

East Fullerton Little League

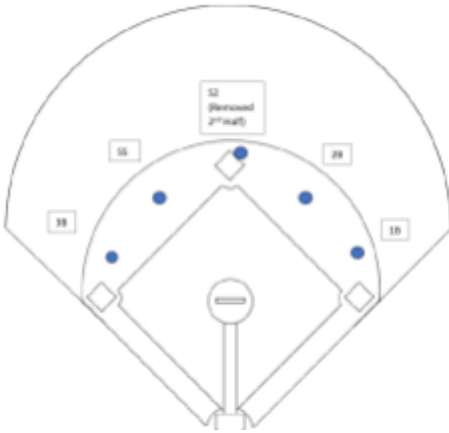


District CA 56 Rookie and T-Ball 2025 LOCAL RULES

LOCAL RULES (T-BALL & ROOKIE BALL)

(Unless otherwise stated within the following local rules pages, all Little League Green Book Rules are to be followed)

1. All adults having regular contact with players must submit a volunteer application. This includes adults participating in practices and as team chaperons.
2. The home team shall occupy the third-base dugout.
3. No score is kept. While you may wish to keep records for your own purposes, remember that T-Ball and Rookie Ball are non-competitive, and the primary focus of each is to teach the children the fundamentals and rules of the game.
4. The infield positions are first base, second base, short second (player stands near second base; **this position is eliminated in the second half of the season in Rookie Ball**), shortstop, third base, pitcher, and catcher (in full gear).



5. The pitcher must be on the mound and the catcher behind the plate when the ball is put into play. All other infielders must be positioned behind the baseline when the ball is put into play.
6. All remaining players are spread out in the outfield. No player sits on the bench. All outfielders must play on the outfield grass in fair territory on fields with a dirt infield. On fields with no dirt infield, the outfielders must play 15 feet into the outfield from the baselines.
7. Players must play a minimum of two innings in an infield position and cannot play more than two innings in the same position.
8. **Continuous Batting Order** All eligible players on the roster will remain in the batting order the entire game, except in the case of injury, illness, or ejection, as per Green Book rules, 4.04 Note 2. This is known as using a **continuous batting order**. Each half-inning continues until three outs are recorded or the last batter completes their at bat, whichever occurs first.
9. The last batter of the batting team is the "*home-run hitter*." The catcher shall be removed from the home plate area as soon as the *home-run hitter* hits the ball. After the ball is hit, the only allowable defensive plays are catching the hit ball on the fly or attempting to put out the *home-run hitter* at first base. Regardless of whether an out is recorded, the *home-run hitter* and all runners on base continue to run the bases to home plate.

10. With two outs, the offensive team may pinch-run for a runner who will be a catcher in the next half-inning. The pinch-runner must be the offensive player responsible for the second out of that inning. This rule may be used throughout the game.
11. If the ball hits a base runner, then the ball remains live, and the base runner is not out.
12. If the ball hits a coach on the field, then the ball remains live. However, if an offensive coach intentionally interferes with the ball, then an out will be recorded, and no runners will advance. If a defensive coach intentionally interferes with a ball, the batter will be awarded first base, and all base runners will advance one base.
13. **All outs must be enforced.** Once a player has been called out, the player must return to the dugout.
14. The pitcher may not race a base runner to any base and may not race to tag a base runner out. The pitcher must throw the ball; otherwise, the base runner is ruled safe. All other players may tag a base runner out.
15. **No new inning is to begin after one hour (1:00) from the scheduled start,** and there is a one hour and fifteen minute (1:15) time limit for all games. In addition, there is a 6-inning limit.

ROOKIE DIVISION LOCAL RULES

1. Two defensive coaches are allowed in the outfield. Between plays, coaches may move to the infield to instruct players.
2. One adult third-base coach and one adult first-base coach are allowed. A coach should be at home plate assisting the hitter and removing the tee. An offensive coach is allowed on the field to operate a pitching machine to his/her players. This coach must be off the field when the player is hitting from the tee.
3. A batter receives four pitches from a **pitching machine**—player pitch is never allowed. A batted ball must travel beyond the arc (roughly three feet) to be a fair ball. If a player does not get a hit after four pitches, then the child has three attempts to hit the ball off of the tee. If the player does not get a hit off of the tee, the player is out.
4. On a play, when the ball is hit, runners advance at most one base, except on a hit into the outfield. *(Example: A runner on first base at the beginning of a play may advance to second base on a ball hit to an infielder. They must stop at second base no matter what happens on the play.)*
5. On a play when the ball is hit into the outfield, the runners may advance, at their own risk, up to two bases.

T-BALL DIVISION LOCAL RULES

1. Three defensive coaches are allowed in the outfield. Between plays, coaches may move to the infield to instruct players.
2. One adult third-base coach and one adult first-base coach are allowed. A coach should be at home plate assisting the hitter and removing the tee.
3. There will be no player in the catcher position for the entire season.
4. For the first half of the season, the batter gets four attempts to hit the ball off of the tee. The ball must travel beyond the arc (roughly three feet) to be a fair ball. If a player does not get a hit after four swings, use your best judgment whether to award the player first base or allow another swing. There are no strikeouts in the first half of the season.
5. In the second half of the season, an offensive coach is allowed on the field to pitch or operate a pitching machine to his/her players.
 - a. Each player will receive up to four pitches from a coach/pitching machine. Any ball hit in fair territory, even if it does not travel beyond the arc, is a live ball.
 - b. If a fair ball is not hit from the coach/pitching machine, then the child has three attempts from off the tee. In this case, the ball must travel beyond the arc (roughly three feet) to be ruled a hit. The coach must be off the field when the player is hitting from the tee. The home plate coach must remove the tee from home plate whenever the ball is put into play.
 - c. If a player does not get a hit off the tee, then the player is out.
6. Players advance one base per hit.