

Robbinsville Little League 2011 Baseball Rules

TEE BALL LEAGUE

Tee Ball League is intended to be FUN and for the learning and development of its players.

- Entire roster that is present will bat in the order.
- There are no outs.
- Runner Advance one base at a time. Except for last batter.
- NO stealing
- **NO PITCHING**
- **Batting Tees Only!!!!**
- **Short of getting 3 outs, an inning ends when all players have batted.**
- Time Limit no more than 1 Hr 20 minutes.

ROOKIE LEAGUE

ROOKIE LEAGUE is intended to be FUN and for the learning and development of its players.

- Entire roster that is present will bat in the order.
- Free Substitution
- Three outs and then change from offense to defense (Mid Season to End)
- NO stealing
- NO kid pitching
- **No batting tees!**
- **COACHES PITCH FROM A KNEE**
- All players must play half a game. It is also intended that every child that is capable get to play the infield. **A player cannot sit for 2 consecutive innings.**
- **Maximum runs scored each half inning is 6 runs. Exception: The batter or other runners on base are allowed to score (i.e. continuation play off bat) even if 6th run is scored by the lead runner.**
- COACHES Pitch no greater then 20 to 25 feet from home plate.

DOUBLE A DIVISION

This league is another step in the growth of a child's baseball career. It is important to remember that it is not all about winning, but the teaching of the fundamentals and getting the child ready to eventually make the next step in the game of baseball.

- Entire roster that is present will bat in the order
- Free substitution
- 3 outs and then change from offense to defense
- Stealing is permitted of 2nd and 3rd but only one base at a time.
- Limit of three steals per inning
- No stealing home.
- NO walks – on ball 4 coach comes in and throws 3 pitches – if child does not hit he/she is recorded as an out. If fouls 3rd pitch he/she stays until he/she does not foul off another pitch.
- **No stealing when coach is pitching.**
- No Infield Fly
- One base on an overthrow to any base or home plate.
- Any rostered player is eligible to pitch. Must follow pitch count program. Check rule book for specific ruling.
- If you play the 8pm game the drop dead time is 10:00pm so you can play for the full 2 hours. Lights off at 10:00pm SHARP!

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- If you drop dead at 10:00 and the inning was not finished you will revert to the last completed inning on the home team.
- Maximum runs scored each half inning is 6 runs. Exception: The batter or other runners on base are allowed to score (i.e. continuation play off bat) even if 6th run is scored by the lead runner.
- Every player plays a minimum of three innings. **A player cannot sit for 2 consecutive innings.**

TRIPLE A DIVISION

This league is the last step before the Majors and it is intended for the Managers and Coaches to make this the best learning and fun experience a child might have.

- All rostered players will be in the batting order. Bat until 3 outs are made.
- One stolen base per pass ball or stolen base.
- No stolen base on a second over throw on the same play.
- Any rostered player is eligible to pitch. Must follow pitch count program. Check book for rest specifics
- If you play the 8pm game the drop dead time is 10:00pm so you can play for the full 2 hours. Lights off at 10:00 pm sharp!
- If at 10:00 pm the inning has not finished you will revert to the last completed inning on the home team.
- If you are going to be short players contact the player agent for replacements players. If a team shows up and are short players, that team can borrow a player from the other team. A borrowed player(s) cannot pitch.
- Free substitution in the field.
- 10 run rules is in effect **after 4 innings (3 ½ if home team leads) are completed.**
- Speed up rule for catcher is in effect. It must be two outs and the runner will be the last batted out.
- **All scheduled home teams should occupy the 1st base dugout, and Visitors should occupy the 3rd base dugout.**
- **Every player plays a minimum of two innings. A player cannot sit for 2 consecutive innings.**

**RULES, OTHER THAN THOSE STATED ABOVE, ARE ACCORDING TO THE
2011 LITTLE LEAGUE RULE BOOK**

MAJOR LEAGUE DIVISION

- All rostered players will be in the batting order.
- There will be free substitution at all positions except pitcher.
- Infield fly is in effect
- 10 run rule is in effect **after 4 innings (3 ½ if home team leads) are completed..**
- Any rostered player is eligible to pitch provided he/he does not pitch more than 6 innings per week and has proper rest between games. Week is Sunday to Saturday.
- If you play the 8pm game the drop dead time is 10:00pm so you can play for the full 2 hours. Lights off at 10:00
- If you are going to be short players contact the player agent for replacements players. If a team shows up and are short players, that team can borrow a player from the other team. A borrowed player(s) cannot pitch.
- Speed up rule for catcher is in effect. It must be two outs and the runner will be the last batted out.
- **All scheduled home teams should occupy the 1st base dugout, and Visitors should occupy the 3rd base dugout.**

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- **A player cannot sit for 2 consecutive innings**
- ALL MAJOR RULES ARE IN EFFECT as defined by the 2010 Little League Rule Book.

For All Divisions: If you play the 6:00pm game on T1 and T3 and there is an 8:00pm game. The 6:00pm game will end at 7:50pm. Drop Dead.