

Minor Softball Local Rules

LITTLE LEAGUE RULES TO GOVERN ALL PLAY WITH THE EXCEPTIONS OF THE FOLLOWING:

1. Play will be 6 innings or 1 hr & 30 min & finish that inning. A complete drop dead time of 1 hr & 45 min, if reached the final score will be taken from the previously finished inning.
2. Pitcher starts inning. If 3 walks in an inning coach has option to call coach in to complete inning (defensive coach calls in offense coach to pitch to their girl). After 5 walks mandatory coach comes out to finish inning. (Pitcher still plays defense position).
3. Coach will give batter 5 pitches. If batter can not put the ball in play after 5 pitches batter is out.
4. Once pitcher has the ball—if runner has not crossed halfway between bases—runner goes back to previous base. If runner has crossed halfway, goes to that base.
5. Batted ball and play at first base and ball is overthrown (into foul territory), player may advance only one base (at own risk). Unless play is attempted at 2nd base.
6. No stealing home, unless play is attempted.
7. Ball is considered dead when the pitcher has the ball in the pitchers circle
8. No pitcher can start two games in a row.
9. You will bat everyone on the team in the line up for that game day. You bat through your line up or 3 outs whatever comes first. This will be our slaughter rule. 10 run rule will not be in effect with this rule.
10. Will play with 10 girls in the field. There will be 4 outfielders. All outfielders must be at least 15 feet on the grass.
11. Courtesy runner for catcher. Runner is the last batted out.