

## Rookie Softball Rules

- **Time Limit:** All games will have a one-hour and ten-minute duration. Once the time limit is reached, the game will conclude the inning it is currently in and then end. Tournament Play: If the game is tied after six innings or at the end of the time limit, the tiebreaker rule (the last batter due in the order starts on second base) will apply, including in the Championship. The run rule for all games is fifteen runs after three innings and ten runs after four innings.
- **Defense:** Each team on defense must field 8 players (with a maximum of ten), including four in the outfield grass and six in the infield dirt. All ten players must be in their respective positions when the pitch is thrown. The catcher must wear full gear, including a throat guard. The pitcher must be behind the pitching coach and have at least one foot inside the pitching circle until the ball is hit by the batter. If you have less than 10 players you can get subs from other teams. Subs **MUST** bat at the bottom of the lineup. If you have 9 players you must play 3 outfielders, if you have 8 players you must play 3 outfielders and no catcher.
- **Game Play Format:** The game will be played in coach pitch format, which means no machine, tee, or player pitch will be used. Here are the rules that apply in this format:
  - Each batter will receive five pitches or three strikes unless the last pitch is fouled off. A batter cannot be out on a foul ball.
  - There will be no walks. Each batter must either hit the ball or strike out.
  - A caught third strike by the catcher results in an out. However, the catcher is not obligated to catch the third strike, and there will be no advancement on a dropped third strike.
  - If the batted ball hits the pitching coach, it will be considered a no-pitch. If the umpires determine that the pitching coach intentionally interferes with the batted ball, the batter will be called out, and no runners will advance.
  - The pitching rubber will be set at thirty-five (35) feet. The pitching coach must start with at least one foot on the rubber.
  - Each team will bat until either three outs or a run limit of six runs per inning is reached. The six run limit is only applicable in the first four innings or the game. In the fifth and sixth innings, there are no run limits. Teams will bat until three outs have been made.
  - A complete, regulation game is 3+ complete innings.
  - Each team must bat their full roster with free defensive substitutions. There will be no on deck batter allowed and players must remain in the dugout while on offense.

- Bunting is not allowed. An intentional bunt will result in a called strike, including the third strike resulting in an out.
- **Coaching:** Three offensive coaches can be on the field when their team is on offense, including the first base coach, the third base coach, and the pitching coach. Each team can have a maximum of four coaches on the field. One coach must always remain inside the dugout. While on defense, teams can elect to have two coaches in the outfield grass.
- **Finishing the Play:** Time will be called when, in the judgment of the umpire, the forward process of the lead running has been stopped. Time will not be called simply because the infielder has possession of the ball and is requesting time. If the lead runner pauses or stops at a base, the umpire may call time if they judge the lead runner has chosen not to advance to the next base. If the runner is halfway between bases when time is called, the runner gets the base in front of them. If there are two or more runners, the lead runner dictates and will get the base in front of them and the second runner goes back to the last base touched. All of this is in the judgment of the umpire and is not a call that can be protested.
- **Overthrow Rule:** Runners will be protected one base on an overthrow to any base (including home plate) from the infield. This does not include throws from the outfield. Only one overthrow will be called per play.
- **Other Rules:** A coin flip will determine home/away. The coin flip can be done by the umpire at the plate. Good sportsmanship is expected. Any player, coach, or spectator ejected will not be able to participate or attend the next game for their team. Any further ejections will result in suspension for the remainder of the season. The official Little League rules will govern play.