

## Rookies Division Rules

The intent of the Rookies Division is to have fun and teach the players.

No score is kept in the Rookies Division and therefore no standings.

The base paths shall be 60 feet and the coach shall pitch from 32 feet. An 11" Incrediball will be used.

1. All teams will abide by the USA rules per the game of softball, unless otherwise specified.
2. Games will start at 6:15 PM (unless otherwise scheduled) and have a time limit per the duration  
Home team will have usage of the field for a 15 minute warm-up period, starting 30 minutes before game time and ending 15 minutes before game time. (5:45-6:00) Away team will have usage of the field for a 15 minute warm-up period, starting 15 minutes before game time and ending just before game time (6:00-6:15) You may start any game earlier than the scheduled start time, if the umpire, and coaches of both teams agree. Both teams will agree to be off the fields at 6:10 to allow time for the Little League Pledge and umpire conference.
3. Game length is dependent upon level of play, & duration of game time which excludes rain delay
  - T Ball - 4 innings or drop dead at 60 minutes whichever occurs 1<sup>st</sup>
  - Rookies - 6 innings or drop dead at 90 minutes whichever occurs 1<sup>st</sup>, but no new inning after 75 minutes
  - Minors - 6 innings or drop dead at 120 minutes whichever occurs 1<sup>st</sup>, but no new inning after 105 minutes
  - Majors - 7 innings or drop dead at 120 minutes whichever occurs 1<sup>st</sup>, but no new inning after 105 minutes
  - VIG's - 7 innings or 120 minutes whichever occurs 1<sup>st</sup> (14U, 18U, 24U), but no new inning after 75 minutes
  - Note – the start of a new inning occurs upon the 3<sup>rd</sup> out of the prior inning

NOTE: Darkness may lessen game length due to safety reasons & as noted above, rain delay does not count against game time. For levels keeping score - when both teams do not complete their at-bat within an inning, the score reverts to the prior completed inning, unless the home team leads. Generally, a full-inning occurs when both teams have batted, but if the HOME Team is leading, they need not bat in the bottom-half of a games last inning for a complete game.

4. Games postponed due to rain or darkness must go three (3) full-innings to qualify as a regulation game. Coaches may wait 15 minutes after the start of the game to discuss if the game can be played. The coaches have the option to wait an additional 15 minutes (total 30 minutes) to discuss if the game can be played. If the game cannot be played it is to be rescheduled.

5. No inning will be started after the time limit per team-level (above), based on the official start of game. 90 minutes or 6 innings. Start at 6pm and end at 7:30pm (not drop dead time) do not start a new innings after 7:15pm

6. For the RASA Community League, during the Regular Season if there is a tie and time limit is exceeded then game ends in a tie. Playoff considerations and extra-inning games will be evaluated by the Spring Coordinator

7. Intentional delay in an effort to not complete a game will not be tolerated.

8. A game will not be rescheduled due to a lack of players. Minimum players is 6. You may borrow a player from another Rookies team or call-up from T-Ball.

10. Double first base will be used to minimize the risk of injury. The white portion of the base will reside in fair territory while the orange portion of the base will be in foul territory. If the runner decides to run through the 1st base (instead of taking a turn towards second), every attempt should be made to step on the orange portion of the double base and into foul territory, although the runner will not be penalized for contacting any white portion of 1st base, unless as deemed by the umpire a play was occurring at 1st and there was interference with the defensive player, by the runner.

12. **HOME TEAM** is responsible for the following:

- A. Sitting on the first base side of the field
- B. Pre-game and post-game clean-up of their bench / dugout
- C. Collection of items for the Lost & Found

- D. Providing new ball(s) for the game
- E. Field preparation, prior to the game
- F. placement of bases (satellite fields)
- G. raking of the mound area
- H. raking of the batter's box, catcher's box and pitchers circle area
- I. raking around the bases
- J. lining the field – including, pitcher's circle, batter's box, and foul lines
- K. other field requirements to enable the game to be played in a safe environment
- L. Postponing, and rescheduling the game due to weather or darkness only - as well as notification to the away team of the time & field location of the rescheduled game, as well as contacting the board at [rasa.sball@gmail.com](mailto:rasa.sball@gmail.com) of the rescheduled game.
- M. Putting away bases (replacing base-plugs) and field-equipment. Veteran Park bases do not move.
- N. Post-game clean-up of the entire field-area (although visiting team should clean their bench area)
- O. Posting of game score on the RASA web site

Note: Field preparation requirements shall not restrict pre-game field-usage time of the away team if the home team does not have the field ready for use, only the home team time allocation will be impacted.

12. **AWAY TEAM** is responsible for the following:

- A. Sitting on the third base side of the field
- B. Pre-game and post-game clean-up of their bench / dugout
- C. Collection of items for the Lost & Found

13. **PLAYERS**

- A. All players must be in proper uniform (team shirt, pants, socks). All parts of a uniform are to be properly worn. Shirts are required to be tucked into a player's shorts
- B. No Jewelry of any kind may be worn on the playing field (Earrings, necklaces, watches, rings, bracelets – of any kind). **Medical alerts are an exception.**
- C. No player may chew gum at anytime during practice or games. **No food is allowed on the field during game play.**
- D. Each player will be responsible for their conduct, as per "Players Code of Conduct." Any player who throws equipment will be taken out of the game by their coach. Any player who acts in an un-sportsman like manner will be taken out of the game by their coach. Any player who acts in a manner inconsistent with league rules will be taken out of the game by their coach
- E. Any parent acting in a disruptive manner will be asked to leave and take their child/player as well. The home coach may call a time out to talk to the parent, the umpire may ask the parent to leave, a board member will called to ask the parent to leave.

14. **OFFENSE**

- A. Continuous batting order will be utilized and all players will bat, whether they were in the field or not.
- B. All batters and base runners will be required to wear helmets while on the field of play (batting or base-runner). Helmets must meet league requirements and are required at all times practice & games. (Chinstrap / Cage)
- C. Any player arriving late will be added to the end of the batting order.
- D. Only USA approved bats are permitted
- E. Throwing of the bat by the batter will not be permitted.
- F. On the first occurrence, the coach will warn the batter.
- G. On the 2<sup>nd</sup> occurrence, the batter will be called out. (This is a per-batter rule).
- H. If there are two outs, and a base runner is the catcher for the next half-inning, a replacement runner can be inserted to allow the catcher to put on the catcher's equipment. The replacement runner is not a player of choice, but per the following sequence, will be the player who: committed the last out, or the first batter from that inning (unless they are due up to hit), or any player who has committed an out, or the first player (after the potential 10th batter) who is already on the bench and can not bat again, if there are no outs. When a player (catcher) is removed for a replacement runner, they must catch the next inning, barring injury.

- I. Coaches pitch at their discretion. Player pitch may be added if the coach feels a player is ready, but coaches are asked to keep the game moving at a reasonable pace – see PITCHING section of these rules.
- J. After the batter's 3<sup>rd</sup> strike, batter will use a Tee and gets 3 swings from the Tee and then is called out. After 3 swings or 7 pitches the girl must use the Tee to bat. The girls must swing during the pitching portion. Strikes count and after mid-season 3 outs will end an inning, before mid-season everyone bats and then the inning ends.
- K. Stealing is not permitted for safety reasons.
- L. No sliding is not permitted for safety reasons.
- M. No bunting is allowed for games 1 through 5. Bunting is allowed for games 6 through last game.
- N. Base runners must remain on the base until the batter makes contact with the ball. If a runner leaves the base too soon, she and the team will receive a warning. The next time it happens they shall be called out. This is a RASA, per team rule.
- O. A full swing dribbler into fair territory will count as a hit.
- P. Batting line-up will be developed by the coach, but could be done like T-ball for fairness and simplicity.
- Q. The hitting team's coach (adult) will pitch
- R. Often, when you don't have enough fielders, there may be no pitcher. The hitting teams coach should pitch, and direct /assist their batter as needed.
- S. Only 1 base per grounder. If the ball is hit in the air and it touches the grass 1<sup>st</sup> then the runner may have 2 bases.

## 16. DEFENSE

New for 2019 – infield face masks are encouraged, but not required. They are required in Minors, so Rookies may be a good time to start getting used to them.

- A. Each player must play at least one inning in the infield and one inning in the outfield per game.
- B. No player will sit for more than two innings on the bench. These should not be consecutive innings.
- C. Each player must play at least 3 innings in the field, each game. The exception to this rule is a game shortened by darkness or weather.
- D. Excluding the pitcher & catcher, there should be no more than 4 fielders in the infield
- E. Four (4) outfield players must start play behind the baseline.
- F. If a team is fielding 10 fielders, one of the fielders must serve as the catcher and wear full equipment.
- G. No player plays for more than 2 consecutive innings as catcher.
- H. Infielders should be kept out of the base-paths (Catcher obstruction.).
- I. Obstruction Rule: When a fielder illegally hinders a runner, the fielder is guilty of obstruction. The penalty is that the runner is awarded the next base. Base runners are generally permitted the free privilege to run from base to base without being physically hindered by a fielder. The only time a fielder need not get out of the way of a base runner is when the fielder is fielding or in possession of the ball.
- J. There is no infield-fly rule at this level. If the ball is caught, a runner can get doubled-up on the pop-out.
- K. The pitcher will most-likely be the coach of the batting team, who should not field any hit. It will be difficult not to field a hit, but this must be done. If the coach-pitcher makes contact with a hit ball, it's a dead ball – let the batter hit again.
- L. A runner may advance only 1 base on a batted ball unless the ball is hit into the outfield grass (beyond the baselines). Then, the batter may have 2 bases.

## 17. PITCHING

Coaches or assistant coaches will pitch underhand from a point within the pitching circle to their own team. There are no walks. It's important to throw strikes. Coaches may introduce player pitch under the following conditions:

- The Player will pitch to the opposing team
- The pitching mound will be set at 32 feet
- The Player will pitch from a point within the pitching circle or at a safe distance determined by coaches.
- Game 1 through 5 :
  - Each batter will face an opposing team's player pitcher for 3 pitches.
  - If the player does not hit, the coach will pitch 4 balls to the batter
  - If the player does not hit after 7 total pitches, the batter will use a Tee

- Game 6 through Last Game :
  - Each batter will face an opposing team's player pitcher for 3 pitches.
  - If the player does not hit, the coach will pitch up to 7 balls to the batter
  - If the player does not hit after 10 total pitches, the at bat ends and the batter returns to the bench.

#### **18. COACHES**

Coaches when pitching to their own team should help with batting issues. But a game is no-time for extended individualized instruction. Get the help you need to do all that needs to be done during a game.

#### **19. UMPIRES**

The coaches of both teams will work together to proctor the game, but at this level, coaches should not be the umpires. With the agreement of both coaches, a volunteer adult can function as a plate umpire. Any umpire must wear a mask. During the season, Umpire trainees may officiate a game.

#### **20. LIGHTENING**

Will cause the immediate suspension of a game and relocation of all players to a safe place.

#### **Rule Changes**

These RASA Rules and Guidelines contained herein may be changed during the season by the Athletic Director to allow for changes in League Policy, introduction of piloted training programs, or any other factor that seeks to improve the quality of instruction and recreation for the player.

Any situation that arises that is not covered in these rules should be resolved through the agreement of both coaches (and umpire), and then after the game, brought to the attention of the Spring Coordinator, as all documents of RASA will be constantly maintained and improved.