

Golden Valley Little League Rookie League Rules

The Rookie League is designed to be an instructional division for 5-7 year old player. Our emphasis is for every player to develop correct mechanics, increase their understanding of the role of each position, learn the rules and basic strategy of the game, while developing their sense of sportsmanship and teamwork.

We play by the Little League Official Regulations and Rule Book along with our GVLL Rookie League Rules. Our goal is to get players use to the official rules for future years. GVLL rules are designed to keep our games safe, fun, and allow each player to participate in as many positions as possible.

General Rules

- Male players must wear protective cups.
- We encourage every player to wear a mouth guard.
- Be early (10-15 minutes) for games.
- No food, candy or seeds in the dugout. Drinks only.
- Little League approved bats are required.
- There are no umpires in Rookie league. The coaches of the defensive team will make all decisions.

Game Days

- The home team is responsible for preparing the field by securing bases, chalking the baselines and batter box and providing two official Little League balls (new or used).
- In effort to save on time it is only necessary to chalk the field for the first game of the day, if time allots some effort should be made to rake or drag the infield before every game.
- Each player shall tuck in their uniform shirt and wear a baseball cap while on the field during a game.
- Bats and loose equipment shall be kept off the playing field during the game. The manager and coaches are responsible for making sure the playing field is clear of all equipment before each half-inning starts.
- Games are five innings long or 75 minute time limit.

Weather Rules

- Up to a ½ hour prior to the start of a game the Rookie League Director may call the game off due to weather conditions. The Rookie League Director will notify the Managers and the GVLL President. It is the responsibility of the Managers to notify their players.
- In the ½ hour prior to game time, it is the decision of the home team Manager.
- If lightning is seen, the game will be suspended for 10 minutes. If the weather deteriorates or lightning persists within those 10 minutes, the game will be called. The Managers make this decision together.
- Play ball and have fun!

Fielding

- Every player shall rotate through every position, infield and outfield. The manager will establish a position rotation and continue it from game to game. A player may play a position for up to two innings, but must then be moved to the next position in the rotation. Exceptions can be

made for a player uncomfortable playing first base or catcher. A player shall not play the same position for more than two innings of any game.

- The manager and/or multiple coaches may coach the defensive team from anywhere in the outfield.
- Four outfielders, three basemen, shortstop, catcher, and a pitcher/fielder comprise the 10-player defense. GVLL will also allow five outfielders, for interleague games this should be discussed prior to the start of the game.
- The pitcher/fielder will play the pitcher position on either the left or right side of the pitching coach.
- Only the pitcher is allowed in the grass portion of the infield. All other defensive players must remain on the dirt portion of the infield until the ball is hit by the batter (no bunting is allowed in the Rookie League).

Pitching

- The Rookie League is a coach pitched league.
- Coaches will stand (Kneel) ½ way between the pitching rubber and home plate.
- The pitching coach will have a bucket of balls to use for each half inning.
- The catcher is not required to return the ball after every pitch. The catcher will give balls to the coach behind home plate and they will place the balls in a bucket. Between innings, pitching coach and home plate coach will exchange buckets to keep the game flow moving.

Base Running

- Runners are allowed to take one base for hits in the infield. Runners are allowed to continue to the base they are nearest but can't advance further once a ball hit to the outfield is secured in the infield.
- Base runners can only advance on a batted ball
- No head-first sliding is allowed.
- Absolutely no sliding into first base is allowed.
No base stealing is allowed.

Hitting

- The Manager will determine the batting order for the first game and will continue to play that order throughout the first half of the season. After a mid-season evaluation, the manager may switch the team's line up for the remainder of the season. The next person at bat at the end of the last game bats first at the next game and the order continues.
- GVLL will use three swinging strikes. If a player is unable to hit the ball after three swinging strikes, a tee will be used to allow the batter to make successful contact with the ball. Once the tee is used, it will be removed for the next batter and for base running.
- A ball hit off the tee must make it to the grass infield to be in play. A batter will be allowed multiple attempts at hitting the ball off the tee until it is deemed in play.
- No bunting is allowed in the Rookie League.
- Both a first and third base coach may be used for the team on offense.
- Maximum of five runs per team per inning. The Rookie League does not keep game scores and the scoreboard will not be used except for showing the inning.
- Batters who throw their bat after hitting the ball will be warned. If it happens again the batter will be called out.