

## 2026 Rookies Division Local Rules

1. Rookie Division is coach pitch. The offensive team provides a coach to pitch to his/her team. The coach must always remain in the 10-foot circle around the pitcher's mound, except as necessary to avoid a batted ball or not to interfere with a play.
2. The defensive team shall provide a coach behind the catcher to help the speed of the game and prevent any delay in game.
3. Each team needs a staff of four (4) coaches, consisting of a manager and three coaches. All coaches must be approved by the Board of Directors no later than the start of the first game but preferably prior to the first practice. There must be a coach in the dugout at all times. No person other than approved coaches is allowed in the dugout or on the field during games. Unless otherwise agreed between the managers prior to the game, the home team shall be in the 3rd base dugout.
4. A team may field 10 defensive players, of which 4 must be outfielders. All outfielders must start play no closer than grass line beyond base paths until the ball is hit. 1 coach is permitted to be in the outfield to assist with player alignment. **COACHES IN THE FIELD ARE NOT PERMITTED TO INTERFERE WITH PLAY.**
5. **BAT PERSON MAY NOT BE USED. NO ON DECK BATTERS PERMITTED.** The only offensive player permitted outside of the dugout during play is the player up to bat and players already on the bases.
6. The defensive player-pitcher must take his place to the side of the coach-pitcher with at least one foot in the dirt immediately surrounding the pitcher's mound and must remain there until ball is hit.
7. **Maximum of six (6) pitches per batter, which MUST be thrown overhand. NO WALKS OR STRIKEOUTS.** Balls hit into foul territory will be counted as strikes (unless fly ball is caught by a defensive player, in which case the batter is out). **A player who fouls off the sixth pitch will continue to bat until he swings and misses, allows a pitch to go by without swinging, or bats the ball into play.**
8. **No player may sit on the bench for more than three consecutive defensive outs. No player will play consecutive innings in the outfield.** MANAGERS MUST BAT THE ENTIRE ROSTER. Any player arriving late shall be placed at the end of the batting order. If already past the last spot in the batting order, the late arriving player shall be the first batter of the next offensive inning.
9. **A play is "dead" when the ball is either (1) in the control of an infielder standing in the infield or thrown from an infielder to the coach pitcher. (Balls thrown with the intent of going to the coach pitcher will not be considered an overthrow if missed) Only runners more than halfway to the next base will be allowed to advance. Please USE DISCRETION and TEACH THE GAME OF BASEBALL.**
10. **The coach-pitcher must begin the pitch no more than 6 feet in front of the pitching rubber. It is permissible to pitch from the bottom of the mound.**
11. The coach-pitcher **may not coach base runners.**
12. **The half-inning ends when the defensive team records 3 outs or the offensive team scores 5 runs.**

13. The “infield fly rule” does not apply in the Rookie Division.
14. NO STEALING. Any runner leaving a base before the ball is hit into play will have to return to that base. If the ball is put into play and that runner reaches safely, he/she must stop and will not be allowed to advance further regardless of opportunity.
15. Players sliding headfirst while advancing on the bases will be called out, regardless of play. Any player sliding into a base must slide feet first to avoid contact with the defensive player. Players may slide headfirst when heading back to a base.
16. **Coaches may pinch run for the catcher at any time to keep the game moving. The pinch runner must be the player who made the last batted out. For purposes of this rule, the catcher is the player slotted to catch during the next defensive inning.**
17. **Infield warm-ups are allowed, but only 1 grounder per infielder and then the first baseman will throw the ball in to the dugout (This will allow the inning to get started quicker).**
18. **Unless shortened by the ten-run rule, games are 6 innings in length. No new inning will start after 1 hour, 30 minutes. There is no drop-dead rule — if you start the inning finish the inning.**
19. No protests of games in the Rookie Division are permitted.
20. Any manager or coach ejected or removed from the game by an umpire shall be required to sit out the next scheduled game. Any manager ejected a second time during the course of the season shall appear before the Board of Directors and show cause why he/she should not be removed immediately from managing duties. Any coach ejected a second time during the course of a season shall be immediately removed from all further coaching activities for the remainder of the season and all post-season tournaments, including all-star tournaments.

### **Playoff Rules**

1. GameChanger will be used to keep score. Exchange lineups before the game.
2. Pitches change to maximum of seven (7) pitches with 3 swings. Strikeouts now possible
3. Allowed 1 base total on an overthrow. Cannot advance multiple bases on multiple overthrows. Ex: Player hits a ground ball to the pitcher who overthrows first base. Runner can advance to 2<sup>nd</sup> base at their own risk. On that same play 1<sup>st</sup> baseman gets the overthrown ball and throws it to 2<sup>nd</sup> base, but overthrows the player and the ball goes into left field. The runner may not advance again to 3<sup>rd</sup> base. They must stay at 2<sup>nd</sup> base and the play is over.
4. The ten-run rule applies after 3.5 innings of play.
5. The 6<sup>th</sup> inning will allow for unlimited runs scored. Maximum amount of batters allowed in the inning is equal to the larger roster size of players at the game between both teams. Ex: team a has 10 players and team b has 13. In the 6<sup>th</sup> inning both teams will have the opportunity to bat 13 players in 3 outs aren't recorded.

### **Interleague Rules**

1. Pitches change to maximum of seven (7) pitches with 3 swings. Strikeouts now possible
2. Allowed 1 base total on an overthrow.