

# 2018 ROOKIE LEAGUE RULES

## Single A Rules (Frist 4 Games)

- No Scorekeeping
- Coach pitch. 5 pitches then hit off Tee
- No advance on errors or over throws
- No Bunting
- No Stealing
- Ball hit to the outfield with no infield error, all runners may go for two bases with the chance of getting put out
- Offensive and Defensive coaches are allowed.

A



## Double A Rules (Game 5 to game 8)

- Keep Score
- Odd Innings: Kid pitch – Balls and Strikes. BB's and KO's (swinging only)
  - Can pitch in front of the mound
  - Coach stands with pitcher
  - 2 steals per inning, no stealing home
- Even Innings: Coach Pitch – No walks and no looking strikes
  - No stealing
- No Bunting
- Pass ball considered a steal
- 1 base on an over throw to 1<sup>st</sup> base with the liability of getting put out
- Ball is dead and time is called when the runner makes it to 2<sup>nd</sup> base on and over throw. No more advancement
- 3 outs / 4 runs / or 1 time through lineup is considered an inning
- Offensive and Defensive coaches are allowed



AA

## Triple A Rules (Game 9 to game 12)

- Keep score
- Kid pitch – Balls and Strike. BB's and KO's (swinging)
  - Can pitch in front of the mound
- 4 runs or 3 outs is considered an inning
- Steals allowed, only 2 steals of home per inning
- 1 bunt per inning. A player may only bunt once a game. A bunt may only be attempted to move a base runner over. No bunts to score a run and no bunts for a base hit
- No defensive coaches in the field
  - Rookie: Pitching coach can stand with kid pitcher
- 2 offensive coaches, 1 at 1<sup>st</sup> base and 1 at 3<sup>rd</sup> base
- Pass ball, over throws, and errors are all playable balls and runners may advance with the liability of getting put out (Live ball)



AAA

