

Minors Softball League Rules

Book Rules apply except for the following local rule additions.

1. Five (5) runs may score per inning, for any inning of play. During Playoffs, this rule will not be applied in the final inning. Therefore, during playoff games, you can score an unlimited amount of runs during your final at bat in the 6th inning only.
2. An official game is when the trailing team has batted at least 4 times. In the event a game must end due to time constraints or darkness, the game will be resumed later, beginning at the point it was suspended. Any resumed game will only continue until the 4th inning is completed. However, if you have played your allotted time of 1 hour & 45 minutes the game will be considered final regardless of the number of innings played.
3. No inning may be started after 1 hour and 45 minutes. Once an inning starts it must be completed.
4. Maximum of three (3) walks per inning.
 - After four balls to the next batter, the offensive coach pitches a maximum of five (5) pitches (from pitching rubber) to that batter who must either hit or is out on swinging strikes. (The count carries; no called strikes) The pitcher then resumes pitching to the next batter. The same process follows until three outs, or five runs have been scored.
5. Continuous batting order: all players must bat.
 - Every player must play at least half the defensive outs of the game.
 - Substitutions may be made at any time.
6. Bunting permitted, except when the coach is pitching. The batter may not wiggle the bat to distract the pitcher while attempting to bunt. If the batter fails to comply, then the umpire will call a dead ball, and a strike will be called for that pitch. **BUNT** is a batted ball not swung at but intentionally met with the bat and tapped slowly. *Holding the bat in the strike zone is considered an attempted bunt. To take a pitch, the batter must withdraw the bat backwards away from the ball.*
Summary and Implementation: Beginning immediately for all softball divisions, this mandates that the umpire call a strike when the batter holds the bat in the strike zone when the pitch is delivered, even if the batter does not “offer” at the pitch. This will also apply during the International Tournament.
7. Only 3 steals permitted each inning. NO STEALING HOME. No advancing on an overthrow. **Any Runner is out when the runner fails to keep contact with the**

base to which that runner is entitled until the ball has been batted or reaches the batter.

8. No infield fly rule.
9. No on-deck batter.
10. Each team is permitted ONE Offensive timeout per inning. Please understand this involves a conference between coach and batter.
11. Must have nine (9) players in the field. The game can be played with 4 outfielders for a total of ten (10) players on the field BUT NO MORE. 1st & 3rd basemen must position themselves on defense behind the pitcher's mound. No Corners Up!
12. Seven (7) players per team must be present to start a game. You must borrow two players for defense from the opposing team, (last 2 outs). You do not have to lend your pitcher or catcher. You may borrow players from other teams within your division to avoid a forfeit situation only. Borrowed players cannot pitch, catch, or play any infield position. She must play the outfield & must bat last in the batting order.
13. 2 adult base coaches (1st & 3rd).
14. Substitute runner for catcher (on 2 outs). Last batted out is the runner, except if it is your pitcher.
15. Pitcher in control of the ball in the circle, BALL IS DEAD. Runners more than halfway (at umpire's discretion) may advance to the next base.
16. A batter hit by a pitch is not automatically a walk. The batter must try to avoid pitch. (Discretion of umpire).
17. A pitcher will be removed after hitting a batter 3 times in an inning or 4 times during the game.
18. A third trip to a pitcher in any inning will result in the pitcher's removal from the mound. (This excludes injury). Two visits per inning, no exceptions.
19. Pitching- Pitchers may pitch a maximum of 2 innings per game: 4 per week. When a team plays in its third game, a Girl may pitch in 6 innings for that week. One pitch constitutes an inning pitch.
20. Assume all games are on. The manager is responsible for finding out if games have been called for a rainout. Games will be rescheduled if possible.
21. All overthrows except for a steal attempt, a runner can advance a maximum of one base if she earns it. An overthrow into dead ball territory- runner advances one base, except home. Runner cannot advance home on any overthrow.

22. Both managers must report the score of the game within 24 hours via a score reporting link. This data will be used for standings and tie breaking decisions.
23. No adult, male or female, is allowed in the dugout or on the field without a HHHLL background check form on record for 2016.

Managers, please encourage players to HIT- NOT WALK.