



Spring Interleague Rules

The following rules MUST be followed for the entire season. This includes “in-house” games for teams participating in Interleague Play. “Gentlemen’s” Agreements or Modifications to these rules ARE NOT permitted. Violations are subject to disciplinary action.

Rookie Softball

The Washington District 1 Interleague Rookie Division of Softball shall play by the official Little League Rules and Regulations Rule Book. In addition, the leagues of District One have approved the following Interleague Rules for purposes of proper instruction, rule emphasis, and safety of players and volunteers.

1. Age Alignment: The age alignment will include players league ages 7 and 8 and qualifying 6-year-olds.
2. Game Length. A game will start no later than 15 minutes from its scheduled start time.
 - a. No new inning may start after one hour and 15 minutes have elapsed from the scheduled start time.
 - b. All games shall be stopped at one hour and 30 minutes from the scheduled start time, **NO EXCEPTIONS**.
3. Scorebook. Each team will be required to maintain a scorebook at each game for the primary purpose of recording runs scored. Player’s names will be recorded in the scorebook with last name and first initial. Scores will not be posted, and standings will not be kept in this division.
4. Adult Volunteers. Only a total of FOUR league-approved adults are allowed in the dugout or on the field during a game. ONE adult must be in the dugout area at all times per rule 4.05.
5. Volunteers on the field.
 - a. Offensive Team. The team at bat shall position one coach in each of the first and the third base coach’s boxes, respectively, and one coach at the pitcher’s position.
 - b. Defensive Team. The defensive team may position up to two volunteers on the field. One may be positioned near home plate in foul territory, and another positioned between the infielders and outfielders.
6. Umpires. The 1st and 3rd base coaches will also act as the respective base umpires. The defensive team coaches on the field will umpire 2nd base and home plate.
7. Softballs. The softballs used in this division of play shall be 11” safety softballs.
8. Pitching Rules.
 - a. Pitching shall be at 35 feet. The pitching coach may not direct base runners.
 - b. The defensive team will provide a player pitcher who will be positioned a safe distance from the pitching coach. All live balls hit to the pitcher’s position must be fielded by a player; **coaches will not field a live ball**.
 - c. All batted balls hit into fair territory will be considered a “live” ball.
 - d. Pitches to a Batter:
 - i. Coach/Machine Pitch Only. Games played on or before 04/28/2025. The batter will receive up to four (4) pitches to put the ball in play. After the fourth pitch, a batting tee will be allowed.
 - ii. Coach Pitch/Machine Only. Games played between 4/29/2025 and 05/19/2025. The batter will receive up to five (5) pitches to put the ball in play. After five (5) pitches the batter will be out if the batter doesn’t put the ball in play. If the batter fouls the fifth (5th) pitch they will get one additional pitch to put into play or the batter shall be out.
 - iii. Coach/Machine Pitch and Player Pitch. Games played beginning 05/20/2025 and thereafter. Player pitch shall be introduced. Players shall pitch the first two innings and Coaches shall pitch the last four innings or until the time limit has been reached, whichever comes first. No walks are permitted during player pitch. Upon the occurrence of ball four, the coach shall enter the game and pitch up to three (3) additional pitches to the batter. The at-bat shall end on the sooner of (1) the player putting the ball in play (2) the player swinging and missing at strike three or (3) three pitches completed, and the ball is not put in play.
 1. Upon the occurrence of (2) or (3) the batter shall be declared out.



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- e. If a batted or thrown ball hits the pitching coach, the play will be declared dead and all runners, including the batter, will advance one base.
 - f. The catcher will throw all pitched balls not hit by the batter, back to the pitcher after each pitch.
9. Playing Rules.
- a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be used.
 - b. The dropped 3rd strike rule shall not be used.
 - c. Each team's offensive inning will end when that team has scored five (5) runs or the defense has recorded three (3) outs, whichever comes first.
 - d. The 8, 10, or 15-run rules will not be utilized at this division of play.
 - e. Overthrows/Extra Bases. Players shall not advance on an overthrow. Players can earn an extra base for a hit that passes beyond the outfielders (advancing at their own risk of being tagged out).
 - f. Playing Time. Unlimited substitutions between innings. No player will sit for more than two innings per game. Players shall not play more than two innings at the same defensive position (except Catcher may play up to three innings). Managers are encouraged to provide every player with the opportunity to play an infield position in every game.
 - g. Ten players must be used, if available. When 10 are used, four must be in the outfield.
 - h. Outfielders must be positioned at least 15 feet behind the baseline.
 - i. Six Players are required to start a game.
 - j. Bunting. Bunting is not permitted.
 - k. Stealing. Stealing is not permitted.
10. Protests. Protests are not permitted in the Rookies division of play.
11. Rescheduling Games.
- a. Managers are expected to confirm in advance of each game the location, time, and field; and status of inclement weather, if pending.
 - b. Inclement Weather. All efforts should be made to play games safely in inclement weather.
 - 1. A minimum of two-hour notice is to be provided if a game is canceled due to weather. Failure to provide proper notice may be grounds for forfeit and the game will not be rescheduled.
 - 2. If a two-hour notice is not possible, failure to show up at the field to greet and notify the team of the cancellation shall be grounds for forfeit and the game will not be rescheduled.
 - c. Cancelled games due to field conditions or school activities are not required to be rescheduled
 - d. Cancelled games due to player availability, other than school activity, shall NOT be rescheduled
 - e. Teams should play a minimum of 12 games per season
 - f. Reschedule Procedure. Rescheduling of games shall be the responsibility of the managers.
 - 1. It is the responsibility of the home team manager to provide a field for a rescheduled game
 - 2. The following rescheduled game information must be provided to WAD1.schedules@gmail.com
 - i. District Schedule Game Number
 - ii. Reason for Cancellation or Reschedule
 - iii. New game date, time, and location.