

Rookie Minors Game Rules

RULES

1. Players should arrive 1 hour prior to start of game for a warm up
2. A regulation game is six innings long.
3. There is no "on deck" circle to warm up batters.
4. The maximum number of bases a player can advance on a hit is 2.
5. Each team will have 3 outs or a maximum of 3 runs per at bat per inning. In the last inning the visiting team may score enough runs to go ahead by 3 before 3 outs. The home team may then try to score enough runs to go ahead before 3 outs are made.
6. No inning can start after 1 hr 45 minutes of play. A tie game will not continue after the maximum number of innings in a regular scheduled game are completed.
7. All players should be playing infield and outfield equally. Players should get an opportunity to play all positions during the season.
8. Coaches may be in the outfield coaching the defensive team. They may enlist parents to help.
9. Every player on a team roster will participate in each game for a minimum of 2 innings and bat at least 1 time. It is recommended that starting players be substituted with spares as soon as possible.
10. Batting – Every player bats (continuous batting order) whether they are on the field for defence, or not. To make sure that everyone gets their fair number of times at bat, you must either rotate the line-up so a different player bats first, or better yet, use a continuous loop so that the batter after the last batter of each game, becomes the first batter of the next game.
11. A Reduced Injury (level 5 soft) baseball is used as opposed to a regulation hardball.
12. Stealing is not allowed in Rookie Minor games. The emphasis is on trying to get more batters through each inning before the 3 run limit. Therefore coaches should be teaching their players to learn to swing at only the good pitches.
13. Sliding is permitted provided coaches have instructed their players on proper sliding technique.
14. Players may be borrowed from other Rookie Minors teams, or from the Mini Minor division. A team may borrow only enough to bring the team up to 9 players. Borrowed players **must play outfield and bat last**.
15. Pitching:
 - a. Each team must follow the pitching rules as outlined in the Little League rule book. The scorekeeper must enter the pitch count information into the teams pitch count log.
 - b. Peer to Peer pitching is utilized but from a CLOSER pitching rubber than in Minors (38 feet).
 - c. After three (3) balls are pitched to a batter, the opposing (batting) team's coach will pitch to the batter. However, if the count is 3 balls and 2 strikes, 1 more pitch can be thrown.
 - d. There are no walks. The batter will continue to bat until a strike out occurs or the ball is put into play. The original pitcher will stand beside the coach for defensive purposes and will return to the mound for the next batter.

MODIFIED for National games only before the May long weekend: Coaches do not pitch. After 4 called balls are pitched a tee will be used to put the ball in play. This is encouraged to speed up the game and keep all players involved.

UMPIRES: Scheduled games will have plate and base umpires.