

# Rookies County League Rules

- This League is for grades 3rd and 4th at the time of sign up.
- Coaches and umpires will go over the ground rules before the game, be sure to cover play area, foul area and out of play areas.
- Game start time will be 6:30pm, unless communicated between coaches and umpires.
- No innings to start after 2 hours of play (8:30 pm), unless on a lighted field.
- A complete game consists of 6 innings.
- The 10 run rule will apply after 4 completed innings.
- 5 run limit per inning.
- The Rained out game for the regular game is 3 innings. The home team does not need to bat in the bottom of the 3rd if they are ahead.
- If for any reason the game needs to be called early, revert to the last inning played.
- The home team will provide game balls for each home game.
- 10 players can be used for this league, but you may start and finish with 8, if less than 8 opposing teams can provide defense.
- Good sportsmanship is MANDATORY, we tend to make this a competitive game, this is about the kids having fun!
- Coaches are responsible for the behavior of the players and the players parents, etc.. Any disruption from an individual, will be asked to leave the field.
- Year end tournaments to be held the 2nd Weekend of July, rotating each year between participating towns.

## Field

1. Baseline distance 60 feet
2. Pitching distance 42 feet

## Umpires

1. Home team to furnish the umpire. If the umpire is not present, have a coach or parent stand behind the pitcher. He or she must not get in the way of a live ball.
2. Must use a mask, chest protector and shin guards.
3. Know the League rules
4. Umpires are not allowed to coach the teams in any way.
5. The umpire decision is final.
6. No arguing with the umpire or you will be asked to leave.

## Equipment

1. Catchers will wear a mask, chest protector, shin guards and an athletic cup, to prevent injury.
2. Helmets will be worn by the batters and base runners.
3. Tennis shoes or rubber cleats are the only shoes allowed. No metal cleats, barefoot or sandals.
4. One piece aluminum bat or wood bat with the label "official baseball bat" will be used.
5. All equipment must be kept in the dugout area.
6. It is recommended that all players wear an athletic cup to avoid injury.

### **Pitching**

1. Pitchers can only pitch once in an inning, pitcher cannot go to another position and come back in to pitch the same inning.
2. Pitchers can only pitch a max of 2 innings per game.
3. A pitcher must finish pitching to a batter, once started, unless an injury has occurred to the pitcher, if the pitcher was injured, the pitcher must sit out the remainder of that inning and cannot pitch for the remainder of the game.
4. Pitch count is 75 pitches per day. This will not be enforced, but recommended someone keeps track. For year end tournaments, the pitch count may be enforced for the duration of the tournament. Maximum pitches of 75 per day.
5. If a pitcher hits 3 batters, the pitcher will be switched out, and cannot pitch for the remainder of the game.

### **Defense**

1. All players will be in the batting line up and have an opportunity to play a minimum of 2 innings of defense in a regular 6 inning game.
2. The regular overflow rule applies. If the ball stays in play on an overflow, players can continue to run as many bases as possible. If the ball goes out of play or into a dead ball area, players can advance 1 base and the play is dead.
3. You can use 4 outfielders.
4. In-fielders cannot block the base, they must be outside the running path.
5. Catchers are NOT to block home plate, they must be just outside the running path. We ask that the runners not plow into the catchers regardless of where the catcher is standing. Umpire discretion on out or safe, with no argument from coaches.
6. The in-field fly rule does not apply in this league.

### **Offense**

1. All players will be in the line up
2. Batters are not to throw the bat. The umpire will give a warning, 2nd time called will be an out.
3. The batting order will not change during the game. A player batting out of order will be ruled out.
4. No leading off, runners can steal after the ball crosses home plate. No stealing home.
5. No bunting is allowed.
6. Batter is out on a dropped 3rd strike call.
7. \*\*\*\*A base runner must slide if there is a play at a base, meaning, if the infielder has the ball and is going to tag the runner, the runner must slide. If the runner does not slide, the runner is out.
8. \*\*\*\*HOME PLATE Runner must slide or go around the catcher, the catcher cannot block home plate if there is a close play. A runner that tries to run over the catcher will be called out and an unsportsmanlike conduct will be called. Umpire discretion will be enforced with no arguments from the coaches.

The goal is for everyone to have fun!

Tony Walker  
County League Director  
[tonywalk101@gmail.com](mailto:tonywalk101@gmail.com)

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