

PINE ISLAND LITTLE LEAGUE RULES – ROOKIE LEAGUE

1. 5 inning games
2. Use the Hoffmann Rule (All players hit)
3. Free defensive substitutions
4. The coach or a representative of their team will pitch to their own team. Hitters may strike out, but not walk.
5. The runners may not leave the base until the ball is hit. If they are seen leaving early, they will be warned one time....if they do it again they will be declared out.
6. Once the baseball is thrown to the pitcher (coach), the runners may not advance. If the runner is more than halfway to the next base when the ball arrives, they may continue to advance. Otherwise, they must return to the previous base.
7. Play 11 players on defense.
8. Automatic out on the 3rd strike.
9. Infield fly rule will not be in effect in this league.
10. You must have 7 players from your roster to start the game. If you do not have 7 players, you must forfeit the game. If you have 7 players, you may draft one player, they must be in the Pine Island Little League, and they must play in the outfield. These drafted players cannot hit. If a team has to forfeit, we will still allow the forfeiting team to draft players so we can play a game.
11. There will be a 10 run rule after 4 innings.
12. All catchers must wear protective head gear.
13. Once you score 5 runs, the offensive inning is over. However, in the last inning, if you are behind, you may continue to bat until the last out is made, or you take an 8 run lead.
14. For the 1st game no new inning will start after the 60 minute mark. A tie game will not go into extra innings after this time limit and will be declared a tie. The last game of the evening will not go into a time limit and will be finished in regulation if adequate light is available.

**** All rules are subject to change to improve the Pine Island Little League Program. ****