

ROOKIES 5 DIVISION

DIVISIONAL STRUCTURE – Plastic bats, wiffle balls and batting tees are provided by DLL. Helmets and other equipment e.g., baseball mitts, are not used.

ALLOTTED GAME TIME – 1 Hour and 15 minutes. Play must stop at this point regardless of game status.

FIELD DIMENSIONS – Bases should be 30 feet apart, set up by the home team.

PITCHING – Not applicable as balls are hit off of a tee.

BATTING – Every player will use a plastic bat to hit the wiffle ball off of the tee. A coach will place the ball on the tee and the child will swing until the ball is hit – there are no strikeouts. There are also NO practice swings except by the player at the plate.

Every player will bat throughout the game and each team will bat half of their lineup each inning. For example, if a team has 13 players, it will bat seven players in the first inning, six players in the second inning, the original seven players in the following inning, etc. Coaches should adjust their batting order for each game to provide players with a relatively equal number of at-bats over the course of the season.

FIELDING – Baseball mitts/gloves are not permitted to encourage catching the ball with 2 hands

The field set-up should include all players – including five infielders and no catcher, with all of the remaining players spread through the outfield. DLL requires that each player have an opportunity to play an infield position during each game. This will enable players to become familiar with playing different positions.

A minimum of eight players is required to field a team. There are no forfeits in Rookies 5, and teams can borrow players from the other team in order to field eight players. Those players must play in the outfield, and will only bat for their own team. Coaches cannot recruit players from other divisions in order to field a team. THERE ARE NO EXCEPTIONS TO THESE RULES.

RECORDING OUTS – Outs will NOT be counted for purposes of completing an inning i.e., each team will always bat half of their lineup per inning. If a player is deemed to be “out” while running the bases, they will leave the field of play. We want to begin developing baseball IQ, and understanding the importance of outs.

UMPIRES – Not applicable in Rookies 5. Coaches will make all “out” calls.

SCORE – Not kept or recorded.

BASERUNNING – Rookies 5 uses station-to-station running on all balls hit to the infield. For example, a runner on first base can only advance to second base on a ball hit to the infield, regardless of where the ball is thrown. On balls hit to the outfield, players can advance until the ball is returned to the infield. On balls hit to the outfield, players can advance until the ball is returned to the infield. If a baserunner is in-between bases at the time the ball is returned to the infield, the baserunner can continue to the next base.

STEALING/ADVANCING ON OVERTHROWS - Not Allowed.

SLIDING – Not required, but is encouraged to avoid contact at a base. A fielder cannot block the base.

BUNTING – Not allowed.

THROWING THE BAT – Players will be given one warning and a second occurrence may result in missing a turn at bat.

CONCUSSION – If a player sustains a head injury and there is a possibility of a concussion, the player must be removed from the game and not allowed to return to the field until checked out by medical personnel.