

## MAJOR GIRL'S SOFTBALL LOCAL & HIGHLIGHTED RULES Rev 2/08

1. Each Manager is allowed 2 coaches in the Dugout/ field area. They must have a LL ID badge. No more than 3 adults, total including the manager are allowed in the field area. No siblings, or friends of the players are allowed. No children (not on the team) of the Coach or Manager are allowed. Please keep your players orderly while in the Dugout, no bats or balls are allowed in the bench area of the Dugout.
2. No Coach or Manager is allowed outside of the Dugout cage unless they are a 1<sup>st</sup> or 3<sup>rd</sup> base coach.
3. All games consist of SIX (6) innings, with no new inning starting 2 hours after the scheduled start time. All teams should conduct their warm-ups and complete their game within the 2-hour time limit.
4. Each team will supply 1 new game ball for every game
5. Each team will field Nine (9) positions.
6. A team must have at least 9 of its rostered players to start a game. If a team cannot start the game within fifteen minutes of its regular start time forfeiture will be reviewed and granted by The Warwick Little League Board of Directors. The game should be played by having the other team provide defensive coverage with the last batter scheduled that inning. Players may elect to play with that team for the entire game. The purpose is to play the game.
7. Use of Guest(s) players: One player from another team may be used to fill the roster for the purpose of playing a scheduled game. Up to 3 players may be used. These players must bat at the end of the line-up and fulfill the minimum play requirement. They are to play the outfield with the teams original players fulfilling the infield positions. Any guest player asked to appear at a game shall be used even if a player unexpectedly shows up as the team's original 9<sup>th</sup> player; unless the player chooses to leave. These players will be selected from a pool of pre-registered players that have volunteered to be used as substitutes. (See your commissioner)
8. All players in attendance will bat in an order that the manager submits before the start of the game (13 players, 13 batters). If a player is unable to bat due to injury/sickness their spot will be skipped over with out penalty. If a player arrives late, they will bat at the end of the order if the manager so chooses to use the player. Once the game starts the batting order can only be added to but not changed. The opposing manager must be notified if a player becomes injured and cannot bat. If an injured player is able to re-enter later in the game, they must re-enter in the same position in the batting order after notifying the opposing manager. **Local Rule and rule 4.04.**
9. No leading off base after the pitcher enters the 8-foot radius circle surrounding the pitcher's rubber with the ball. The runner may not leave the base until the pitched ball has been batted or crosses the plate. The umpire will call out any runner who leaves early. (See Dead Ball **Rule 7.08** or **Rule 7.13**)
10. Stealing is allowed. **5-Run Rule:** runners may steal until the team at bat is ahead by 5 runs or more. From that point on, runners may not steal home on passed balls or wild pitches. Runners may continue to steal second or third base. This rule applies to ALL innings of the game; including the last inning. A team that is up by 10 runs or more may not steal any base **Local Rule**
11. **5-Run Rule-** each half inning ends if a team scores 5 runs. **8-Run Rule** applies in the 6<sup>th</sup> inning, or any inning that the umpire declares will be the last inning in a shortened game due to the 2-hour limitation. The umpire may be prompted by the managers about this situation if this is not address at the proper time. **If unable to complete the last declared inning due to natural cause (weather, darkness, etc) results should revert to the last completed inning. Rule 4.11 (d) / 4.12**
12. No Headfirst Sliding. Any runner who slides head-first while advancing is automatically out; you may dive back to avoid a pickoff attempt. Rule **7.08 a (4).**

13. When a runner is off a base after a pitch or after a batter completes a turn at bat, and while the pitcher has the ball in the 8-foot radius circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled. If the runner does not immediately advance or return, the umpire will call them out. (See **Rule 7.08 (a) 5 note** for details. Coaches should become very familiar with this rule)
14. A batter who receives a walk may continue past first base (to steal second) as long as second base is unoccupied. They must not stop or hesitate after passing first base while the pitcher has the ball in the 8-foot radius circle or the umpire will call them out. This is still a judgment call by the ump. Taking a step past 1<sup>st</sup> and then immediately returning back to the bag does not constitute an attempt to advance. **Rule 7.08 c and j.**
15. Any player may pitch for up to nine (9) innings in a game. If a pitcher throws one pitch in any inning, it will be considered to be one full inning of pitching. A pitcher who throws more than one inning must have one full calendar day of rest between starts and may not pitch more than eighteen (18) innings in any given calendar week. Each calendar week begins on Sunday. Not more than 5 pitchers in a game except if injury/illness to the 5<sup>th</sup> pitcher. (See Pitching Rule VI and section 8.0 for details) **Local rule requires managers to track all innings pitched on the inside cover of your scorebook and to be signed off by the plate umpire.**
16. **The pivot foot of the Pitcher** must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground as long as the pivot foot remains in contact with the ground. When the pivot foot leaves the ground it is considered a leap and an illegal pitch.
17. Once a pitcher is removed from the mound, they may **not** re-enter the game as a pitcher.
18. Obstruction, see **rule 7.06 a note 2.** , ...if a defensive player blocks the base(plate) without possession of the ball the runner is declared safe and a delayed dead ball shall be called. (“In the act of fielding” was removed).
19. Interference, see **rule 7.08 b, 7.09 d** ...if a ball should pass an infielder or other fielder able to make a play it is not interference. (**Judgment call**).
20. DROPPED BALL is a ball, which slips from the pitcher’s hand after the pitcher takes a position on the pitcher’s plate, or goes directly from the pitcher’s hand straight to the ground during the pitcher’s motion. This can be while the pitcher is just standing on the pitcher’s plate, during the back swing or up to the delivery of the pitch in the windmill motion. A drop is distinguished from a pitch in that a pitch must have lift and carry past the release of the hip and a drop slips from the hand and/or goes straight and direct to the ground. Penalty: **See 8.07(a). There is no balk in softball 8.05.**
21. Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date. **rule 9.01(f)** A supervisor, board member or plate umpire may reduce the offending teams staff by one coach and assign that coach to remain there for the rest of the game to assist in control of spectators.**Local Rule.**
22. No inning shall start after 10pm.
23. At no time may a manager or coach or home plate umpire appeal, attempt to overrule or manipulate the call of a student umpire. Student umpire calls are final. A student umpire may (on his/her own accord) appeal his/her call to the home plate umpire. Like the rest of us, student umpires will make occasional mistakes, but they should be treated with respect at all times.
24. All rostered players in attendance must participate in a minimum of two (2) consecutive and complete innings, plus one (1) additional inning in a regulation game. If a player is unable fulfill their obligation due to a shortened game, this player must start the following game. If one team plays 6 innings and a player does not get

her 3<sup>rd</sup> appearance in the field then she must start the next game and get a minimum of 4 innings in the field. (one was owed and the 3 required minimum for the current game) **Local Rule**

25. No manager or coach is allowed to warm-up the pitcher. Players who warm-up the pitcher must wear Little League approved mask with helmet and protective throat guard.
26. **“Speed up “ Rule:** If the offensive teams catcher is a runner on base and there is two outs; the team must remove the catcher and replace her with the last batted out. This will allow the catcher to get dressed and be ready to warm up the pitcher.
27. ***Entire infield must be dragged & raked after each game or practice by both managers/coaches.***
28. All equipment must be put away in the shed or job box and locked at the end of each game.
29. Each adult umpire (or student plate) has the authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. (See Rule 9.01-(d))
30. While the team is at bat the manager should determine the position of the players for the next time in the field. If he /she are busy then this task should be assigned to one of the coaches.
31. Players are not allowed to leave the dugout area unless there is a need to use the bathrooms. Players are not allowed to sit in the stands and run back and forth. Any player unable to listen and respect their coaches will be asked to leave the dugout area and be removed from the game. This action will require a report to your commissioner and board of directors.
32. The only personnel allowed in the dugout area or field is authorized personnel. At no time is a non approved volunteer or siblings allowed to stay in the dugouts.

**33-See clarification of Rule 7.08A (1) “Running out of baseline”**

34- **See Rule 7.15 use of double first base**

35- **See Rule 6.02 called strike on batter without pitch thrown.**

36- This is a list of some highlighted rules. All managers and coaches are responsible to be aware of these rules listed and the Little League rule book that is issued at the start of the season. You are all responsible for teaching these rules to all the players and hopefully make parents aware as well. Please direct them to the website should they want to inquire further.

The board expects to see every team develop 1<sup>st</sup> year and 2<sup>nd</sup> year players for pitching. If we see a team not abiding by our goal of pitching development; the board reserves the right to implement a local rule to see that these goals are met.