

Rookies Softball Rules – 2022



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. Team rosters will be set by the Player Agent and are formed randomly with a mix of first year players and second year players, while trying to accommodate for friend and/or coach requests.
2. Coaches, Assistant Coaches, and willing parents from both teams should participate in **preparing the field for play**. This includes setting up the bases, raking, and chalking the field.
3. In the event a team has **less than nine players** (four outfielders) at the start of a game, the opposing team shall lend them the necessary players, providing each team will have (at least) nine players to start the game. After the first inning, the player loaned will be determined by the player that made the last out of the previous inning. The loaned player shall be placed by the Manager borrowing the player.
4. The **home team** as indicated on the schedule shall occupy the 3rd base dugout.
5. Players must wear long pants in addition to the league provided visor/cap and shirt during play. Jerseys should be tucked in the pants and coaches may agree to allow jackets/sweatshirts in the event of colder weather.
6. 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 40 minutes has elapsed from the scheduled start time.
 - b. All games shall be stopped at one hour and 50 minutes from the scheduled start time, **NO EXCEPTIONS**.
7. Scoring. Scores will not be posted and standings will not be kept in this division.
8. 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.
 - a. Coaches will not be allowed in the outfield or infield during play to assist the defensive team.
 - b. Offensive Team may position one coach in each of the first and the third coach's boxes, respectively and one coach at pitcher's position in order to put the ball into play.
9. 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.
10. The philosophy of the Rookies League is to be a developmental League whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
 - a. No player may be on the bench for more than two consecutive defensive innings per game.

- b. No player shall sit out more than two innings unless every player has sat for at least one full inning.
 - c. Players playing four or more innings in a game must play at least one inning in the outfield and one in the infield.
 - d. All players should play, as close as possible, the same number of innings per week.
11. Each team shall have the option to field ten defensive positions (**four outfielders**).
12. Softballs. The softballs used in this division of play shall be 11” safety softballs.
13. Pitching Method. The method of pitching for the season shall be Coach Pitch.
14. Pitching Rules. While it is preferred that pitching occurs at a distance of 30 feet, the primary job of the coach is to deliver strikes for the batters to hit. Coaches can apply best judgment 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
15. Batter. 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. 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.
- a. 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.
 - b. The catcher will throw all pitched balls not hit by the batter, back to the pitcher after each pitch.
 - c. All players shall **bat in rotation**.
 - d. 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.
16. Coaches & teams should make every attempt to **keep the game moving** along at a good pace. Catchers should be identified in advance of their assigned inning, get geared up, and be ready to play when their team takes the field. The umpire will remind coaches of this requirement, as needed. A courtesy runner shall be used for the catcher scheduled for the next half inning if

he/she is on base with two outs. The courtesy runner will be the player that made the last out in the current inning.

17. There is **no bunting or infield fly rule**.
18. 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. Coaches are encouraged to talk with the player about sportsmanlike behavior and set expectations that this type of behavior is not tolerated.
19. 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.
20. **Unsportsmanlike behavior**, including but not limited to verbal abuse, physical threat, or intentional breach of any of these rules by any umpire, player, coach, parent or spectator will not be tolerated. 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.
21. 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. For 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.