

Somerville Baseball Inc

PO Box 77

Somerville, NJ 08876

www.somervillebaseballinc.com

somervillebaseballinc@gmail.com

Intertown Girls Softball League

Revised 3/20/25

Rookies Division – 1-3 grade

Purpose:

To promote, develop, administer and instruct players in softball. The emphasis shall be FUN and SKILL DEVELOPMENT with maximum participation leading towards learning in a recreational environment. Winning is a byproduct of the recreational activity rather than the only product. The philosophy of winning at any cost shall not be adhered to by participants and coaches in the Intertown League.

Rules:

Rookies Softball Rules:

All participants, players, coaches, managers as well as parents, are required to read and sign the Code of Conduct and Medical Release forms prior to playing. This forms will be held by the manager.

1. **Playing Field**

Bases will be 40 feet apart in a diamond shape from home plate. The pitcher's plate will be 35 feet from the back point of home plate.

2. **Official Game**

A) Games will have a 2 hour hard stop, no full inning should start after 1 hour and 40 minutes, coaches will keep the time. Weekday games will typically start at 6:00pm, unless otherwise noted.

B) An official game shall consist of:

League	Innings per game	Official game in the event of rain/darkness	Official game in the Event of rain/darkness If home team leading
<i>Rookies</i>	4	3	2 ½

C) All games that are suspended or rained out will be made up at the first available date. Managers must contact the appropriate league commissioner to get available field time.

D) Once a game has completed one full inning, and the game ends due to weather, darkness, etc. The

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game will be considered suspended, and scheduled for a later date, continuing from the moment the game was called.

- E) If the game is less than one full inning, the game will start over completely.
- F) Rookie softball does not use umpires.

3. **Pitching**

Coaches pitch to their own teams. Coaches may pitch underhand or overhand. While coaches pitch, there will be no walks or awarding first base when hit by a pitch. Players can strike out swinging. No called strikes. The coach who is pitching should make reasonable efforts not to interfere with any hit ball or subsequent play by the defense, but if a hit ball does hit the coach, it remains a live ball.

4. **Batting & Base Running**

- A) Any player who over slides a base due to movement of the base and has reached the base safely will be safe unless in the umpire's judgment, the runner attempts to advance to the next base. If a moveable base is pushed away during a slide, the player is to remain where the base was and not chase after the base to be considered safe.
- B) Base runners may only slide feet first into the base. Sliding is encouraged but not required. No head first sliding. Runners may dive back to a base headfirst if he/she overran the bag and is trying to get back to the base.
- C) Any base runner purposely bowling into a fielder will be ejected from the game.
- D) Every player on a team bats the whole game. Batting order stays the same throughout the whole game, with late-arriving players being inserted at the bottom of the line-up.
- E) No runner may leave the base until the ball is hit.
- F) Baserunning will consist of base to base (1 base at a time) running. This is to avoid needless over-running and throws.
- G) No infield fly rule will be called, and no tagging up will be allowed. If a fly ball (or line drive) is caught, and a base runner is off the base, a play can be made to get the runner out at the base he/she should be returning to. If the play to get this runner does not succeed, the runner returns and stays at the base and cannot tag up and proceed to the next base. If no play on the runner is attempted, the play is over and the base runners must return to the base they occupied. This rule does not allow for tagging up but does teach the runner they cannot run on caught fly balls without consequence.

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H) On any third strike, the batter is out whether the catcher catches the ball or not.

5. **Lineup Batting Rule** *Rookies*

- A) Each half inning will consist of the batting of all players. This rule applies to all innings. After all batters have batted the half inning is over.
- B) The manager shall announce to the umpire when the final batter takes his/her place in the batter's box. The softball should be played as if there are two (2) outs, and any out made ends the inning. If the batter hits a fair ball and reaches base safely, the inning shall be terminated as soon as the ball is dead.

6. **Defensive Positions**

- A) No more than ten (10) defensive players are allowed on the field at one time. The extra defensive position is in the outfield, where the positions are to be right field, right center, left center and left field. (The extra outfielder should not be positioned as a short fielder).
- B) Two coaches may be in the field to assist players while their team is on the field. These coaches must make reasonable efforts not to interfere with any play.

7. **Substitution**

Every player must meet the minimum playing time as indicated below. Substitutions are the Manager's responsibility. Violation of this rule will result in an automatic forfeit, which will be strictly enforced by the Commissioner.

League	Minimum Defensive outs Per Game	Miscellaneous
<i>Rookie</i>	6	Defensive substitutes will be rotated into the game every time that the team takes the field. No player may sit two (2) consecutive innings on the bench.

8. **Postponements**

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All postponed games should be made up at the earliest available date. Games must be made up within 15 days of the postponement or both teams will forfeit. Managers must notify their commissioner/town rep when rescheduling games. Commissioners/town reps are responsible for making sure umpires are notified of the rescheduled date. (Home Managers are to notify visiting Managers from other towns of postponements prior to 5:00 p.m., or a reasonable time). If the weather is uncertain, assume there will be a game.

9. Miscellaneous

- A) While the game will have no umpires and three outs do not end an inning, it is encouraged that coaches on the field call outs as they happen. It is recommended that when an out is recorded, the runner that is out go back to the dugout. This begins to teach the kids more about how the game is played and opens the game up to a large variety of situations to teach. Please do not argue about calls that coaches make.
- B) No jewelry shall be worn by players.
- C) Catchers must wear protective gear.
- D) No metal spikes are allowed. Any player wearing metal spikes will be asked to remove them. If they do not comply, they will be ejected from the game.
- E) All players must wear their team jersey in order to play.
- F) A maximum of four (4) non-players are allowed in the dugout.
- G) All non-players who are in the dugout must be certified to coach on the field.
- H) Home team is to provide two (2) game balls. (10 inch softball – soft training balls are OK)
- I) When a thrown ball enters a dead ball area, play is stopped. The coaches will award all runners 1 base from the last base reached safely prior to the release of the throw.
- J) Harassment of any player by either team shall be cause for ejection. Taunting (deliberate distraction, belittling opponent) shall not be allowed. Clapping while on the bases (as a distraction to the fielders) will not be permitted.
- K) No composite bats will be permitted. Bats cannot be larger than a 2 ¼” barrel and 32” in length.
- L) Helmets with face guards are worn.

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M) Score will not be kept or recorded. No winners or losers.

N) Emphasis on fun and teaching skills