

Avon Little League

Rules for Rookie Softball

This league shall be primarily governed by the “Official Rules of Little League Softball,” as published by Williamsport, PA. The following exceptions and modifications to the existing rules have been generated and Board approved in the interest of safety, fair play, and more even competition.

I. Pre-Game and Post-Game Rules:

A. Home team duties and responsibilities

1. Uses the 1st base dugout
2. Has the field for practice from 35 to 20 minutes prior to the start of the game
3. Furnishes game balls (new or like new condition), whole bag or bucket.

B. Visiting team duties and responsibilities

1. Uses the 3rd base dugout
2. Has the field for practice 20 to 5 minutes prior to the start of the game,
3. Furnishes empty bag or bucket (see Game Play #5 for the why)

C. Dual responsibilities

1. Visitors will be listed first on the game schedule unless otherwise noted.
2. Any available practice time prior to 35 minutes shall be shared equally. If a prior game or event on the field reduces combined practice time to less than 30 minutes, available time will be shared equally.
3. All players and equipment not directly involved in the game must remain on the bench.
4. No batting practice is permitted on the field, within 1 hour before the start of any game. No soft toss into the fence is permitted at any time. Pre-game soft toss into hitting nets is permitted but can only take place in the outfield. Pre-game batting practice in the outfield is permitted only if using wiffle balls.
5. There is no on-deck position in Little League. No batter may warm up outside the field of play.
6. Each team is responsible for cleaning trash from their respective dugout.
7. Batting orders must be exchanged prior to every game.

II. General Rules and Avon Little League Rules:

A. Game Play

1. Time limit will be 1 hour and 30 minutes from the start of the game. Once the time limit has been reached, the current inning should be finished. This is the actual start time, not game time. The next inning begins after the 3rd out or 5th run is scored.
2. The maximum number of innings played will be 5 innings. If there is a tie after 5 innings, the game is over. There will be no extra innings played.
3. **Players will pitch to the batters from a distance of 30 feet.** The starting pitcher and any new pitcher are allowed 5 warm up pitches her 1st inning, 1 warm up pitch her second inning. Teams are permitted 1 minute between innings, umpires have the discretion to not allow warm up pitches if teams go longer than 1 minute. Keep the game moving!
4. Pitchers must pitch from the pitching rubber and start in contact with the pitching rubber.
5. Each inning will have a 5-run limit. An inning is over after 3 outs or 5 runs are scored.
6. **Passed balls (pitched to the catcher) will not be chased.** The home team will place their bucket of balls behind the pitching rubber. If the catcher misses the ball, the catcher stays ready for play, the pitcher grabs another ball and gets set to pitch. Coaches from each team will chase passed balls and place them in an empty bag/bucket. Once the bag on the mound is empty, or in between innings, the bag is switched/filled. This will increase the speed of the game. If a batted ball hits the bucket of balls, it is a dead ball and the batter is awarded a single.

7. Teams will have a maximum of 10 defensive players on the field. This includes 4 outfielders and 6 infielders. All fielders must assume normal defensive positions. Outfielders must play at least 20 feet past the baseline, in the grass. No short center field position is permitted.
8. There are no walks. Batters hit by a pitch will not take first base. After 4 pitches that have been called balls to the batter, the offensive team's coach (the team at bat) will come in to finish the at bat. The ball will be pitched until the ball is hit in play or the batter strikes out. The count **WILL NOT** start over when the coach begins pitching. The kid pitcher will resume pitching to the very next batter. **Coaches, PLEASE jog on and off the field. It helps game pace and if we expect the girls to hustle, coaches should as well.**
9. There will be no steals. There will be only one extra-base allowed on fielding errors, per batted ball. There are no extra bases allowed on hits. Batters and base runners should only take the number of bases per true hit. True singles = 1 base, true doubles = 2 bases, etc.
10. On balls hit to the outfield, runners will be frozen as soon as the ball is in the infield. "In the infield" means that the ball has hit the dirt, regardless of whether or not the ball is in the possession of a defensive player. Runners enroute to the next base when the ball enters the infield may continue to that base at their own risk.
11. A "Courtesy Runner" **MUST** be used when there are (2) outs and the next catcher is on base. The runner who made the last out, or the batter furthest away from batting, will take the catcher's place on base so that the catcher can get her gear on. **A courtesy runner may be used for the catcher at any time, regardless of outs. This helps game pace.**
12. A "Courtesy Runner" **MUST** be used, regardless of outs, when your next pitcher is on base. The runner who made the last out, or the batter furthest away from batting, will take the pitcher's place on base so she can warm-up for the next inning. This helps game pace.
13. Leading off is not permitted.
14. Strikeouts are permitted by both kid pitchers and coach pitchers.
15. Score will be kept, there is no mercy rule. Win/Loss record will not determine tournament draw.
16. Infield fly rule is NOT in effect.
17. The Little League International Slide or Attempt to Get Around rule is in effect. Base runners must avoid malicious contact at all bases and home plate (e.g., no shoulder first slides or barreling into a catcher at home plate). **Sliding is allowed**, but players are not permitted to slide headfirst while advancing to a base, this includes home plate. The runner shall immediately be called out. The runner is permitted to make a hand first dive when retreating to a base.

B. Players and Coaches

1. The defensive team is not allowed to have coaches on the field. The offensive team is allowed 2 coaches on the field – a 1st base coach and a 3rd base coach.
2. Managers short on players should use players from the other team as outfielders.
3. All players must play the infield at least 1 inning each game by the 4th inning.
4. No player will sit out more than 2 defensive innings each game. These innings must not be consecutive. All players must sit out 1 inning before any player sits out a 2nd inning.
5. No player will be permitted to play the same position more than 2 innings in a game. This includes the pitcher, they follow the 2 inning rule as well. **Any appearance in an inning counts as an inning against that pitcher, regardless of outs.**
6. Defensive players must not be moved during an inning except for an injury or other emergency.
7. All players present will bat in a continuous batting order. If a player shows up late, she will assume the last position in the original batting order. If a player is injured or leaves a game early other than for an ejection her spot in the order is bypassed and no out is recorded.
8. Managers will not be allowed to cancel any games. Any cancellations due to inclement weather will be decided by the League President or his/her designee, in consultation with the Avon Parks and Rec Dept. If a conflict exists with a school function affecting several

members of the team, the manager must contact the GM, not less than 7 days before the assigned game, to request a change of schedule. All make-up games must be rescheduled with the GM, Umpire-in-Chief, and Scheduler.

C. **Equipment**

1. 11" yellow softball (regular, not Incrediball) will be used.
2. All fielders must wear a fielder's mask.
3. Batters must wear a helmet with a facemask.
4. All players must be in full uniform: league issued jersey and softball pants.
5. Jewelry will be permitted, as long as it does not pose a danger or distracts other players.
6. The barrel of the softball bat cannot exceed 2 ¼" and must contain the 1.20 bpf, USA Softball or USSSA logo.

III. **Umpires**

Avon Little League utilizes youth umpires. These umpires have limited training and education on the rules, and it is expected that the umpires will make mistakes during the game. No manager or coach shall raise his or her voice nor argue, dispute or attempt to change the call of an umpire regardless of any perceived mistake. If a manager disputes or attempts to change the call of an umpire he or she may be subject to disciplinary action. Only managers are permitted to speak with umpires regarding rules or calls that have been made. A manager may ask the umpire to repeat the call if it was not heard, but in no way may make any remarks or suggestions that may be deemed to influence or suggest that the umpire change the call. No manager or coach shall make disparaging remarks about or towards any umpire. Managers and coaches are also responsible for the conduct of parents, family members, and fans when it comes to our youth umpires. **Remember, they are just kids!**

IV. **Rules Violations or Disciplinary Issues:**

At the recommendation of the GM and at the discretion of the President or his/her designee, a player, manager, or coach may be suspended for disciplinary reasons or rules violations for one game. If this occurs a second time, the Board of Directors shall review the player, manager, or coach, for possible expulsion from the league. All league officials can recommend disciplinary action to the President for all off-field violations by players, managers, coaches, parents, etc., while on Little League property at any time.

V. **Lightning:**

If a lightning strike is seen 30 minutes prior to the start of a game or during a game, ALL games being played at the park where the lightning occurs (Veterans Memorial Park or Little League Park) shall be immediately canceled and rescheduled as set forth under the General Rules and Avon Little League rules section. Avon Little League does not adhere to the rule pertaining to waiting periods prior to the resumption of play. Any game stopped due to lightning will not resume that day.