

Mukilteo Little League - 2024 Playing Rules

Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

Rookie Softball Playing Rules

1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Rookie Softball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
 - 1.1.1. No player may be on the bench for two consecutive defensive innings per game.
 - 1.1.2. No player shall sit out two innings unless every player has sat for at one full inning.
 - 1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield.
 - 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. Eleven Inch (11") safety softballs shall be used for all games.
- 1.3. Teams shall have the option to field ten (10) defensive positions (six infielders and four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
- 1.4. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

Table 1 – Rookie Softball Sample Lineup & Position Rotations by Roster Size

<u>Twelve Player Roster</u>	<u>Eleven Player Roster</u>	<u>Ten Player Roster</u>	<u>Nine Player Roster</u>
P	P	P	P
RF	RF	RF	C
C	C	C	RF
1B	1B	1B	1B
LC	LC	LC	2B
BENCH	BENCH	2B	CF
2B	2B	LF	SS
LF	LF	SS	3B
SS	SS	3B	LF
3B	3B	RC	
RC	RC		
BENCH			

Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

Table 2 – Example Lineup Rotation 12-Players

Lineup Position	Player Name	Inning 1 Position	Inning 2 Position	Inning 3 Position	Inning 4 Position	Inning 5 Position	Inning 6 Position
1		P	BENCH	OF RC	3B	SS	OF LF
2		OF RF	P	BENCH	OF RC	3B	SS
3		C	OF RF	P	BENCH	OF RC	3B
4		1B	C	OF RF	P	BENCH	OF RC
5		OF LC	1B	C	OF RF	P	BENCH
6		BENCH	OF LC	1B	C	OF RF	P
7		2B	BENCH	OF LC	1B	C	OF RF
8		OF LF	2B	BENCH	OF LC	1B	C
9		SS	OF LF	2B	BENCH	OF LC	1B
10		3B	SS	OF LF	2B	BENCH	OF LC
11		OF RC	3B	SS	OF LF	2B	BENCH
12		BENCH	OF RC	3B	SS	OF LF	2B

Because games are limited to 6 innings, the grids above should be used for consecutive games to ensure each player gets to play all six infield positions. This is achieved by rotating player names in the lineup positions.

- 1.5. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
- 1.6. Managers shall provide the home plate umpire and opposing manager completed line-up card. Each batter shall bat in the order in which they are listed.
- 1.7. Unlimited player substitutions are allowed between innings.
- 1.8. Scorebook: The Rookie Softball division is an instructional league, yet a scorebook will still be kept by the home team. Regardless of the score, both halves of every inning will be played, subject to any time limit requirements.
- 1.9. One fielding coach may take the field with the defensive team. The fielding coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.
- 2. Starting & Ending the Game (Supplements LL Rule 4.00)**
 - 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04)
 - 2.2. Six (6) players are required to start a game
 - 2.3. Games will consist of a maximum of 6 innings.
 - 2.4. The first of either three (3) outs or five (5) runs ends a half inning.
 - 2.5. In compliance with Little League Rule 8.03. Coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
 - 2.6. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
 - 2.7. Time Limits: No new inning shall start after 90 minutes from the time the game was scheduled to start. All games must end at 110 minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.

3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)

3.1. Pitching Progression

3.1.1. All innings will be coach pitch for the first six (6) weeks of the season.

3.1.2. The remainder of the games, players will pitch the first three (3) innings and coaches shall pitch for the remaining four (4) innings of the game. This will not apply to interleague games.

3.2. Coach Pitch Innings

3.2.1. The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach the offensive players, distract the defensive players, or interfere with play while on the field of play.

3.2.2. The adult pitcher must start the pitch from a point between the regulation Softball Minors distance of 35' from home plate and the front of the pitching circle. The pitching circle should be 8 feet in diameter around the pitching rubber.

3.2.3. There are no called strikes. However, a batter still gets a strike if she hits a foul ball or swings and misses a pitch. A batter can strike out if she swings and misses a third strike.

3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with her swing.

3.2.5. Each player will receive up to five (5) coach pitches to put the ball into play. In the event the batter fouls the 5th pitch, they will continue to receive pitches until putting the ball in play or striking out.

3.2.6. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher) is a live ball.

3.3. Player Pitch Innings

3.3.1. The standard three strikes (called or swinging) and the batter is out applies.

3.3.2. There are no walks granted, upon the occurrence of ball four (4), a coach shall enter the game and pitch up to three additional pitches to the batter. Strikes on the batter carry forward to coach-delivered pitches.

3.3.3. Pitchers shall not pitch more than 2 innings per game. Delivery of a single pitch constitutes having pitched in an inning.

4. The Batter (Supplements LL Rule 6.00)

4.1. The infield fly rule is not applicable.

~~4.2.~~ Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if they fake a bunt and then take a full swing.

4.3. If a player throws a bat, 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.

5. The Runner (Supplements LL Rule 7.00)

5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare "no play." The runner must return to the base and the batter will resume the at bat with an unchanged pitch count.

5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the running to slow down to avoid a collision. This is a judgment call by the umpire.

5.3. On any fair ball hit to the outfield:

5.3.1. The batter is allowed to advance a maximum of two bases

5.3.2. When a batted ball reaches the outfield, existing base runners' advancement is unlimited until the batted ball is returned to the infield. If a runner is between bases when the ball reaches the infield, the runner may continue to the base she is attempting to reach. The ball is considered to have entered the infield when it breaks the plane between the bases, whether the ball is controlled or not.

5.3.3. All base runners are subject to be put out on any attempts at advancement.

5.4. Base runners may not advance on an overthrow, to any base.

5.5. Sliding is allowed (feet first only, Rule 7.08(a)(4)).

5.6. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

General Rules Applicable to all Divisions

1. Mukilteo Little League complies with the mandatory play rule (Regulation IV (i)) of the Official Regulations and Playing Rules. The penalty imposed for not meeting the Little League standard shall be that the player involved shall start the next scheduled game and play no less than twelve (12) consecutive defensive outs and two (2) at bats. The manager will be subject to disciplinary actions per Little League recommendations.
2. Umpires are expected to start games on time. Infield warm-ups are to be limited to ten (10) minutes for each team. The home plate umpire is responsible for ensuring the game is played within the allotted time interval to the extent that unnecessary delays are not allowed between innings.
3. Conduct of managers, coaches, assistants, umpires, and parents should set an example for the players. Alcohol or smoking will not be allowed anywhere in the Little League Complex, on any school grounds, Paine Field Community Park, Phil Johnson, or anywhere else in the vicinity of Little League games or practices. The umpire and League officials shall have the authority to remove a manager, coach, player, or spectator for inappropriate behavior. Umpires shall report any ejection to the Umpire-in-Chief within 24 hours. Any ejected manager, coach, player, or spectator will be suspended for the team's next scheduled game and is subject to additional penalties upon review by the Board of Directors. Additional disciplinary action may be taken depending on the nature and circumstance of the ejection, but in the case of coaches and managers a minimum requirement to participate as an umpire in another team's game before returning to coaching/managing will be enforced at the discretion of the UIC subject to review from the Executive Committee.
4. Only one (1) adult (usually the manager) will be in charge of their team during a game. Game management communications with the umpire (appeals/roster changes/etc.) should be through the team manager or head coach identified at the pre-game plate meeting. Appeals will not be accepted from assistant coaches.
5. Adults may coach both first and third base as long as there is an adult coach in the dugout. It is not necessary to have team members coach the bases.
6. The home team is responsible for preparing the field (dragging, raking, lining, etc.) a reasonable time before the game, and for supplying game balls for use during the game. The visiting team shall be responsible for cleaning up and storing all League equipment after the game. Every effort should be made to leave the field as clean as possible.
7. No one is allowed behind the umpire or the backstop immediately behind home plate, besides scorekeeper/score board operator/game managers/league officials in the Scorer's Box. All persons in the Scorer's Box should refrain from coaching batters, relaying information on pitches to coaches, etc. All requests for information from coaches should come through the umpire.
8. Should a player be benched from a game for disciplinary reasons, the manager or coach must notify the Player Agent before the game.

9. To avoid accidents to bystanders, players below the Intermediate division shall not take warm-up swings on any field. Warm-up pitches will be allowed only in designated areas at the Little League Complex or where a fence separates the warm-up area from spectators and other players. Players can take a few warm-up swings immediately before approaching the plate to bat. When entering a game, the pitcher will be allowed as many warm-ups throws from the mound as the umpire deems necessary.
10. Inter-league Play: During inter-league games, only the District 1 Interleague League Playing Rules shall apply. Mukilteo Little League Local Playing Rules will not apply.
11. All managers are expected to report game results and pitch counts to the respective Division Vice President within 24 hours of the completion of the game. Each Division Vice President should determine how scores are reported. Failure to comply with this rule could result in forfeiture of games at the discretion of the Board of Directors.
12. Parents and coaches will sign an online Code of Conduct form applicable to them. Players are required to sign Player Code of Conduct forms prior to their first practice. The coach will maintain these forms with him at all practices and games in conjunction with the signed medical release forms. Failure to sign the Code of Conduct form will result in player suspension until such time that the form is signed and in the possession of the team coach.