

Rules for All Divisions:

1. The only acceptable reasons for game reschedule are rainout / field closure, and umpire availability.
 - a. If a team is short on players, they may borrow players from other teams. Borrowed players must be registered and active players for D3 Little League in the current season. Borrowed players must be placed at the bottom of the batting order. Borrowed players must meet the age requirements.
 - i. Borrowed players must wear the jersey of their primary team while playing for another team so that they can be easily identified.
 - ii. Borrowed players are not allowed to play pitcher or catcher for the team they are subbing for.
 - iii. Borrowed players can be borrowed from older leagues only if that player is age eligible for the league they are being borrowed in.
 - b. **For Rookies, Minors and Majors league only** - a borrowed play may only play outfield positions. This rule is to be monitored / tracked by the coaches, not the umpire. There shouldn't be a question about this, and it shouldn't need to be challenged. The rule is clear here; it has been modified based on collective feedback across all leagues from past seasons; this is why we are all agreeing to adjust it.
 - i. **If there are only eight (8) players and/or not enough players to fill the infield (injury or not enough players) then one (1) of the borrowed players may play the infield and be rotated with the other borrowed players to fill the missing infield position.**
 1. A borrowed player may play an infield position three (3) different innings per game only - e.g., a borrowed player can only play shortstop for one (1) inning, second base for one (1) inning, third base for one (1) inning or first base for one (1) inning.) This means they can play 3 of the 4 infield positions of the coach's choice. If the game goes beyond three (3) innings and the borrowed player has exhausted all infield positions, the borrowed player must play in the outfield for the remainder of the game.
 2. If a regularly rostered team player arrives late, then they play the infield and the borrowed moves to the outfield and remain in the outfield. A borrowed player may play an infield position 3 different innings per game only. (E.g., a borrowed player can only play shortstop for one (1) inning, second base for one (1) inning or third base for one (1) inning) So that means they can play three (3) of the four (4) infield positions of the coach's choice. If the game goes beyond three (3) innings and the borrowed player has exhausted all infield positions, the borrowed player must play in the outfield for the remainder of the game.
2. Rookies and Minors – During the regular season teams may borrow up to three (3) players to get to 10 players max.
3. Rookies and Minors – During the post season or playoffs teams may borrow up to two (2) players in to get to 10 total players
4. Majors and Juniors/Seniors – During the regular season teams may borrow up to three (3) players to get to nine (9) players total.
5. Majors and Juniors/Seniors – During the postseason or playoffs teams may borrow up to two (2) players to get to nine (9).
6. Teams need at least eight (8) players to start a game.

Minor League Softball – Rookies Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 30 feet.
2. No player may sit twice before every player sits once. Local mandatory play rule
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 30 minutes. During the regular season, no new inning will start at the 5-minute mark, unless the game is tied. If tied then one more inning will be allowed.
5. A regulation game consists of six (6) innings of play, or played and time expires. A game is official after four (4)innings of play if called by weather or other circumstance.
6. If a team is ahead by 15 runs after three (3) innings or 10 runs after four (4) innings, the game shall end and is considered official.
7. Each fielding team shall be allowed three (3) field coaches. One coach can be positioned on the left field foul line, one coach can be positioned on the right field foul line and one coach can stand behind the plate as assistance for young catchers to return the ball to the player-pitcher or coach pitcher in a timely manner. The coach behind the plate cannot provide coaching instruction. Any other assistant coaches must remain in the dugout if they aren't one of the three designated field coaches.
8. Each batting team shall also be allowed two (2) baserunning coaches. One coach can be positioned at first base. Once coach can be positioned at third base.
9. Rule 7.08 (3) states "A.R. - There is no must slide rule."

Pitching:

10. A player will pitch during the first two innings of play, then a coach will pitch the remainder of the game. Each time the player-pitcher reaches four balls on the batter, the batting team is allowed a coach to deliver up to three pitches to the batter. The player-pitcher shall return for subsequent batters.
11. Balls and strikes do not carry forward from the player to the coach-pitcher.
12. Beginning in the 3rd inning, the coach-pitcher may deliver up to five pitches to each batter.
13. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a four-foot arc, in the umpire's judgement, shall count against the batter as one of their allowed number of coach-pitches.
14. Coach pitcher must start with one foot on the pitching rubber.
15. The batter will be ruled out after three swinging strikes or if the ball is not put into play after the allowed number of coach-pitches.
16. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
17. Once the batter puts the ball into play, the coach-pitcher must stop coaching, try to leave the field and allow the base coaches to communicate with the base runners. The coach-pitcher must attempt to get out of the way of the player-pitcher. If it is deemed, in the umpire's judgement, that the coach-pitcher did not attempt to get out of the way of the player-pitcher, regardless of contact being made with the player, the umpire shall call the batter out for coach obstruction.
18. If a coach-pitcher is struck by a batted ball, the play will be called dead and treated like a dead ball. Redo the pitch.
19. The penalty for an illegal pitch is a ball.

Fielding:

20. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position with no further defensive rotation restriction.
21. All players in the field must wear a fielder's mask at all times.

Batting:

22. All players in attendance bat in a continuous order.
23. Bunting and slashing are **NOT** allowed.
24. The dropped third strike rule is **NOT** in effect.
25. The infield fly rule is **NOT** in effect.
26. A player that is hit-by-pitch may be awarded 1st base or continue the at-bat. It is to be player's choice. (not up to the coach)
27. No team can score more than 5 runs in an inning. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.
28. During the Playoffs, no team can score more than 5 runs during the first three innings. Innings 4-6 runs are unlimited subject to batting through the line up one time or achieving three outs.

Base Running:

29. Once an infielder has possession of the ball inside the basepath and the initial advancement of baserunners has occurred, and the fielder is not making a play, (trying to tag a runner, tag a base, chasing the runner or making a throw) time is called. Any runner more than halfway to the next base may advance, at their risk, trailing runners may also advance if they are more than halfway, and the next base is open.
30. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow. If an overthrow happens to another base, during the same sequence, the runner may not advance. It is strictly **ONE BASE** on an overthrow regardless of what happens after that first over throw. The ball is considered dead once said player reaches their **ONE BASE**.
31. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
32. Leadoffs and base stealing are **NOT** allowed. All runners must remain in contact with the base until the ball is put in play by the batter. A runner leaving their base before a ball is put into play will be called out.
33. If a baserunner steps off the base in between pitches when the ball is dead (e.g., after a foul ball, when the pitcher is out of the circle prior to the pitch, etc.) it is up to the umpire's discretion to call the runner out if he/she believes the baserunner is making a clear effort / attempt to advance to the next base. If the umpire determines a player's temporary break of contact with the base was not egregious, the umpire has sole discretion to declare the runner safe or out. Umpires can opt to issue a warning for a first offense and choose to call a player out for subsequent infractions.