/Scorekeeper/Pitch Counter

- A manager and only two additional adults are allowed in the dugout (assistant coach, team parent, etc.)
- 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.
- Home Team provides a person to do the scorebook**
- Away Team provides a person to do the pitch count**

Lineup/Positions

- Continuous Batting Order (1-10)
- Players must play at least (6 outs) in the field
- 9 players on the field, in traditional baseball positions.
- 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. The umpire can call the game as a forfeit for the offending team.
- 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 volunteer, the volunteer will be removed and the game will result in a forfeit.
 - If a team fails to provide a scorekeeper or pitch counter it will result in a forfeit.

In either case, the game may continue to play out, but the result will be a forfeit by the offending team.

A forfeit game results in a 5-0 win for the team scheduled against the forfeiting team

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

- League will provide an umpire during the postseason

Batting

- 3 strikes

-If "walked" (four balls thrown) by the player pitching, the batting team's coach takes over pitching from beyond the coach pitch line.

- the strikes are retained and the batter gets to continue their at bat until they have hit the ball or are struck out.
- the coach can strike the batter out even if the batter doesn't swing.
- No pitch delivered by the batter's coach will be considered a ball.

-Foul balls may continue the players at bat unless the defensive team catches the ball

-No Bunting

-Batters hit by a player's pitch are awarded first base

-Balls hit hard into the outfield will have the chance to get a maximum of a double (runners can be thrown out) Umpires have the discretion to determine the number of bases earned and can send runners back.

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 (including on wild pitches)

-Catchers may have a pinch runner if there are 2 outs. The player who made the last out must be the pinch runner.

Pitching/Catching

-Must follow pitching guidelines for the number of pitches and rest needed before the next pitching outing.

-Players Aged 6-9 can pitch, with a limit of up to 50 pitches per day (**league Age 9 players who did not attend tryouts are NOT allowed to pitch**).

- 1-20 pitches in one day = 0 Days of rest
- 21-35 pitches in one day = 1 Day of rest
- 36-50 pitches in one day = 2 Days of rest

-The coach may call "Threshold" to lock in the pitch count and have the pitcher or catcher finish the batter and their pitch count is locked at one pitch past the threshold call.

-Pitch counter must provide the pitch count to the pitcher's manager whenever it is requested by said manager (this is for the safety of the players).

-Pitchers can strike the batter out with 3 strikes

-If the batter is "walked" (4 balls) the batting team's coach comes in to pitch (see above batter rules)

-If a player throws 41 or more pitches they may not move to play catcher

--Any player who has played catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

Winning the Game

- Mercy Rules

15 Runs after 3, 10 Runs after 4, and 8 Runs after 5

-No new inning after 1:30. A new inning is considered started as soon as the 3rd out of the previous inning has been recorded.

-Inning started must be completed (No drop Dead time)

-There are no forfeits for a shortage of players. The game should be played with whatever players are present.

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.

-Falsifying or doctoring scorecards/pitch count logs will not be tolerated.

-Players, parents, coaches, managers, or teams failing to follow these guidelines will face disciplinary action which can include ejection, suspension, forfeit, or even expulsion from the league.

Playoff Seeding

-Teams will be seeded based on their overall record.

-In the event of ties, the head-to-head record (of games between the tied teams) will be the first tiebreaker.

-The second tiebreaker would be the team that allowed the fewest number of runs scored in games between the tied teams

Rancho Cup Tournament Example Bracket (4-team division)

- Seeding will be based on total season records

RLL Rookie AA Division



All teams will receive awards.

First and Second-place teams will also get rings for their players.