

MINOR GIRL'S SOFTBALL LOCAL & HIGHLIGHTED 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 1st or 3rd base coach. They must ask permission from plate umpire after play has stopped and be granted permission to approach.
3. Strike zone will be from shoulders to knees.
4. 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 game within the 2 hour time limit.
5. Each team will supply 1 new game ball for every game
6. Each team will field Nine (9) positions.
7. 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; a forfeiture will be reviewed and granted by The Warwick Little League Board of Directors. Players from the opposing team will be used to fill in rosters for the purpose of playing a scheduled game.
8. **Up to three guest players may be called in as substitutes for missing team players. These guest players should be within the same division and arrive in their team uniform (If is advised to have a copy of the medical release with them in case of emergency). Any guest player asked to appear shall be used even if the team's 9th player arrives unexpectedly; unless the guest(s) player(s) chooses to leave. Use of guest players should be reported to your commissioner ASAP.**
9. The entire roster bats throughout the game—13 player, 13 batters. Only players present shall be in the batting order. Any player arriving late to the game is placed at the end of the order. If a player is injured or sick, simply pass over their spot and go to the next batter. A player may return to their original spot in the line-up when able to.
10. 5-Run Rule- each half inning ends if a team scores 5 runs. 8-Run Rule applies in the 6th inning, or any inning that the umpire declares will be the last inning, in agreement with the team that is on the losing score in a shortened game due to the 2-hour limitation. If the losing team declines to go by the last inning rules and wants to continue the current format of regular inning rules because they feel they can get in the other inning then they are taking a chance that if the successive inning is not complete then the score rolls back to the last completed inning. **No game will continue into the next time slot at all. Game is over and the final score rolls back to the last completed inning.**
11. No Leading off base after the pitcher enters the 8-foot circle surrounding the pitcher's rubber. The runner may not leave the base until the pitched ball has crossed the plate. Any runner who leaves early will be called out by the umpire. **Dead Ball Rule**
12. **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**
13. **Sliding is a must!** The runner must slide to avoid contact with a fielder into any base, feet first, where there is a possibility of a play, especially at home plate. Players should slide into home plate as a rule to avoid collision with the catcher. This does not give the fielder the right to block or stand on the base without the ball. If there is a batter up when a steal is occurring at home plate, the batter must step out of the batters box to avoid interference. If the batter does not step out of the box, they will be called out. This is the umpire's judgment call and should not be argued. Umpires will be encouraged to give the batter direction when possible.
14. No Head-First Sliding. Any runner who slides head-first is automatically out when advancing toward the base. Returning back to a base is allowed.

15. The ball becomes a Dead Ball when it is returned to the pitcher within the 8-foot circle.
16. **Any player may pitch** for up to six (6) 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 player may pitch one inning and be available the next day. If a player pitches more than one inning; then the player needs one calendar day rest. A player must have one full calendar day of rest before pitching again and may not pitch more than six (6) innings in any given calendar week. Each calendar week begins on Sunday.
17. **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.
18. **Once a pitcher** is removed from the mound, they may not re-enter the game as a pitcher.
19. For the beginning of the season, each batter will start with a 1-1 count (1 ball & 1 strike). This may remain in effect for the entire season.
20. **Hit by Pitch:** Player must make an attempt to move out of the way. Unless in the judgment of the umpire the batter froze. If she does and is hit by ball, player takes first base. Player does not take base if ball hits ground first, & a ball is called. Any ball that is pitched and not swung at and lands on the plate shall be ruled a ball. In the rule book.
21. Players should remain in the dugout, behind fence at all times—unless fielding a position or batting
22. **Players that are batting and returning to the Dugout MUST KEEP HELMET ON until they are behind the fence of the Dugout!**
23. There is no on-deck position. Players may not swing the bat or hold the bat in an unsafe manner while on, around or near the playing field or batting facility.
24. Players who need to leave the bench during a game will do so only with the permission of the manager or coach.
25. All equipment must be put away in a job box and or shed and locked at the end of each game. Any missing equipment should be reported to the concession stand and to your commissioner.
26. *Entire infield must be dragged & raked after each game or practice by both managers/coaches. Please do not use young children!! Then dragging should start from the grass line and worked toward the middle. During times of high heat and elevated temps. The field should be watered down to preserve the moisture and the condition of the field.*
27. Protests will not be accepted by the Warwick Little League Board of directors.
28. Double Headers are not permitted. No team may be scheduled for two games in one day. (Exception: See rule 4.12)
29. 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. This rule applies just prior to and during game time.
30. The catcher may wear a catcher's mitt or any other glove including a first baseman's mitt. Spare players not playing on the field should be assigned to warm up the pitcher between innings. **This player must wear the catcher's helmet.**
31. The official pitching distance is 35 feet.
32. Each umpire 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))
33. 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.

34. All rostered players in attendance must participate in a minimum of two (2) consecutive and complete innings, plus one (1) additional inning. When using the continuous batting order, the innings do not have to be consecutive but they must be complete.
35. If there is no assigned plate umpire, both teams shall split three innings apiece or can use a person who has an ID and is authorized to wear such ID. If a manager is solo with no help. Then He/she shall remain in the dugout at all times. The other team in this case shall provide a coach or authorized person to fulfill this task. **Under no circumstances are you to use a student field umpire, unless they have prior training by the head of Umpires. (CJ Bulnes)**
36. Bunting is not allowed.
37. Coaches and Managers may not at any time assist or aid the runner in any way. This includes touching or pushing them on or off of the base to complete a play. **Coaches and Managers may not leave the coach's box on the first or third base lines, do not cross the lines.** The only exception would be to avoid interfering with a play or for an issue having to do with safety. They are not to physically assist in anyway the base runner or that runner will be called out. (This is not a "Dead Ball" violation, the ball remains live and the ruling will be made when the play stops).
38. Players must be in full uniform in order to participate in a game. Visors are not required, but if worn must be worn appropriately. Shirts must be tucked in and bloused out if necessary. No jewelry may be worn.
39. **Access for the lights should be inquired for, before the start of any game that may need during the course of play. Don't wait to inquire at the time it is needed**
40. **"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.
41. All managers should assign one of their coaches to determine any filed changes for the next inning while batting in their half of the inning. It should take no more than one minute to change sides and put players in position. It is better to have a player play one position and learn it than have them change every inning. Let them learn another position at the next game. Use your discretion. If we take 3mins to change each inning then we lose almost 20 mins per game time.
42. If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall call a strike on the batter without the need for a pitch to be delivered. The ball is dead, and no runners may advance. After the penalty, the batter may take a proper position and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out. **Rule 6.02 – (c)**
43. See Rule 7.08 **"When runner is out of the baseline"**
44. See Rule 7.15 **"Clarification of use of safety bag at First base for batter runner and fielder"**

These rules are to be followed and supersede the rule book and must be followed! No one is to alter or modify any rule without prior approval of the Board.