

ROOKIE BASEBALL

The **Rookie** division will play by the official Little League Minor League Rules and Regulations, except as follows:

1. Age Alignment. The age alignment for the Rookie Division is 7 years old as set forth in the rules and regulations of the Little League rulebook. Per Little League rules, a league age 6 year old may play in the Rookie division provided they have completed 1 year of Little League T-Ball as a League Age 5 year old. (Note: Girls with January to April birthdays who played T-Ball as baseball league age 5 year old are not eligible for Softball Rookie as they are considered softball league age 5, but may play Baseball Rookie where they are league age 6 year old or return to T-Ball.)
2. Game length. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours from its scheduled start time. All games must be stopped at 2 hours, no exceptions.
3. Scorebook. No scores will be reported and no standings will be kept. However, each team should keep an accurate scorebook for the purposes of recording outs, runs, and position in the batting order.
4. Adult Volunteers. Only a total of four league approved adults, are allowed in the dugout (or designated dugout area) during a game. **Only league approved adult volunteers with a valid Alderwood Little League issued ID badge may be in the dugout or on the field at any time. Dugout gates MUST be closed at all times while play is underway. Except coaches designed to coach a base, or assist in the field, all other MUST be inside the dugout with the gates closed.** One adult must be in the dugout or designated dugout area at all times.
5. Volunteers on the field.
 - a. Offensive Team. The team at bat shall position one coach in the first and third base coach's boxes, respectively, and one coach feeding the pitching machine. Each of the three coaches shall act as the respective base umpires. There shall be no other umpires positioned on the field.
 - b. Defensive Team. A defensive team is allowed to have one coach in the field, providing there is another coach to remain with the players in the dugout or dugout area. The coach on the field is allowed to instruct their players during and between plays. However, the coach is never to physically become involved in a play, and is never allowed to interfere with the players during a live ball. If the coach touches a live ball or violates this rule in any way, all runners receive an extra base.
6. Baseballs. Only soft-touch balls provided by the league are to be used at all games and practices.
7. Batting. A pitching machine shall be the primary source of pitched balls to the batter. In the event of machine failure due to inclement weather or machine malfunction, pitching will revert to coach pitch. No players will be permitted to pitch in games in the Rookie Division.
8. Pitching Machine. The pitchers plate (rubber) will be set at 46 feet. The pitching machine is to be placed 3' in front of the rubber. The defensive team will provide a player to play the pitcher position. All live balls hit to the pitcher's position must be fielded by a player, not the coach. The coach is never to be involved in any live play!
9. Playing Rules.
 - a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be used
 - b. Each team will have 3 outs or 5 runs per inning. This will complete each team's time at bat
 - c. The batter is out when, a) receiving three swinging strikes before hitting a fair ball, (the third strike will be a swinging strike), or b) failing to hit a fair ball in 5 pitches. A batter will always receive another pitch if the last pitch was hit for a foul ball. There are no walks allowed.
 - d. No base stealing will be allowed.
 - e. Bunting is not allowed. An attempted bunt shall be called an out.
 - f. Base runners **may not** advance on an overthrow, to any base.
 - g. If a batted ball hits the pitching machine, the play will be declared dead and all runners, including the batter, will advance only one base.
 - h. If a thrown ball hits the pitching machine, the play will be declared dead and all runners, including the batter, will advance no further than the base they are going to.
10. Playing Time Rules.
 - a. Catchers are to be limited to three (3) innings per game.
 - b. Ten (10) players are allowed on the field for defense. At least four of the players must play in the outfield. If only nine (9) players are on the field, at least three players must play in the outfield. The outfield is defined as 15 feet behind the edge of the infield dirt. There can never be less than 9 players on the field.
 - c. Each player must play at least four defensive innings, if possible. One of the innings (i.e. three consecutive outs) must be played in an infield position, (i.e. pitcher, first base, second base, third base, or shortstop). A player shall not play the same position more than 3 total innings in a game.