



## West Windsor Little League Softball Rules of Play Rookie Division

Updated 3/1/14

All rules promulgated by Little League Baseball Incorporated as 2011 Softball Playing Rules will be in effect, except as superseded, modified or amplified below.

In games against teams from other towns, these rules may NOT apply; District 12 Rules apply instead.

### SAFETY

1. Safety of players, coaches and spectators is our most important task. In questions of field conditions, whether it is too dark to practice, etc., safety should be the paramount concern.
2. In case of bad weather, the league coordinators will survey the field and make the final decision as to whether the games should be played. The coordinators will email or text the managers. If there is no message by 8:00am, then the games will be played according to schedule.
3. Managers must bring a set of the player's medical forms to all games and practices. In addition, each team will have a small medical kit with ice packs available at all times, as well as a cellular phone if possible.
4. Absolutely NO Jewelry, with the exception of a medic alert bracelet, may be worn during games and practices. This includes freshly pierced ears; tape may not be worn over ear lobes.

### GAME PLAY GENERAL

1. Each game shall consist of a maximum of six (6) innings. Game times will be determined shortly. No new inning shall start after 1 hour and 15 minutes of play. For example if game time is 10:15am, no new inning may start after 11:30am though you may finish playing the inning that you're in.
2. Managers should instruct coaches and parents to have players arrive 30 minutes prior to the start of the game for warm-ups. Players should never be allowed to play or practice unless they are supervised by a manager or assigned coach.
3. Managers are encouraged to have lineups and fielding positions prepared before arriving for the game.
4. All teams should clean up and clear off the field as soon as possible following the conclusion of the game. If the manager wants to speak with the team and/or parents, they should move out of the dugout first to allow the next game's teams access to the field.
5. There must be a minimum of five (5) players on the field to play a game.
6. Smoking by managers and coaches is prohibited during the game or at any practices.
7. The Home team should take the dugout on the 1<sup>st</sup> base side and should prepare the field for play (base paths and pitcher's circle) prior to the game. The Away team should take the dugout on the 3<sup>rd</sup> base side and is responsible for raking the field after the game. It is recommended to assign 2 parents to the task each week so that managers and coaches can concentrate on warming up the players.
8. For games when you are the Home team, assign one player family to the booth to announce the game. Have an extra copy of your game line-up ready for the booth announcements.

## DEFENSE

1. No more than 10 players will play the field. There should be no more than two "pitchers", a catcher, first, second, third, and shortstop. Managers should spread outfielders out evenly. The playing field should be moved "in" by placing all players, infielders and outfielders on the dirt.
2. All players shall be rotated in the field so they can experience playing a variety of positions. Each player should play infield and outfield each game and should not stay in one field position for more than two innings. Managers are encouraged to develop all players at infield positions.
3. Managers are encouraged to adopt an active style of play. Every player should be in motion on every play. Team members have a job to do even if the ball is not hit directly to them.
4. Up to two coaches (or a coach and a manager) may be present on the field during the time that their team is on the field. One shall stand in right-center and the other in left-center. The purpose is to encourage good play and to keep the players focused. They should not interfere with a batted or thrown ball. One coach must be in the dugout with the players at all times.
5. There are no out-of-bounds for the purpose of catching a fly ball. All caught fly balls are outs including foul tips caught by the catcher on a third strike or last pitch.
6. Players should be encouraged to return the ball to the pitcher's circle as quickly as possible when the play is concluded. Technically, runners can continue to run until the ball is in control of a defensive player in the circle.

## OFFENSE

1. All batters and base runners must wear helmets.
2. There is no on-deck circle for the next batter. This rule was instituted for safety reasons and must be followed. It is the coach/manager's responsibility to ensure that players are not swinging bats while waiting to get up to bat.
3. A coach/manager shall pitch to their team. The pitches should be thrown underhand.
4. At bats:
  - a. For games in the month of April, each batter shall receive seven pitches per at bat. If she does not hit, then you may bring out the tee and let her hit off of that.
  - b. After May 1<sup>st</sup>, the first six pitches count as pitches regardless of location. The seventh pitch (or last pitch if it is after a foul ball) must be a strike. If a batter does not swing at the strike on the last pitch then they shall be called out. If on the last pitch the batter hits a foul ball, they will receive additional pitches until the ball is put in play or the batter strikes out. A batter will be out if they swing and miss three times during an at bat. We want to strongly encourage the players to swing the bat.
5. Each half inning:
  - a. For games in the month of April, each side may bat through their order one time.
  - b. After May 1, each half inning will consist of 3 outs or 5 runs scored -whichever comes first.
6. Overthrows
  - a. For games in the month of April, runners may not advance on an overthrow
  - b. For games after May 1, runners may advance one base on an overthrow.