

Summary of Local Rules

District 1 Softball	AAA	Minors	Majors	Juniors
Innings played	6	6	6	7
Time limit	2 hours	2 hours	2 hours	2 hours
# Players to begin game	7	8	8	8
# Players to finish game	7	7	7	7
Player leaves, auto out?	No	No	No	No
Pitcher innings/game	Coach Pitch until May13th. May 14th girls pitch- if any combination of 2 walks and 3 balls on batter, coach will pitch remainder of inning. Coach pitch must be from rubber	6 max per game and 9 total per week. Week is from Sunday to Saturday	6 max per game and 9 total per week. Week is from Sunday to Saturday	10/game
Distance to home plate	35 ft	35 ft	40 ft	43 ft
# of outfielders, max	4	3	3	3
Min innings played in IF	2	2	2	0
Max runs/inning	4/inning	5/inning	5/inning	No limit
Mercy rule	none	15 runs, 4 inns	15 runs, 4 inns	10 runs, 5 inns
Bases on Balls	Max 2/ inning; from thereon, coach will finish any AB once 3 balls are called	Unlimited	Unlimited	Unlimited
Dropped 3rd strike advance?	No	No	Yes	Yes
Stealing*	3rd base only Passes batter Dead ball Max: 2 SBs/inning	Unlimited steals. Unlimited bases on overthrows unless ruled dead ball.	Steal any base Leaves P's hand Live ball No limit on SBs	Steal any base Leaves P's hand Live ball No limit on SBs

		Runner leaves when ball crosses plate.		
Continuous steal after BB	No	Yes	Yes	Yes
Infield fly rule	No	Yes	Yes	Yes
Bunting**	No	Yes	Yes	Yes

Gated 3rd Base

Yes, runner must be hit or walked
 Yes, review at mid-season
 No
 No

Unlimited bases on overthrows unless ruled dead ball

Yes
 Yes
 Yes
 Yes

LOCAL RULES – AAA, Minor, Major & Junior Leagues
[*\(Click HERE for a printable copy\)*](#)

All rules, except those listed below, will be observed in accordance with the Official 2009 Little League Softball rule book, known as the “Williamsport Book..”

Summary -- Rules variations among different age groups

1. Field and Equipment variations

- AAA** -- 52-foot base path
- 35 feet between rubber and back of plate
- 11-inch ball

- Minors** -- 60-foot base path
- 35 feet between rubber and back of plate

-- 11-inch ball

Majors -- 60-foot base path

-- 40 feet between rubber and back of plate

-- 12-inch ball

2. Pitching variations

AAA

-- 6 max per game and 9 total per week. Week is from Sunday to Saturday.

-- Extremely generous strike zone

Minors

-- 6 max per game and 9 total per week. Week is from Sunday to Saturday.

-- Generous strike zone

Majors

-- 6 max per game and 9 total per week. Week is from Sunday to Saturday.

-- Normal strike zone

3. Base-running variations

AAA -- Runners only advance on a batted ball or a base on balls

-- Sliding recommended after proper instruction

Minors -- Runners may advance at their peril after the ball reaches the plate

Majors - Runners may advance at their peril after the release of the ball from pitcher.

4. Batting variation

AAA -- No Bunting

-- No advancing on a dropped third strike

-- Running batting order

-- 4-run maximum per inning

Minors

-- Bunting permitted

- No advancing on a dropped third strike
- Running batting order
- Maximum runs per inning is five plus batter and any additional runners

Majors

- Bunting permitted
- Running batting order
- Maximum runs per inning is five plus batter and any additional runners

5. Fielding variations

AAA

- 10 fielders.
- 7 minimum to play

Majors & Minors

- 9 fielders in majors & minors
- 8 minimum to play

AMENDMENTS TO REGULATION VI - PITCHERS

Regulation VI(b) (Replaces third sentence):

In the Majors, a player may pitch in a maximum of nine innings in a calendar week. A calendar week shall be measured from Monday to Sunday.

Regulation VI(d) (Amendment to include Minor and AAA Leagues):

Not more than five pitchers per team may be used in one game.

Exception: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.

AMENDMENTS TO REGULATION VII - SCHEDULES

Regulation VII(j) (New)

The regular season champion shall be the team with the highest winning percentage (total wins plus one half the total of ties divided by total games played). In the event of rained-out and other unplayed games,

every effort must be made to play those games before the season ends so that the number of games played by all teams will be equal. The remaining final positions in the final league standings will also be determined by the order of the highest winning percentage. In the case of ties for position, the following rules apply:

If, at the conclusion of the regular season, two or more teams are tied, they shall be declared co-champions. Playoff seedings shall be determined:

1. by comparing the records of those teams against each other. The winner of the most games between the teams shall receive the higher playoff seeding;
2. In the event that the teams are tied against each other, by the commissioner's coin toss.

Regulation VII(k) (New):

(1) If a manager knows in advance that her/his team will be unable to field the minimum number of players required, she/he may:

(a) Contact the League Player Representative, who shall maintain a list of players eligible to, and interested in, playing additional games; or

(b) If both managers agree, reschedule the game, but a decision to reschedule must be made and communicated to the Director of Umpires at least 48 hours in advance of the scheduled game time. This is the required notice the league must provide the umpires to avoid paying their fees.

AMENDMENTS TO RULE 1 –OBJECTIVES OF THE GAME

Rule 1.01 (Addition):

(a) AAA -- ten players on the field.

Any AAA team may play with eight players, but must forfeit if the team has only seven players.

(a1) -- minors will play with nine on the field determined by commissioner @season start.

(b) Majors & Juniors -- nine players on the field.

A Majors or Minors team may play with eight players, but must forfeit if the team has only seven players. A Juniors Game may be continued in the event the minimum number of players drops below 8, if in the judgment of the umpire, safe playing conditions will be maintained.

(c) All leagues -- If a team lacks the minimum number of players required on the field, that team shall forfeit the game.

After the forfeiture, the forfeiting team may receive sufficient players from the other team to allow an umpired scrimmage.

(d) AAA, Minors & Majors – If prior to the game scheduled, a team does not have enough players to field a team as required above, the manager of such team may contact the player agent of their league to notify him/her of a substitute player(s) from the 6th round or below from the league within which the player is to be substituted.

(e) Juniors – If prior to the game scheduled, a team does not have enough players to field a team as required above, players may be substituted from any other Junior's team in the league. Such player may not pitch under any circumstances and must bat at the end of the order. Under the spirit of the rules, the "substituted" player(s) should not catch, play shortstop or first base unless you absolutely have no one else to play these positions. However, if the game is becoming clear as to the winning team, by mutual

agreement of both teams, the “substituted” player(s) can be moved to any position except pitcher. The intent of “substituting” players is to have enough to play and not to improve your lineup. That is, you should not borrow players if you expect to have 10 players for a game. While substituting is permitted for the playoffs, the substituted player(s) **must** be of comparable skill level to the missing player(s). Under no circumstances can the substituted player(s) pitch.

Rule 1.04 (Addition to second sentence):

Length of base paths:

AAA -- 52 feet

Rule 1.11(1) (Replacement)(All Players):

1. AAA, Minors & Majors: All players must be in full, official uniform (cap, shirt, baseball pants) to play in any game.
2. Juniors: All players must be in full, official uniform (cap, shirt, shorts, sliding pad) to play in any game.
3. AAA, Minors, Majors & Juniors: All players are highly recommended to wear a mouth guard for

Rule 1.12(a) (New):

Catchers must wear chest protectors with neck collars, helmets and masks with throat guards and shin guards.

While teams are at bat, the catchers should keep their shin guards on, except when batting and running the bases.

Rule 1.15 (e)(New)(Pitchers):

All pitchers will be required to wear a mask while pitching. While one mask per team will be provided to share among the players, you may purchase your own mask at www.linedrive.com. (Game Face Mask @ \$39.99 each.) It is also highly recommended, but not required, that 1st and 3rd base players wear this mask.

At the junior level only the mask must be worn at the first base & third base position as well as pitcher position.

Rule 1.18 (New):

(a) Each team shall have a fully equipped First Aid Kit in its equipment bag before the beginning of each game.

(b) In case of an injury to a player requiring medical attention that occurs during league-sponsored activity, the Manager must report the injury to the League Safety Officer without delay.

AMENDMENTS TO RULE 2 - DEFINITIONS

Rule 2.00 (Amends definition of “Inning”)

1. In AAA, all innings except the last inning shall end at the sooner of three put-outs by the defensive team or six runs scored by the offensive team. In the sixth or last inning (as called by the umpire or established by agreement of the managers), three put-outs by the defensive team are required to end the inning.

2. In the Majors and Minors, all innings except the last inning shall end at the sooner of three put-outs by the defensive team or five runs scored by the offensive team, plus any runners who score as a result of the at-bat that drives in the fifth run. This means that as many as eight runs may score in an inning. In the sixth or last inning (as called by the umpire or established by agreement of the managers), three put-outs by the defensive team are required to end the inning. There is no maximum number of runs in the last inning.

AMENDMENTS TO RULE 3 – GAME PRELIMINARIES

Rule 3.03, Note 3 (New):

It is the policy of the league to encourage managers to allocate playing time fairly among all players on the team. The league recognizes the discretion of managers in assigning tasks, but requires managers to include an equitable amount of playing time for each player as one of their goals. Absent special circumstances, Managers should not allow more than a two-inning difference in playing time between any two players on the team who were present for the whole game. Further, in games in which at least 11 players in the Majors and Minors, and 12 in the AAA appear, each player must sit out at least one defensive inning. Nothing in this rule is intended to compromise the Manager's authority to take into account a player's tardiness, absenteeism, or other disruptive behavior in allocating playing time.

Nothing in this rule is intended to prevent a player from pitching a complete, six-inning game. If a starting pitcher is removed as pitcher, then she is no longer a pitcher pitching a whole game, and as such, is no longer exempted from this rule.

Rule 3.04 (Replacement):

In the event that a player has a physical condition that restricts the amount of running she can do, the manager must notify the umpire prior to the start of the game. Any such player must run out her hit and, at that time, the opposing manager will select a pinch runner from available substitutes on the bench. Such a pre-designated player will be allowed to re-enter the game and go back out on the field.

AMENDMENTS TO RULE 4 – STARTING AND ENDING THE GAME

Rule 4.01(a), (b), and (c) (Replacement):

Before any game commences, each manager shall submit a starting line-up that designates the batting order for each player. Only those players who are present at the start of the game may be in the starting line-up.

Rule 4.01(e) (New):

Both teams shall line up on a base line (the home team on the 1st base line, the visiting team on the 3rd base line) ranging out from home plate and recite the Pledge of Allegiance and the Little League Pledge. No player shall be prohibited from playing for failure to comply with this rule.

Rule 4.04 (Replacement):

Rule 4.04 (Adoption of optional running batting order):

All players will bat in consecutive order, going through the entire team roster before the order starts over. Each team must maintain the batting order throughout the game. As players arrive late they must be added to the bottom of the batting order.

Rule 4.08A (New):

Hitters may not throw the bat. A warning will be issued to each bench the first time a bat is thrown. The next batter to throw a bat will be called out. It will be a dead ball put-out made by the catcher. This is a judgment call to be made by the umpire.

Rule 4.10 (Replacement):

Each game shall be six innings, except:

(a) On Saturdays and Sundays, because of scheduling restrictions, no new inning shall commence later than one hour and forty-five minutes after the actual start of the game.

(b) At the end of four innings (or 3½ innings, if the home team is ahead), the game shall be called if one team has a lead of fifteen runs or more.

(c) In the event of adverse weather or for other reasons, at the sole discretion of the umpire, the game shall be deemed complete and official at the end of four innings (or 3½ innings, if the home team is ahead), if the game is called by the umpire.

(d) If any game during the regular season is tied at the end of six innings, the tie score will stand.

(e) During the playoffs, games tied at the end of six innings will go into extra innings to determine the winner.

AMENDMENTS TO RULE 5 – PUTTING THE BALL IN PLAY – LIVE BALL

Rule 5.12 (New):

No bunting shall be allowed in AAA.

AMENDMENTS TO RULE 6 – THE BATTER

Rule 6.01(c) (New):

The batter must wear a helmet with a league-approved face-protective cage. A player must wear such a helmet at all times when batting and when running the bases.

AMENDMENTS TO RULE 7 – THE RUNNER

Rule 7.05(g) (Amendment):

Each runner, other than the batter, may without liability to be put out, advance one base, when:

On an overthrow that goes out of play, only one base will be awarded to the runner and the ball becomes dead. On an overthrow within the field of play, the runners advance at their own risk, except as provided in Rule 715 of the Williamsport rulebook, but no free base will be granted.

In the AAA, runners are allowed only one base per overthrow.

Rule 7.08(a)(3) (Amendment):

Any runner is out when:

For the Majors and Minors, the runner does not avoid a collision (umpire's discretion).

Rule 7.08(a)(3) (Amendment)

(a) AAA -- Sliding is not required, but it is encouraged after coaches have provided proper instructions. In all cases, the runner must attempt to avoid contact with the defensive player.

(b) Majors and Minors -- Sliding, while not required, is recommended as the best way to avoid a collision. Managers are required to teach sliding to every player on the roster. Failure to avoid a collision will result in a called out at the umpire's sole discretion.

Rule 7.08(a)(5) (Amendment):

Any runner is out when:

The runner fails to keep contact with the base to which the runner is entitled until the ball has been batted (AAA) or has reached the batter (Majors & Minors).

Rule 7.08(k) (New):

Spectator interference clearly prevents a fielder from catching a fly ball, whether fair or foul.

Rule 7.15 (New):

There will be no stealing in AAA.

There will be no stealing of home in the Minors.

In the Majors and Minors, the runner proceeds at her own risk and can be called out if tagged with the ball by a fielder when not safely on a base.

In the Minors, in the event of an attempt by the defensive team to throw out a runner attempting to steal, all runners on base will not be allowed to advance beyond the base towards which they are advancing at the time the attempt to steal is made. At such time as the runner attempting to steal is called safe or out, a dead ball will result until the ball is returned to the pitcher's control within the pitcher's circle.

AMENDMENTS TO RULE 8 – THE PITCHER

Rule 8.08 (New):

(Majors and Minors only) Any pitcher who hits three batters in an inning or five batters in a game must be removed as pitcher.

MISCELLANEOUS

Local Ground Rule for venues without fixed bases:

If a player slides into a base and the bag moves, she must remain on the ground in the vicinity of where the base was. If she gets up and runs over to the dislodged bag, and is tagged, she will be called out.

If a bag is moved or kicked by a runner while rounding the bases, the following runner has to run to the approximate area of where the bag should be, not to where the bag ends up. If any runner runs to the bag, which has been kicked out of position, and is tagged, she is out. She must be in the vicinity of where the bag was supposed to be.

Juniors 2009 Rule Book

Modifications & Clarifications

Junior's League Additional Rules (New):

The Junior's league shall adopt District Wide Rules which shall become part herein as if they were fully stated herein. Such rules shall be provided to the Junior's managers prior to the beginning of the season. Should any rule herein be in conflict with the Junior's District Rules, the District rules shall supersede anything conflicting herein.

- A game consists of 7 innings, but no new inning can start after 2 hours of play.

Mercy Rule (game):

- No mercy rule will be in effect regardless of the score unless the losing team concedes.

NUMBER OF FIELDERS/MINIMUM ALLOWABLE PLAYERS:

- No team may start a game with less than 8 players. Games may be continued in the event the minimum number of players drops to 7 however if a team is unable to play a game with 7 players than they automatically forfeit the game regardless of the score. Bottom line, you must have at least 7 players to continue a game otherwise you forfeit. Teams have the option of scrimmaging once a forfeit has been declared.
- There is no grace period beyond the official start time to wait for an 8th player.
- If a team is playing with 8 players, no automatic out is recorded in the 9th batting position. If a team drops to seven players a recorded out will be in effect for the 8th player that left. Bottom line, you have to have 8 players in your line up or take one recorded out.
- Minimum playing time for each player is six defensive outs and one at bat.

PITCHING RULES:

- No rest is required if a player pitches less than 5 innings per game.
- If a player pitches 5 or more innings in a game, one calendar day of rest is required.
- Throwing one pitch in an inning counts as an inning.
- A player may pitch a maximum of 10 innings per game and 30 innings in a calendar week.
- Pitching week runs Sunday through Saturday.

- A pitcher remaining in the game (leaving the field of play, but remaining in the batting order is okay) can return as a pitcher anytime in the remainder of the game, but only once in the same inning as she was removed.

BATTING ORDER/SUBSTITUTE RUNNERS:

- Teams are encouraged to use a running batting order or are permitted to use an extra hitter in the lineup. If both teams have the same number of players at the start of a game than all players should bat. Players arriving late will be substituted into the lineup according to LL rules. If the two teams have an uneven number of players at game time, than it is up to the coach with the most players to decide if they want a running batting order or they prefer to bat 10.
- Players with injuries that limit their running abilities, but who are able to bat, may use pinch runners. The pinch runner will not enter the field of play until the play is over and time is granted by the umpire.
- The pinch runner will be the player who made the last out. However, the game catcher or game pitcher can be skipped.
- In order to speed up the game, with 2 outs, the catcher can be removed from the game for a pinch runner.

Sliding:

- It is not necessary to slide. However, if the runner chooses not to slide, the runner must avoid contact with the fielder. That is, if the runner makes contact with a fielder who has the ball and is making a play on that runner (at any base except first), the runner shall be declared out for not sliding.
- On a play at any base, fielders may not be in the base path until they have the ball.

STEALING/LEADING:

- Stealing is allowed and the runners can leave the base when the ball leaves the pitcher's hand.

RUNNERS ADVANCING BASES:

- A runner may advance as long as the ball is in play and not in possession of the pitcher while in the 8 foot circle. If the ball is in possession of the pitcher, while in the 8 foot circle, the runner must immediately either:
 - Return to the previous base.
 - Advance to the next base.
- If a runner pauses on the base path while the pitcher has possession of the ball in the 8 foot circle, the runner will be declared out (taunting).

- If the pitcher makes a fake move, throws the ball out of the circle or gestures towards the runner; the runner may pause, and not be declared out and the play is again live.
- If the pitcher is on the rubber and is set to pitch, the play is now dead, and the runner must commit to the previous base or the next base.

DRAFTING ADDITIONAL PLAYERS:

- Drafting up from a lower league is prohibited.
- Teams' short players may "borrow" players from another Junior team in the league. Ideally the league should compile a list of all players interested in participating in the player pool and simply start at the top of the list and work their way down. The division director is responsible for the player pool list. Once a player from the pool plays their name is moved to the bottom of the list. Coaches should not be able to personally hand pick their pool player.
- The "borrowed" player(s) can't pitch under any circumstances and must bat at the end of the order. Under the spirit of the rules, the "borrowed" player(s) should not catch; play shortstop or first base unless no one else on the team is willing to play these positions. However, if the game is becoming a blow-out, by mutual agreement of both teams, the "borrowed" player(s) can be moved to any position except pitcher.
- The intent of borrowing players is to have enough to play and not to improve your lineup. That is, you should not borrow players if you expect to have 9 players for a game. If you borrow a player and your unexpected player shows you must play your player vs. the borrowed player.
- Borrowing players is not permitted for the playoffs. If extenuating circumstances exist and a team cannot field nine players than the team must first get permission from their Junior Division Director and agree on the player from player pool. Again, especially for playoffs, the player from the pool should not improve the team lineup. If Division Director agrees then the Division Director will ask permission from the other division directors. Under no circumstances can the borrowed player(s) pitch.

league standings/games played:

- While teams can add extra games with any other team(s) as desired, only the first game played with another team in the league will count towards playoff seeding.
- The home team should contact Name TBD, and Name TBD, in order for the league standings to be maintained.

OTHER:

- Any high school player who will be joining our league after her high school softball season ends, must register by the start of our regular little league season. The commissioners should circulate final rosters to all league commissioners by April 15th.
- All games will be played with a double first base.