

MYBSA Softball Rules and Regulations • Rookie League

This is a coach pitch league focusing on player fundamental skill development and fun.

Field Markings	Fair Ball Arc	A 20•ft. arc from 1 st baseline to 3 rd baseline will be drawn. Batted balls must cross the line to be considered fair.
	Safety Arc	A 30•ft. arc from 1 st baseline to 3 rd baseline will be drawn. Infielders must remain behind the line until the ball is hit.
	Pitcher's Circle	A 10•ft diameter circle around the pitching rubber will be drawn. The front edge of the circle must be 33•ft. from the edge of home plate.
	Pitching Rubber	35•ft. from front edge of home plate.
	Adult Pitcher	A qualified & approved coach from each team will serve as the adult pitcher for a given team.
Pitching	Coaching on Mound	The adult pitcher may coach, verbally and non•verbally, while playing the position of pitcher. However, they may not provide any instruction after the ball has been pitched in regard to whether the batter may or may not swing.
	Pitching Motion & Stance	An underhand motion, from a standing position, and at a speed appropriate to the hitter's skill and ability. The adult pitcher will begin the pitch by standing with one foot on the pitching rubber while delivering the ball toward the catcher. A pitching machine may be used if available.
	Field of Play	The adult pitcher must make every effort to avoid/move out of the field of play when the ball is hit. The adult coach may not make a play or attempt a play on the batted ball. The player pitcher will stand on either side of the adult pitcher, inside the circle, and not forward of the pitching rubber.
	Hit by Pitch	If a pitch hits a batter, it is a "no pitch" and the batter continues her turn.
	Dead Ball	A ball caught or played by the adult pitcher will result in a dead ball & the batter will return to the plate. Runners may not advance. If the adult pitcher is struck unintentionally with the batted ball, the ball is declared dead and the batter awarded first base. All runners advance one base. If a thrown ball strikes the adult pitcher unintentionally, the ball is declared dead and the runners return to the last base from which they came.
Batting	Thrown bat	One warning will be issued to players who throw the bat that could cause injury to players, coaches, or umpires. Subsequent offense results in the batter being called out by the umpire.
	Batting helmet	Batters, on•deck batters, runners, and "bat boys/girls" are required to wear helmets with facemasks. Chinstraps are not required, but are encouraged.
	5 pitch maximum	The batter will have a maximum of 5 pitches to hit a fair ball that reaches the fair ball arc. Three swings and misses constitute a strikeout.
	Walk	No walks will be issued.
	Foul ball	A foul ball on the 5 th pitch earns the hitter one additional pitch. If a ball is not batted fair on the 6 ^h pitch, the batter is out.
	Batting order	All players present, regardless of field position, will bat in turn until three outs are recorded or until the maximum number of runs per inning are scored.
	Infield Fly	There is no infield fly rule in the Rookie League.
Bunting	There will be no bunting or fake bunting allowed in the Rookie League.	

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Base Running	Base stealing Leading off	Runners may not steal bases in the Rookie League. Runners may not leave the base until the ball crosses the plane of home plate. This will encourage development of leadoff skills. If a runner leaves early, the umpire will give an official warning. If the same runner leaves early again in the same game, the runner is declared out.
	Halting runners	When a ball is hit to the outfield, runners may advance until the ball is returned to the player pitcher. Upon return to the player pitcher, runners may advance at the risk of being put out to the base to which they were running. If not advancing, runner(s) must return immediately to the base from which they came, and are at risk of being put out. When the ball is in the possession of the player pitcher inside the pitching circle and, in the opinion of the umpire, all plays on runner(s) has ceased, the umpire will call "time" and the ball is then returned to the adult pitcher.
	Overthrows	Overthrows at any base may result in runners advancing no further than the next base. On such plays, runners attempt to advance at their own risk and may be tagged out by the defense. On such plays, the UMPIRE will call time when runners have been stopped by the defense or have advanced to the next base. Note: Only ONE overthrow is allowed per each batted ball. For example, a ball overthrown at second base may not also be considered overthrown at third base on a subsequent throw.
	Sliding	Runners should slide in the event of a close play. If a runner fails to slide and, in the opinion of the umpire, intentionally and maliciously hits a defensive player attempting a tag, the runner will be called out.
	Courtesy runner	A substitute runner may be used for an injured player removed from the lineup for the remainder of the inning. Substitute runners must be the player who recorded the last out before the injury occurred.
	Obstruction Interference	Called when defensive player stands in the baseline when not involved in a play. Runner awarded base to which she was heading. Fielder is permitted to use base paths to field a hit ball. Runner must avoid the fielder. Runner who interferes with the defender is ruled out.
	Positions	An effort should be made to rotate players through positions to teach all players both infield and outfield skills. This is not mandatory every inning or every game, rather a recommendation.
	Playing time	All efforts should be made to allow equitable playing time among all team members. No player will sit out more than two consecutive innings in any one game.
	Catchers	Catcher must wear full equipment and position herself behind home plate and in front of the umpire. Catchers will receive pitches in a manner similar to higher levels of softball.
Fielding	4 th Outfielder	Each team may field ten defensive players with four outfielders. All outfielders must be positioned on the outfield grass.
	Less than ten players	A game may be started with 8 players, and others inserted upon arrival. Any players inserted after play commences are placed at the bottom of the batting order. In the event a team has only 8 active players, an out is recorded each time the ninth batting position is reached.
	Defensive coaching	Each team may have two coaches in foul territory of the outfield. These coaches are for instructional purposes only. No coach may enter the infield without time being called.

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Dead ball

If a ball goes under a fence or becomes lodged anywhere, defensive players must raise their hands to notify the umpire. All runners will advance to the base to which they were running.

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Game Play	Instructional games	Coaches are encouraged to work with one another for the first several games to use them as “instructional games” (umpires enforce rules, no scores kept, play action is “paused” for offensive and defensive instructions as needed).
	Game length	Instructional games: 1 hour, 10 minutes; regardless of number of innings completed. The home team will have the opportunity to bat last. League games: Before local schools are dismissed, games will be 4 innings in length with a maximum of five runs per inning, except for the final inning. A game is considered complete after two innings (1•1/2 if the home team is ahead). After local schools are dismissed, games will be 5 innings in length with a maximum of five runs per inning, except for the final inning. A game is considered complete after three innings (2•1/2 if the home team is ahead). No extra innings will be played; a game may end in a tie.
	Substitutions	Free defensive substitutions are allowed at any time during the game.
	Coach conduct	MYBSA Coaching Code of Conduct is strictly enforced. The MYBSA Board will address any violations. Refer to the MYBSA Code of Sanctions for more detail.
	Rainouts	Rescheduled in order of occurrence. Make-up dates and times will be communicated through the MYBSA website and text systems. Make-up games will supersede previously scheduled practices.
	Weekly games	No more than a doubleheader in any given day and no more than 3 games in a week.
Miscellaneous	Dugouts	Home team occupies third base dugout. Visiting team occupies first base dugouts. Home team must secure game balls and maintain official scorebook. Visiting team must maintain scoreboard during the game. All players must clean up in and around dugouts at the conclusion of each game.
	Uniforms	All players and coaches must wear the uniforms issued to them. No metal cleats are permitted.
	Jewelry	Players may not wear jewelry of any kind on ears, hands, wrists or other adornments to prevent injury to themselves and other players. Exception to this rule is for medical bracelets, which then must be covered to prevent personal and other player injury.
	Temporary players	To prevent forfeits, a team short of players may secure a player from another team for that scheduled game.
	Sportsmanship	All players must adhere to high standards. No razzing, heckling, taunting or distracting chanting against the opposing team, players, managers, coaches, or umpires is permitted. Penalties may include a warning, an out for the offending team, and/or ejection.