



Rookie Ball Division General Information and Guidelines

Equipment

- Team Uniforms are Included in each player registration fee
- Catcher's Gear – Helmet/Mask, Chest, Knee / Leg guards are issued by ENLL. If your child would like to play the catcher position, ENLL requires them to wear a hard cup.
- Batting Helmets (No Face Guard) – Issued by ENLL for the team. Feel free to use your own Little League approved helmet. The pitching machine ball trajectory is fairly predictable; if you have any concern, we recommend using a batting helmet with face guard attached.
- Pitching Protection – it is recommended that the pitcher wear protective helmet with face guard and small chest protector. They are provided at the MAC field in the lock box.
- Bats – All bats must comply and be stamped with the new USA Baseball Bat Standard..
- Gloves – Are not issued by ENLL; each player will need to have his/her own glove.
- Baseballs – Rookie Ball uses Diamond DLL-1 Baseballs issued to each team by ENLL. Diamond DLL-1 Baseballs are slightly less responsive off a bat for improved safety but they are still as hard as regular baseballs.

Practices and Games

- All games are played at Park Dale Elementary School and games and practices are held at either Park Dale Elementary School or Flora Vista Elementary School. The Rookie Field is next to the Parking Lot.
- Rainout Information - If there is a rainout visit the ENLL website

Rookie Division

- Our goal in ENLL Rookie Ball is to help younger players learn fundamental baseball skills in a fun, safe and positive environment.
- Rookie Division generally consists Of 2 Leagues, American and National. American generally consists of 1st Year Rookie Players that are 6 and 7 years old, National generally consists of 2nd year 7 and 8 year olds; this is organized with player safety in mind.

Rookie 2018 Division Rules

AMERICAN LEAGUE Division

All games are 3 innings unless time limit is reached.

- Time Limit - No new inning will start after 1 hour 15 minutes, Home team will finish out their last at bat.
- No official scoring is kept.
- Each team should have a minimum of eight players to start the game. If necessary, the game should be played by one team lending a player/s to the other team. If a team has only eight players, it is acceptable to play without a pitcher or catcher. A coach or parent shall return missed pitches to the pitching machine feeder if no catcher is used. In this case, an infielder may cover home for the short team. If a team has nine players, they must field a catcher.
- A thrown ball is dead the moment it goes "out of play." The ball is out of play when it crosses the imaginary line extended toward the outfield from the dugout fence. The runner(s) shall advance two bases from the time **the ball was thrown**. *Please note the emphasis on "when the ball is thrown."* If a runner is between first and second base at the time the wild throw is made the runner shall be awarded third base regardless of whether the runner was running toward second base or returning to first base.
- The league has a "slide to avoid contact" rule. A runner who intentionally collides with a fielder will be out. Fielders should stay out of the base path and stay off of the base unless they are making a play on the ball.
- The team at bat will be pitched to by their own coach, assistant coach or parent as selected by the coach.
- Only the coach or designee is allowed to touch the batting machine. There are hazards involved and each coach has been trained to operate the BATA batting machine. If needed, the coach will train and designate an assistant coach or parent to run the pitching machine.
- Location of the batting machine is 46 feet from the back point of home plate.
- The speed of the batting machine for American League is set at 35 MPH.
- Coaches adjust the pitching machine to align home plate and strike zone.
- All players available must be on the regular batting lineup for the entire game. A player arriving late will be placed at the end of the batting order.
- Each batter is afforded 6 hittable pitches as determined by the coach running the pitching machine. If the player fails to put the ball in play after 6 hittable pitches, a batting Tee shall be used until the ball is put in play. No bunting is allowed.
- There will be no base stealing allowed. The runner cannot break contact with the base until the ball has made contact with the bat.
- Every player will have one at bat each inning. After the ball is put in play, the batter will run the bases as normal game situation. The defensive team will attempt to record the out.
- Team at bat will designate 1st and 3rd base coaches who will also act as umpires making in the field and foul ball calls, please be as objective and fair as possible.
- No on deck swinging! Players sit on the bench unless they are at bat. This is for safety reasons, no exceptions.
- Reminder not to stand in the opening between the dugout fence and the backstop fence; foul balls are frequently hit thru there.
- Every player will play in the field each inning. More than nine players will be staggered in the outfield or remain on the bench in reserve; coaches digression.
- Coaches will rotate defensive players each inning such that no player plays the same position in consecutive innings. The intent is to allow each of players to gain experience at each of the positions in an equitable manner. Coaches will take player skill and safety into consideration when assigning defensive player positions.
- Up to 2 Coaches are allowed on the field when their team is on defense to coach and provide instructions.
- Parents are not allowed to coach from the stands; only offer their players / team's words of encouragement.
- NO dogs or other pets are allowed on the ENLL fields at any time; please leave your pet at home.

NATIONAL LEAGUE Division

- All games are 5 innings unless time limit is reached.
- Time Limit - No new inning will start after 1 hour 30 minutes, Home team will finish out their last at bat.
- Each inning ends after 3 outs are recorded or 5 Runs are scored; which ever occurs first.
- Official Run Scoring is kept by the home team, no detailed scoring needed.
- Each team should have a minimum of eight players to start the game. If necessary, the game should be played by one team lending a player/s to the other team. If a team has only eight players, it is acceptable to play without a pitcher or catcher. A coach or parent shall return missed pitches to the pitching machine feeder if no catcher is used. In this case, an infielder may cover home for the short team. If a team has nine players, they must field a catcher.
- A thrown ball is dead the moment it goes "out of play." The ball is out of play when it crosses the imaginary line extended toward the outfield from the dugout fence. The runner(s) shall advance two bases from the time **the ball was thrown**. *Please note the emphasis on "when the ball is thrown."* If a runner is between first and second base at the time the wild throw is made the runner shall be awarded third base regardless of whether the runner was running toward second base or returning to first base.
- The league has a "slide to avoid contact" rule. A runner who intentionally collides with a fielder will be out. Fielders should stay out of the base path and stay off of the base unless they are making a play on the ball.
- The team at bat will be pitched to by their own coach, assistant coach or parent as selected by the coach.
- Only the coach or designee is allowed to touch the batting machine. There are hazards involved and each coach has been trained to operate the Jugs batting machine. If needed, the coach will train and designate an assistant coach or parent to run the pitching machine.
- Location of the batting machine is 46 feet from the back point of home plate.
- The speed of the batting machine for National League is set at 40 MPH.
- Coaches adjust the pitching machine to align home plate and strike zone.
- All players available must be on the regular batting lineup for the entire game. A player arriving late will be placed at the end of the batting order.
- Each batter is afforded 6 hittable pitches as determined by the coach running the pitching machine. Should the batter fail to put the ball in play after the 6 pitches, a batting tee will be used until the ball is put into play. No Bunting is allowed.
- There will be no base stealing allowed. The runner cannot break contact with the base until the ball has made contact with the bat.
- Team at bat will designate 1st and 3rd base coaches who will also act as umpires making in the field and foul ball calls, please be as objective and fair as possible.
- No on deck swinging! Players sit on the bench unless they are at bat. This is for safety reasons, no exceptions.
- Reminder not to stand in the opening between the dugout fence and the backstop fence; foul balls are frequently hit thru there.
- Total 10 players on the field, standard 9 players plus a 4th outfielder. Additional players are to rotate in off the bench as designated by the coach.
- Coaches will rotate defensive players each inning such that no player plays the same position in consecutive innings. The intent is to allow each of players to gain experience at each of the positions in an equitable manner. Coaches will take player skill and safety into consideration when assigning defensive player positions.
- No player shall sit on the bench twice until all players have sat at least once. Over the course of the season the intent is that all players sit the bench as equally as possible.
- Coaches are only allowed to coach from foul territory when their team is on defense.
- Parents are not allowed to coach from the stands; only offer their players words of encouragement.
- NO dogs or other pets are allowed on the ENLL fields at any time; please leave your pet at home.