



2016 NNLL ROOKIE LEAGUE BASEBALL RULES

NOTE: Any rules not specifically addressed below are governed by the 2015 official Little League rules.

GENERAL

- **Instructional Division** – Focus/Emphasis:
 - Baseball Fundamentals/Rules/Strategy/Sportsmanship
 - Mechanics: Throwing/Fielding/Defense/Hitting/Base running
- Outs are recorded / Score is not recorded / Standings not recorded
- Three outs or entire lineup bats constitutes end of an inning.
- Maximum of 12 players per team
- Game Time: 90 minutes or 6 innings. No new inning may start after 90 minutes.
- Only manager and assistant coaches permitted on the field and in dugout
- Home team shall use 3rd base dugout; visiting team shall use 1st base dugout
- Warm-ups: Players shall not warm up on the infield
- Pre-game infield: 10 minutes for each team; visiting team first, home team second
- No forfeits – teams will play with as many players as they have that day
- Home team is responsible for setting up the field
- Visiting team is responsible for taking down the field.

OFFENSE

- Hitting team bats entire lineup
- This is a coach pitch league – maximum 5 pitches.
- Coach pitch should be from minimum distance of 30 feet. 30 ft. line should be marked during field prep.
- Standard rules apply to fifth pitch; e.g. foul balls keep at-bat alive
- There is no leading off any base
- No stealing
- Sliding is permitted and encouraged
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the lineup; this does not constitute an automatic out.

DEFENSE

- Only 10 players allowed on field. (The extra player must play outfield. LF, LC, RC, RF). Players may be substituted freely.
- **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning. (3 outs or entire lineup). Infield play requirement must be fulfilled within the first 4 innings. Note: A player who is absent for part of an inning is considered absent for the full inning. Absences will not be considered as an inning on the bench.
- **The “Advancing Runner” Rule:** Once a defensive player attempts to make a play on a runner, the runner must stop his advance. The goal is to encourage kids to make plays without risk of multiple overthrows. An offensive player may advance at own risk until an attempted play is made and must stop at the nearest base in the direction of travel.

