

Oglethorpe County Little League
2019 Local Rules
Rookie Softball ages 7-8

The following rules are applied to the 2019 Spring Season of OCLL Rookie softball division in conjunction with the 2019 Little League Inc. Rule Books and Operating Manual.

GENERAL:

- ☐ Home team shall:
 1. Occupy the 1st base dugout during the game
 2. Keep the official scorebook
 3. Supply one (1) new game ball to start the game
 4. Report the game score and pitchers' innings to the league VP within 24 hours of game completion.
 5. Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name –and jersey number.
- ☐ Visiting team shall:
 1. Occupy the 3rd base dugout during the game
 2. Operate the scoreboard
 3. Supply one (1) "good" back-up ball game ball to start the game
 4. Report the game score and pitchers' innings to the league VP within 24 hours of game completion.
 5. Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name –and jersey number.

GAME RULES:

- ☐ DEFENSE – The defensive team shall be allowed no more than ten (10) players in the field at a time. Four (4) players shall be positioned in the outfield. If a team has less than ten (10) players present for a game, that team shall use three (3) outfielders and have a total of nine (9) position players. If a team has less than nine (9) players present at a game, the opponent shall "lend enough players to them when they are on defense to cover nine (9) positions. The players lent to the defensive team shall be the last hitter(s) to bat in the previous inning. When the team that is short players is at bat, they will be required to accept an automatic out for every player lent to them.
- ☐ INNING RUN RULE – A five (5) run rule per inning shall be in effect for each team.
- ☐ GAME RUN RULE – A ten (10) run "mercy" rule shall be in effect after 4 innings of play.
- ☐ THE GAME – All games shall be six (6) innings and shall not begin a new inning after the game has reached 80 minutes.
- ☐ PITCHING RULES:
 1. The pitching distance shall be 35 ft from the back tip of home plate to the front edge of the pitcher's plate.
 2. Each team will use a player to pitch the first two (2) innings of play. Pitchers shall pitch from the pitching rubber. This is an instructional league where the girls shall pitch from a distance that they can reach the plate. Regardless of the starting position of the pitcher, the pitcher's

feet shall remain inside the circle during their entire delivery. The pitcher is not required to maintain contact with the pitcher's plate.

3. No walks are allowed. After a pitcher has thrown 4 balls (not pitches) to any batter, a coach shall pitch. Each team shall supply a coach to pitch to its own players. The batter is allowed 3 hittable pitches from the coach with no more than 5 pitches whether hittable or not. When a batter hits a foul ball with two strikes, the batter shall receive an additional pitch. Coaches shall also remain in the pitcher's circle during delivery.
4. After the first two innings of play, the coach shall pitch to all batters. The batter is allowed 3 hittable pitches from the coach with no more than 5 pitches whether hittable or not. When a batter hits a foul ball with two strikes, the batter shall receive an additional pitch. During coach pitch, a fielding pitcher shall be designated and be stationed within the pitching circle.
5. It is recommended by the league that all pitcher wear face mask. One is provided for all teams.

- ❑ COACHES – Each team will be allowed a maximum of 3 defensive coaches assisting the fielders and 3 offensive coaches assisting the batters. At least one offensive coach will be stationed near the backstop to assist the batters, collect passed balls and pitch when needed. A defensive coach can be stationed near the pitcher to assist until the offensive coach comes out to pitch. No coach may come

in contact with a ball in play at any time. Any coach coming in contact with a "live" ball shall be warned and possibly ejected if repeated; unless in the umpire's sole judgment, the contact could not be avoided.

- ❑ BATTING ORDER – A continuous batting order is required. Any player coming to the game late will be automatically moved to the last batting lineup position.
- ❑ BALLS AND STRIKES – The umpires shall call balls and strikes.
- ❑ BUNTING – Players are NOT allowed to bunt.
- ❑ INFIELD-FLY RULE – The infield-fly rule shall NOT apply to 7-9 Softball.
- ❑ STEALING – Stealing is allowed from 1st and 2nd. Stealing is NOT allowed at home.
- ❑ ADVANCEMENT AFTER A HIT – A player can run until the ball is back inside the pitching circle and the umpire calls time.
- ❑ ADVANCEMENT ON FIELDER OVERTHROWS – Runners can only advance one (1) base on an overthrow to any base. An overthrow will be defined as a ball thrown to 1st, 2nd, 3rd or home plate while attempting to get a runner out. This is allowed once per play. After the overthrow, the runner may advance at their own discretion; however, once the runner reaches the next base, the play will be stopped by the umpire calling "time". The runner is not guaranteed the advancement of a base. Fielders may be allowed to throw the runner out on an attempted advancement. The nature of the rule is to prevent multiple overthrows in the same play. It is in the umpire's sole discretion what constitutes an overthrow.
- ❑ BASE RUNNING – If the base runner has crossed the mid-point between bases when the umpire calls time, they are awarded the next base; otherwise they are returned to the prior base.

- ❑ SLIDING – Each player must make an attempt to avoid contact when advancing to a base when a play is being made. If the runner does not attempt to avoid contact (such as sliding) when a play is being made, the umpire shall call them out.
- ❑ PLAYING TIME – Each Player is to receive 1 at bat and 6 defensive outs in the field per game.

UMPIRES:

- ❑ One umpire is required per game. The umpire will call the game from behind the plate.
- ❑ The umpire will keep the official time and communicate it to the official scorekeeper and both managers.

UNIFORMS:

- ❑ All players on a team shall wear numbered uniforms identical in color, trim and style as provided by OCLL
- ❑ Shorts are permitted – however approved ball pants are encouraged for safety purposes.
- ❑ Wearing of hats, visors, and or mask are optional for each player while on defense.
- ❑ No Jewelry (watches, rings or necklaces unless it is a specific alert to a medical condition.) Please note that this includes no ponytail holders placed on the wrist.