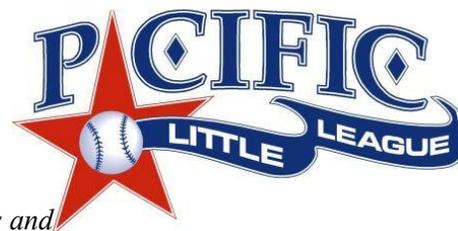


Rookies Softball Rules



First, please read and understand the current year's Little League Softball Rules and Regulations which were distributed to all managers. The items below are offered only as clarification of the official Little League baseball rules and to clarify the local Pacific Little League (PLL) rules.

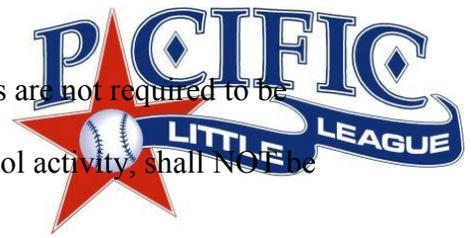
1. **Age Alignment:** The age alignment will include players league ages 7 and 8, and qualifying 6 year olds.
2. **Game Length.** A game will start no later than 15 minutes from its scheduled start time.
 - a. No new inning may start once one hour and 15 minutes has elapsed from the scheduled start time.
 - b. All games shall be stopped at one hour and 30 minutes from the scheduled start time, NO EXCEPTIONS.
3. **Scoring.** Scores will not be posted and standings will not be kept in this division.
4. **Adult Volunteers.** Only a total of FOUR league approved adults are allowed in the dugout or on the field during a game. ONE adult must be in the dugout area at all times.
5. **Volunteers on the field.**
 - a. **Offensive Team.** The team at bat shall position one coach in each the first and the third base coach's boxes, respectively, and one coach at the pitcher's position.
 - b. **Defensive Team.** The defensive team may position up to two volunteers on the field. One may be positioned near home plate in foul territory, and another positioned between the infielders and outfielders.
6. **Umpires.** The 1st and 3rd base coaches will also act as the respective base umpires. The defensive team coaches on the field will umpire 2nd base and home plate.
7. **Softballs.** The softballs used in this division of play shall be 11" safety softballs.
8. **Pitching Method.** The method of pitching for the 2017 season shall be Coach Pitch.
9. **Pitching Rules.** While it is preferred that pitching occur at a distance of 35 feet, the primary job of the coach is to deliver strikes for the batters to hit. Coaches can apply best judgement that balances their personal safety with their ability to deliver strikes when determining the distance to pitch from. The pitching coach may not direct batter or base runners.
 - a. The defensive team will provide a player pitcher who will be positioned a safe distance from the pitching machine/pitching coach. All live balls hit to the pitcher's position must be fielded by a player; coaches will not field a live ball.
 - b. **All batted balls hit into fair territory will be considered a "live" ball.** c. **Pitches to a Batter:**
 - i. **Games played on or before 04/23/2017.** The batter will receive up to five (5) pitches to put the ball in play. After five pitches the batter will be out if they do not put the ball in play. If the batter fouls the fifth (5th) pitch they will get one additional pitch to put the ball into play or the batter shall be out.
 - ii. **Games played after 04/24/2017.** The batter will receive up to five (5) pitches or three (3) swinging strikes, whichever comes first, to put the ball in play. After five (5) pitches the batter will be out if the batter doesn't put the ball in play. If the batter fouls the fifth (5th) pitch they will get one additional pitch to put into play or the batter shall be out.
 - iii. If a batted or thrown ball hits the pitching coach, the play will be declared dead and all runners, including the batter, will advance one base.
 - c. The catcher will throw all pitched balls not hit by the batter, back to the pitcher after each pitch.
10. **Playing Rules.**
 - a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be used.
 - b. The dropped 3rd strike rule shall not be used.





- c. Each team's offensive inning will end when that team has scored five (5) runs or the defense has recorded three (3) outs, whichever comes first.
 - d. The ten (10) run rule will not be utilized.
 - e. **Overthrows/Extra Bases.** Players shall not advance on an overthrow. Players can earn an extra base for a hit that passes beyond the outfielders (advancing at their own risk of being tagged out).
 - f. **Playing Time.** Unlimited substitutions between innings. No player will sit more than two innings per game. Players shall not play more than two innings at the same defensive position (except Catcher may play up to three innings). Managers are encouraged to provide every player the opportunity to play an infield position in each game.
 - g. **Ten players must be used, if available.** When 10 are used, four must be in the outfield. Outfielders must be positioned at least 15 feet behind the baseline.
 - h. **Six Players are required to start a game.**
 - i. **Bunting.** Bunting is not permitted.
 - j. **Stealing.** Stealing is not permitted.
 - k. **On deck batters must remain in the dugout.** No on deck circle is permitted (National LL rule 1.08) and there must be no practice swings, EXCEPT the first batter of each half inning will be allowed practice swings in the designated area of each field. All bats must remain in gear bags, or in the bat rack, or hanging on the fence until the player leaves the dugout for their at-bat. As an additional safety precaution, pre-game batting practice anywhere outside of the field of play is strictly prohibited, and on field BP must be directly supervised by coaches.
 - l. **If a player throws a bat**, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.
11. **When questions or disagreements arise on the field, Team Managers must approach one another and discreetly address concerns. Yelling and/or modeling poor problem solving skills in front of the players and families will not be tolerated.**
 12. **Unsportsmanlike behavior**, including but not limited to verbal abuse, physical abuse, physical threat or intentional breach of any of these rules by any umpire, player, coach, parent or spectator will not be tolerated. Managers and coaches are responsible for the conduct of themselves, their fans and their players. Infractions of this nature will be dealt with quickly and severely. Penalties may include immediate dismissal from the game, from the Park, or from the League. Please report any instance to a PLL Board member. Infractions of the above will be dealt with quickly and severely. Penalties may include dismissal from the game, the park or from the League.
 13. **Protests.** Protests are not permitted in the Rookie division.
 14. **Rescheduling Games.**
 - a. Managers are expected to confirm in advance of each game the location, time, and field; and status of inclement weather, if pending.
 - b. **Inclement Weather.** All efforts should be made to play games safely in inclement weather.
 - i. A minimum two-hour notice is to be provided if a game is cancelled due to weather. Failure to provide proper notice may be grounds for forfeit and the game will not be rescheduled.
 - ii. If a two-hour notice is not possible, failure to show up at the field to greet and notify the team of the cancellation shall be grounds for forfeit and the game will not be rescheduled.





- c. Cancelled games due to field conditions or school activities are not required to be rescheduled
- d. Cancelled games due to player availability, other than school activity, shall NOT be rescheduled
- e. Teams should play a minimum of 12 games per season
- f. **Reschedule Procedure.** Rescheduling of games shall be the responsibility of the managers.
 - i. It is the responsibility of the home team manager to provide a field for a rescheduled game
 - ii. The following rescheduled game information must be provided to the PLL scheduler (schedules@pacifclittleleague.com):
 1. District Schedule Game Number
 2. Reason for Cancellation or Reschedule
 3. Desired new game date and time.

15. After the Game:

- a. Both teams shall demonstrate good sportsmanship by cheering and congratulating the other team.
- b. Team players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings.
- c. If the last game of the day, all field equipment should be put away, making sure the equipment box is locked and the field properly raked. Each team is responsible for cleaning the dugouts and its bleacher area.

