

## **LOCAL RULE EXCEPTIONS FOR ROOKIES:**

1. All teams are permitted to play 6 players. Less than 6 players will be a forfeit. Ten (10) is the maximum with 4 infielders, 4 outfielders (must be on the grass), 1 Catcher and 1 Pitcher.
2. There is a 2-inning minimum for all players on defense with all players present in the batting order. There is a free substitution for all players except the pitcher. Once the pitcher is removed, she can only re-enter as a pitcher one more time. Pitchers are allowed to pitch a maximum 2-innings.
3. Games are 6 innings or 1 hour and 45 minutes. No new inning shall start after 1 hour and 20 minutes. If a game is called for darkness, the game reverts back to the previous inning to determine the winner.
4. There is a limit of 4 runs per inning.
5. No stealing is allowed when coaches are pitching.
6. Infield fly rule is waived.
7. The batter must make an attempt to get out of the way of a pitched ball. If an attempt is made to move and the batter is hit, the batter will be awarded 1<sup>st</sup> base; otherwise the pitch is a ball. If the ball hits the ground before it hits the batter, the ball is dead and the batter is not awarded 1<sup>st</sup> base.
8. Coaches are not allowed on the field and must stay behind the line.
9. Home team is responsible for putting away bases. On Saturdays the home team after the last game is responsible for putting away the bases.
10. There will be no pitching machines or batting tees used during the games.
11. First ½ of the season – There are not walks allowed. A pitcher (player) pitches until there are four called balls. If four called balls are thrown, a coach shall enter the game to pitch to his/her team. The strike count on the batter will remain the same and the coach pitcher will continue to pitch until the batter either: 1) hits the ball in fair territory; 2) strikes out swinging; 3) the coach pitcher pitches four balls. If the coach pitches four balls and the batter fails to hit the ball in fair territory, the batter will then be called out. When a coach is pitching, the catcher must throw the ball directly back to the pitcher who in turn hands it to the coach. The coach must pitch from the 30" pitchers rubber.
12. A batted ball that hits the coach pitch is live and in play. The coach must make every reasonable attempt to get out of the way. The coach must exit the field as soon as possible during the play.
13. Second ½ of the season – There are walks during the second half of the season. There shall be not coach pitch during the second half of the season, except when bases are loaded.
14. Second ½ of the season – Bunting and stealing are permitted during the second ½ of the season. Only one base may be stolen per batter. Stealing home is not allowed. Runner are not allowed to advance with the ball is thrown in the infield. There is no stealing on dropped 3<sup>rd</sup> strikes.
15. The pitching distance shall be 30' for the entire season.
16. A 10" Worth softball will be used.
17. Only positive cheers are allowed and should only be directed at your own team/players.

18. Second ½ of the season – Wins, Losses and Ties will be kept and points awarded as such; W=2pts, T=1pt, L=0pts. The winning Manager is responsible for communicating to the Division Rep. the outcome of Games. The Division Rep. is responsible for keeping a record of the outcome of all games and maintaining a record of points awarded teams for purposes of seeding for the end of the year tournament. Seeding for the end of the tournament will be determined by the points acquired during the second ½ of the season. (ie....Team with the most points =Seed #1, Second most points = Seed #2, ect.) **Playoff** games will be a maximum of 6 innings, with no new inning start after 1 hour 20 minutes and a drop dead time of 1 hour 45 minutes. **Championship** game will be 6 innings with no time limit. Should games be called due to darkness, it will have to be completed the next night, prior to the originally scheduled game.