Rookie League Rules

- Games are a minimum of 3 innings and a maximum of 1 ½ hours. Play additional innings as time allows
- All players are in the field every inning. Utilize the proper number of infielders and all others play the outfield. Coaches should develop players by rotating players between the infield and outfield at the coaches discretion and based on the player's abilities.
- Beginning of the season coaches pitch. Coaches should try to introduce player pitch by the 4th or 5th game. Coaches should develop as many pitchers as possible.
- During Coach Pitch, balls and strikes will not count. This is when the coach will educate the player on balls and strikes. During player pitch balls and strikes will count via the "eraser rule".
- During Coach Pitch all batters will get 5-10 swings.
- "Eraser Rule" when players pitch all strikes (called and swinging) will cancel out any balls currently in the count. Foul balls with two strikes, do not cancel out balls since they are not strikes.
- Coaches should develop at least two catchers to rotate throughout the season.
- No stealing, no advancement on passed balls. These skills should be taught at practice
- Limit base advancement on the bases to one base on errors or overthrows. The runner will advance on the first error /overthrow only. The runner will not advance on any subsequent error / overthrow on the same play.
- Outfielders must throw the ball in to the infield to make plays or force outs, they cannot run the ball in to tag runners.
- Outs count. All basic rules apply. No infield fly rule. Foul balls popped up caught are outs.
- Bunting is allowed but should only be used as a typical strategy would dictate.
- On balls hit to the outfield, runners are allowed the base they are going to when the ball is thrown back into the infield. No taking extra bases. Teach infielders the skill of recognizing where the base runners are.