



D1 Interleague Playing Rules Supplement | ROOKIE SOFTBALL

The Washington District 1 Interleague Rookie Division of Softball shall play by official regular season Little League rules. The leagues of District One have approved the following supplemental procedures for purposes of player development, rule emphasis, and safety of players and volunteers.

Interleague rules and procedures apply for all games in an Interleague division, including games involving teams from the same local league.

Game Length

- The 15, 10, and 8 run rules (Rule 4.10e) are not observed at this level of play.
- A game will start no later than 15 minutes from its scheduled start time.
- No new inning may begin after 1 hour 15 minutes from the scheduled start time.
- All games shall be stopped at 1 hour 30 minutes from the scheduled start time.

Scorebook

- Each team must maintain a scorebook at each game for the primary purpose of recording runs scored.
- Player names must be recorded in the scorebook with first initial and last name.
- Scores will not be posted and standings will not be kept in this division.

Coaches and Umpires

- The offensive team shall position one coach each in the 1st and 3rd base coach's boxes, respectively, and one coach feeding the pitching machine/pitching.
- 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.
- 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.

Batting Order

- The continuous batting order (CBO) shall be used. The manager is responsible for ensuring that each player meets mandatory play requirements of six defensive outs and at least one time at bat (Reg IV.i).

Gameplay

- 11" Safety Softballs shall be used in this division of play.
- Each half-inning ends when the offense has scored 5 runs or the defense has recorded 3 outs, whichever comes first. Should a ball put in play result in a team scoring more than 5 runs during the half-inning, the play continues to completion but only 5 runs shall be recorded in the scorebook. The 5 run rule is suspended only in the 6th inning, should the game last that long.
- The defensive team will provide a pitcher who will be positioned a safe distance from the pitching coach. All balls hit into play must be fielded by a player; **coaches will not field a live ball.**
- All batted balls hit into fair territory will be considered a "live" ball.

- Pitches to a Batter:
- For games played on or before 4/27/2026, the batter will receive up to 4 pitches (Coach or Machine Pitch) to put the ball in play. After the fourth pitch, a batting tee will be allowed.
- For games played 4/28/2026 and thereafter, the batter will receive up to 5 pitches (Coach or Machine Pitch) to put the ball in play. After 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.
- 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.
- The catcher will throw all pitched balls not hit by the batter back to the pitcher after each pitch.
- 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).
- 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 the Catcher may play up to three innings). Managers are encouraged to provide every player the opportunity to play an infield position in each game.
- Ten defensive players must be used, if available. When 10 defensive players are used, four must be in the outfield positioned at least 15 feet behind the baseline.
- Six players are required to begin a game in this division.
- Bunting and stealing are not permitted.
- Protests are not permitted in Rookie and other instructional levels of play.

Rescheduling Games

- Managers are expected to confirm in advance of each game the location, time, and field; and status of inclement weather, if pending.
- A minimum of two-hour notice is to be provided if a game is canceled due to weather. Failure to provide proper notice may be grounds for forfeit and the game will not be rescheduled.
- If a two-hour notice is not possible, failure to show up at the field to notify the opposing team of the cancellation shall be grounds for forfeit and the game will not be rescheduled.
- Cancelled games due to field conditions or school activities may be rescheduled.
- Cancelled games due to player availability (other than school activity) shall not be rescheduled.
- Reschedule Procedure
 - Rescheduling of games shall be the responsibility of the managers.
 - It is the responsibility of the home team manager to provide a field for a rescheduled game.
 - Rescheduled game information must be provided to WAD1.schedules@gmail.com:
 1. District schedule game number
 2. Reason for cancellation or reschedule
 3. New game date, time, and location