

2010 Minor League Softball Rules

CLL/WCLL, CVLL rules in blue

Rosters: Official rosters of each team will be filed with the *Little League Softball Assistant District Administrator* before the first game. Rosters may be of any size. Roster changes will be submitted to the *Little League Softball Assistant District Administrator* within three calendar days.

Home Team: The team listed second on the scheduled playing date is the home team and shall have the playing field for ten minutes at twenty minutes before game time for their warm ups.

Visiting Team: The team listed first on the scheduled playing date is the visiting team and shall have the playing field for ten minutes at ten minutes before game time for their warm ups.

Playing Field: Prior to the start of the Minor League Softball season, each participating league will prepare ground rules that are unique to their fields. *A copy of these ground rules will be supplied to the Little League Softball Assistant District Administrator.* These ground rules shall be covered at the pregame conference with the umpires. Each league is responsible for the preparation of the fields.

Softball: Softballs will be 11", white or optic yellow, leather or synthetic leather and normal flight.

Umpires: The home team shall provide a minimum of two umpires, 16 years or older.

Starting Time: Weekday games will start at 6:00PM. (Unless prior arrangements have been made.) Weekend games will start at the scheduled time. Every effort should be made to reschedule games not played due to weather. *2 hour time limit on all games: no new inning shall start after 2 hours of elapsed time from the start of the game. Coaches will ensure the game keep moving by supplying a player with a catcher's helmet to warm up their pitcher between innings.*

Ending the Game: On Saturdays, no inning shall start 20 minutes before the start of the next game. A new inning starts when the third out of the previous inning has been made. Once an inning starts, it shall be completed unless halted by an umpire or if the home team is ahead at the conclusion of the visiting teams at bat or when the home team scores the winning run in their half of the inning. Any game that has not completed two full innings will be resumed from where the game was halted and continue till the end of the second inning. This will be done when the teams play the next scheduled time. The home team prior to the start of the game may impose a time limit.

Half Inning: A half inning shall end when the defensive team has recorded three outs or when the offensive team has scored 5 runs. (If more than five runs are possible due to a hit ball put into play, only the fifth run will count and all subsequent runs are not counted.) The 6th inning and any inning thereafter shall be played with no restrictions.

Regulation Game: A regulation game shall consist of two innings.

Darkness: Calling the game due to darkness is the **sole judgment of the umpires** and not any local league rule.

District Tournament of Champions: The team from each league with the best record will represent their league in the District 4 Tournament of Champions.

Outfielders: All outfielders shall remain in the outfield until the ball is hit. **(Only nine players may be used on defense.)**

Batting: All members of the offensive team will make up the batting order. Late arrivals will be added to the bottom of the batting order.

Runners: Base runners may only advance one base per steal attempt. This applies to all runners on base at the same time. 1st half: No stealing home or advancing to home on a wild pitch or passed ball.

Pitching: During the first half of the season, the pitcher shall be a player. The pitcher shall be allowed to pitch until the batter A) Hits the ball into fair territory, B) strikes the batter out, C) throws four balls to any batter. After 4 balls to a hitter, the adult pitcher (from the offensive team) shall pitch, with the existing count on the batter. (Only 3 coaches allowed on the field, and one coach must be in the dugout; coach pitcher must be one of base coaches.) There shall be no walks in the first half. No bunting or stealing is allowed when an adult is used as a pitcher. No stealing on the 4th ball when the adult pitcher is entering the field.

Second half of season: only a player will be allowed to pitch. Strikeouts and walks will be in effect. Walks and steals home are in effect. Exception: when bases are loaded, and the pitcher reaches 4 balls on the batter, an adult pitcher (from the offensive team) shall pitch, with the existing count on the batter, to avoid runners being walked home. No steals on the 4th ball when coach is entering the field.

If a pitcher hits 3 batters in one inning or 5 batters in a game, the pitcher will be ineligible to pitch for the remainder of the game. Batters must make an honest effort to avoid pitches. An “honest effort” is at the discretion of the umpire.

1st half only: No advancing by a runner who has been granted 1st base on a walk until a pitch has been pitched.

1st and 2nd half: When the bases are loaded and a pitcher hits the batter, the run scores, all runners shall advance one base, and the batter shall take 1st base.

No negative cheers. No cheers that single out an opposing team, player by name, number, position. Only positive cheers about your own team are allowed. Cheers shall stop once the pitcher steps onto the pitching rubber.

Representatives from those leagues combining their programs to form one league shall agree upon the 1/2 marks for teams playing in the league. Games played on or after May 8, 2010 will use the 2nd half rules.

A pitcher can only pitch a maximum of three (3) innings in any game. 6 innings in a week. 12 year olds may not pitch. The pitchers plate will be 35' from home plate.

Protest: There are no protests in Minor Softball. The decision of the umpires will be final. Any rule not specifically mentioned here is covered by the rules of Little League Softball 2008.