

# American Little League

## Rookie League Rules for 2010

1. Each player gets 5 pitches to hit a fair ball or a foul fly that is caught. If on the fifth pitch, the ball is a foul ball and is not caught, the batter gets one additional pitch. After the fifth pitch it is acceptable to allow a player to hit off the tee with success.
2. The ball must travel at least eight feet to be a fair ball. A line can be drawn to designate where “fair territory” begins on the playing field. The umpire will make the final determination.
3. No bunting. The batter must take a full swing at the pitch. If in the opinion of the umpire, the batter fails to take a full swing, the swing will be declared a strike.
4. No stealing. Runners may not lead off the base until the ball is hit.
5. All players bat.
6. No infield fly rule.
7. There are ten fielders on defense. No more than six infielders are permitted.
8. A maximum of six runs per inning.
9. The coach or other coach-designated adult will pitch to their own team. The pitcher may pitch from any location within a ten-foot diameter circle around the pitching rubber. Pitching must be overhand. Pitchers must avoid interfering with the ball of the fielders.
10. Prior to the start of the game, teams will be allowed five minutes of infield practice, unless the games are running behind schedule. No batting practice will be held on the field.
11. Coaches are allowed free substitution and should maintain equal playing time.
12. The umpire shall call “time out” after every play when the play becomes stagnant or dead.
13. Games are a maximum of six innings long, with no new inning started after one hour and thirty minutes. In the case of a tie, extra innings are allowed only if the next inning can be started prior to the one hour and thirty minute time limit.
14. One defensive coach is allowed on the field during play.

### Additional Guidelines

The primary purpose of the Rookie League is to be instructional and teach the game of baseball to all of the players participating. With this in mind, the following additional guidelines are to be followed.

- Equal playing time for all players.
- Opportunity for each player to play different positions. Players should get the opportunity to play as many different positions as they can possibly play safely and successfully.
- Use good baseball judgment on advancing runners and especially on scoring runners. It is not difficult to advance runners and score runs at this level. Our objective as coaches should be to teach the game of baseball. As these players get older, it will be increasingly less likely that they will be able to score from 1<sup>st</sup> base on a hit to center field (or dribbler to the pitcher). Thus, although very possible in Rookie League play, excessive base running is not encouraged. Do not advance runners on overthrows or errors in fielding. Advancing two bases on balls hit deep into the outfield is acceptable – i.e. rounding first for second base or scoring from second base.