

District 9 Local Rules
Little League Softball League
Girls Minors (10U)

1. Ten (10) players will start in the field. The 10th player must be positioned in the outfield. All outfielders must be positioned in the grass area. A game can be played with a minimum of eight (8) players. Our objective is to get the kids playing, not forfeits or cancellations.
2. Continuous batting orders, in which all players at the game bat, regardless of whether they are playing the field, will be used throughout the game. If a player(s) arrives after the game has started, both the opposing Manager and Umpire should be notified, and this player(s) should be added at the end of the batting order. If a team starts a game with less than ten (10) players in the field, the player(s) must be added to the field. There is no penalty on offense for starting the game with eight players, i.e., no automatic out in the spot of the 9th and 10th players who are missing.
3. All players must play in the field for at least half the game. For a six-inning game, that is three innings. This rule will not apply if the game is shortened, e.g. due to weather or darkness. *Players should be given the opportunity to play as many positions as possible throughout the season. Please use your discretion and never put a player in harm's way by playing her at a position for which she is unqualified.*
4. All games will begin at their listed starting time. A ten (10) minute grace period will be allowed for a team to field eight (8) players for an official game. In case of inclement weather, all games are called at the field, unless otherwise called by the home team's Little League. The home team should notify the visiting team's coaches as soon as possible when this happens. If the weather is questionable, teams should always plan to come to the field, and the two Managers will decide if the field is playable. If there is a disagreement, the game must start. Once the game begins (the accepting of the lineup cards by the umpire signals an official start), the Umpire takes charge of the game.
5. Games are 6 innings and a minimum of 1 Hour & 45 Minutes. There is no mercy rule. If back-to-back games are scheduled on a given field (e.g. 3:00 and 5:00) a new inning cannot start 1 hour and 45 minutes after the start of the game (4:45 for a 3:00 game). Coaches can agree to continue past two hours if there is no other game scheduled after their game. If coaches disagree on continuing, it is the umpire's discretion to continue the game.
6. Teams should arrive at the field at least 30 minutes before game time. Throwing and batting practice should take place in the outfield. Each team will be given 10 minutes prior to the game for infield practice, with the Visiting Team going first. All warm-ups should be complete 5 minutes before game time. Players must wear a catcher's mask when warming up pitchers. Approved volunteers may coach both 1st and 3rd base coaching boxes when their team is batting, as long as there is a qualified volunteer in the dugout monitoring the team. Teams may choose to use a player, who must wear a batting helmet, and an adult coach to coach the bases if they choose. An adult coach must be present in the dugout at all times, and the Umpire will monitor this activity.

7. An inning will be considered over when:
 - a) 3 outs occur or
 - b) 5 runs have been scored
8. The 6th inning and any later innings or whatever inning is deemed the last inning of the game will be played as “open softball”. The limit on the number of batters or runs scored in the inning will not apply. Due to time limits and darkness, it is the umpire’s decision what inning will constitute the “last” inning of the game. An umpire can call a game at any time for safety concerns (darkness, weather, etc.)
9. With two outs, if the catcher or pitcher for the team batting is on base, her team has the option to remove her and replace her with a courtesy runner. The courtesy runner will be the player who made the last out.
10. Bunting and stealing will be allowed. Stealing may occur on any pitch to the batter. Any runner leaving a base before the pitch crosses home plate is OUT. Teams may successfully steal home only once per inning.

A stolen base is defined by advancing a runner NOT off a batted ball. This includes wild pitches, passed balls, an error on the catcher’s throw to 2B/3B or the baseman’s catch when there is an attempt to throw out a runner stealing.

Any runner advancing home on a batted ball shall NOT be considered a steal.

Once a team has stolen home in an inning, a runner on third can only advance home on a batted ball, walk, or HBP.

The intent of these rules is to encourage players to develop defensive skills.

Example: A team has already stolen home in an inning and now has runners on first and third when the runner on first attempts to steal second. The catcher is encouraged to make a throw to second in attempt to throw out the runner without fear of the runner on third scoring. A runner on third who attempts to steal home after the allotted 1 home steal is a live runner and can be tagged out for leaving the base. **If the runner crosses home, the runner is out.**

11. On a Hit By Pitch (HBP), THE PLAYER has the option to either take their base or record a ball and continue their plate appearance.
12. Pitching distance is 35 feet. Pitchers will be allowed to pitch no more than 3 innings per game in an effort to develop more pitchers (1 pitch equals 1 inning). *Please make every effort to develop multiple pitchers for your team.* Pursuant to LLI Rules, once a pitcher is removed from that position, they may return to play that position again in a later inning.
13. Please become familiar with the eight- (8) foot pitcher’s circle rules as described in the LLI Rule Book.

14. Any single pitcher that hits 3 batters in the same inning must be replaced at the rubber for the remainder of the inning. The pitcher will be allowed to return to the rubber in future innings and their HBP tally restarts at 0. The partial inning counts toward their 3-inning maximum.
15. Kid/Coach Pitch Rules: Pitchers are allowed 1 walk per inning. Once a pitcher throws ball 4 to their 2nd batter of an inning, the coach of the batter's team comes on the field to pitch; the batter does not walk. The child pitcher remains at the rubber to field her position (the coach gets out of the way if the ball is hit). If the batter has one or more strikes on her when the coach comes in to pitch, her strike count is reduced by one. When the coach pitches, the umpire calls either a ball (with no consequence) or a strike. Eventually, the batter either hits the ball or strikes out (either swinging or looking). No stealing can occur when the coach is pitching. Once that batter reaches 1B safely or is retired, the coach leaves the field and the child pitcher begins pitching to the next batter. If four balls are called, the cycle repeats.

****This rule be in effect until May 15th. There will be no Coach Pitch for the rest of the season from this point forward.** Prior to this date, coaches can agree before the game if they do not want to use Coach Pitch. Both coaches must agree and if not, then they will default to the coach coming in to pitch after the 2nd walk for games prior to 5/15.
16. The LLI Rulebook governs all rules. All disputes that cannot be settled on the field must be raised to each town's local Little League Board of Directors within the league.