

LVLL Spring 2023 - Rookie Division Ground Rules

The Official Little League Rule Book governs all play along with the following local modifications.

FIRST 6 GAMES

1. 5 pitches will be given to the batter off the pitching machine. If the ball is not put into play, the tee will be used.
2. Half the batting order will hit regardless of outs or runs scored.

REMAINING GAMES

1. The Rookie Division will be a highly instructional league. A maximum of 5 runs will be allowed per half inning. There will be a 10 run maximum catch-up rule in the last inning. The last inning will be the 6th inning unless coaches agree otherwise due to time, light or weather. The goal of the division is to teach the concept and fundamental of baseball, while introducing a competitive atmosphere.
2. The time limit for all games will be 1 hour and 45 minutes, with no new inning starting after 1 hour and 30 minutes. There is no drop-dead time in the Rookie division. Time limit can be cut by darkness at the discretion of the managers or any on-duty LVLL Board Member. Games may go a maximum of 6 innings.
3. When a team is batting, they are allowed 2 adult base coaches, 1 adult pitching, 1 adult behind the home plate, and 1 adult in the dugout. Teams must always have 1 adult in the dugout. ALL managers and coaches must be registered in the Blue Sombrero website and must have a completed background check to interact with players in any capacity.
5. The defense can place 2 coaches in the outfield. Coaches in the field must not interfere with the flight of a ball or the distance it rolls.
6. The home team is responsible for pre-game setup including chalking the field (Halfway Marks between bases, foul lines and pitching circle). The visiting team is responsible for post-game take down which includes dragging and watering the infield. Both teams must pick-up trash around their dugouts and stands. After every game the visiting team is responsible for emptying all trashcans into the large dumpster by the Major Field.
7. No player shall sit out more than one consecutive defensive inning and no more than two defensive innings throughout the game.
8. The half inning will be considered over when 3 defensive outs have been recorded or 5 runs have crossed the plate.
9. A player that arrives after the first pitch of the game must be placed at the end of the batting order. If a player must leave the game for any reason, his position in the batting order will be skipped without penalty (out).
10. This division will be Machine Pitch and machines will be provided by the League. The machine will be placed at the 38 feet mark from home plate. The Machine should be adjusted and tested before each

game and settings will be agreed upon by both Managers before the first pitch. Manipulating the machine in any way, other than the minor adjustment screw on the throwing arm, is strictly prohibited and will result in immediate ejection from the game. This including removing or adding anything that manipulates the normal function of the machine.

11. Teams are allowed ten defensive players at one time. The tenth defensive player will play a fourth outfield position. Outfielders are to begin play at the edge of the outfield grass.

12. 5 pitches will be given to the batter off the pitching machine . Starting after game 7. if the 5th pitch is missed the batter will be out. No tee will be used and the out will be recorded. If the 5th pitch is fouled off, the batter will continue to receive additional pitches until the ball is in play or a swinging miss. A half inning will be considered over when 3 fielding outs have been recorded or 5 runs scored (10 run maximum in the last inning).

13. Overthrow rule: There is no limit to the number of bases a runner can take on an overthrow except when the ball has crossed the pitching circle or the ball is out of play. The ball will be considered “dead” when the ball crosses the pitchers circle, regardless of the pitcher having control of the ball.

14. The pitching circle extends vertically to the sky. It will be at the discretion of the managers whether the throw was intended to go to the pitcher or to another baseman. If the ball crosses the pitching circle in an effort to throw the ball to anyone other than the pitcher, the ball is still in play.

15. Lines between the bases will be drawn at the half way points. If the ball is “Dead” and runners are moving, if past the half way line, the runner shall be granted the next base. If the runner has not reached the half way line, the runner shall return to the previous base.

16. There is no infield fly rule.

17. Bunting is not allowed.

18. Any ball hitting the pitching machine will be considered a “no pitch” situation whereas play is call dead and the batter returns to the same pitch count as he did prior to the pitch.

19. No Stealing

20. Runners cannot leave the base until the ball is contacted by the batter.

21. Players may use approved Tee Ball bats, including those that were produced and/or purchased prior to the implementation of the new standards that have been certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) ONLY FOR USE WITH APPROVED TEE BALLS.