



High Plains Little League Softball

Local Rules

SECTION I: General

1. **PURPOSE:** These rules are intended to supplement, or extend the contents of the current Regulations and Playing Rules published by Little League Baseball, Inc., Williamsport, PA. Unless otherwise stated, Academy, High Plains, and Tri-Lakes Little League will follow the 2012 Little League Softball rules.

SECTION II: Local Responsibilities

1. Scorekeeper:

- a. The home team shall provide the **official game scorekeeper**.
- b. The visiting team scorekeeper should verify the score following each inning with the official scorekeeper and any discrepancies must be rectified before the game continues.
- c. The plate umpire and opposing team scorekeeper must be informed of any lineup changes during the course of the game prior to the participation of the substituting player.

2. Umpires

- a. All Divisions: The home team Little League Board is responsible for scheduling one umpire each 12U and 14U games. At 10U, the home team will be responsible for securing an impartial umpire for their game. If the umpire fails to show, each team will provide a substitute umpire.

SECTION III: Field Preparation

1. Pre-Game

- a. The home team is responsible for getting the field ready to play at least 30-minutes prior to the scheduled game time, including measuring and chalking lines.
- b. The home team shall provide two game balls to the home plate umpire at the start of the game. The team at bat shall be responsible for recovering balls hit out of play.
- c. Visiting team is listed first on the schedule, uses the third base dugout.

2. Post-Game

- a. The home team is responsible for securing the field after the game by putting the bases away, and raking in the holes as needed.
- b. After each game both teams will clean up their own dugout and pick up all trash around the stands on their side of the field. Trash bags should be brought to the games to haul away the trash in case trash cans or dumpsters are not provided.

SECTION IV: Divisional Rules

Minors Division (10U)

All official rules of this division shall be the Little League Baseball/Softball Official Regulations and Playing Rules except the following and/or highlighting important: including 60 foot base path and 35 foot pitching distance, 8 foot diameter pitching circle.

- Teams are allowed to start a game with only eight players. Any team that cannot field a team with 8 players at the scheduled game time forfeits that game. No out will be called for the 9th player if they are not there. Every player must participate defensively for a minimum of 6 defensive outs and have at least 1 time at bat.
- A game shall consist of 6 innings, but no inning may start after 1:30 hour has elapsed from the game time recorded by the home team scorekeeper at the start of the game. 5 runs or 3 outs per **1/2** inning. 10 run rule after 3 complete innings.
- Stealing, bunting, sliding, drop 3rd strike are allowed. Infield fly rule is not in effect at any time. Runners may not leave the bag until the ball crosses the home plate. Violation: **1st** time in game: Warning, **2nd** time in game: runner is out. Base runners must slide or go around a defensive player (attempting to make a play of the ball) in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.
- A play ends when the ball is in the possession of a defensive player within the pitching circle. The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.
- Minor league softball will have no walks issued by the umpire. This does not preclude the pitcher from striking out a batter. A player on defense must play the position of Pitcher and pitch to the opposing batter.
- The opposing pitcher will pitch to the batter 4 times (strikes are called; balls are not). If, after 4 pitches, the batter DOES NOT have 3 strikes, then the machine or coach of the offensive team, will be used to deliver remain strikes. If a machine is available to be used, 3 strikes total between the pitcher and/or the pitching machine/coach and the batter is out. All pitches from the machine are considered strikes. The batter either hits the ball or they are "out" on strikes. The count from the opposing pitcher remains, so if the batter has 2 strikes, and swings and misses, on the machine/coaches first pitch, they are out.
- Tie Games: If a game is tied after time has expired or six innings have been played, the teams will continue playing until one team wins (after a complete inning) or the umpire calls the game due to darkness or weather, **games will not be called to sun.**
- When a batted ball hits the pitching machine or coach pitching, the ball is dead and the runner is awarded 1st base, and runners are allowed to advance 1 base.
- The defensive player in the pitcher position shall stand as near to the machine or coach as possible and shall not leave the pitching circle until the ball is hit. For violation of this rule, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. 1st offense: Warning. 2nd offense: Removal of the player from the pitching position for the remainder of the game.
- If the pitcher hits the batter, the batter has the option of taking his/her base or remaining in the batter's box, the batter does not have to make an attempt to move. There is no pitch count or required numbers of innings pitched, but 1 day rest is required between games, if more than 3 innings are pitched. 1 pitch is considered an inning either consecutively or intermittent.

Majors Division (12U)

All official rules of this division shall be the Little League Baseball/Softball Official Regulations and Playing Rules except the following and/or highlighting important: including 60 foot base path and 40 foot pitching distance, 8 foot diameter pitching circle.

- Teams are allowed to start a game with only eight players. Any team that cannot field a team with 8 players at the scheduled game time forfeits that game. No out will be called for the 9th player if they are not there. Every player must participate defensively for a minimum of 6 defensive outs and have at least 1 time at bat.
- A game shall consist of 6 innings, but no inning may start after 2 hours have elapsed from the game time recorded by the home team scorekeeper at the start of the game. A complete game is 4 innings (3 ½ if the home team is ahead) in the event the time limit, weather, or darkness stops the game. Note: once begun, an inning **MUST** be completed even if it goes beyond the 2 hour time limit. A minimum of 4 innings must be played. A maximum of 6 innings may be played. Exception: tied games. Extra innings are allowed in tie games, time permitting. 7 runs or 3 outs per Winning. 10 run rule after 4 complete innings.
- Infield fly rule is in effect. Runners may not leave the bag until the ball crosses the home plate.
- Violation: runner is out. Base runners must slide or go around a defensive player (attempting to make a play of the ball) in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.
- A play ends when the ball is in the possession of a defensive player within the pitching circle. The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.
- Tie Games: If a game is tied after time has expired or six innings have been played, the teams will continue playing until one team wins (after a complete inning) or the umpire calls the game due to darkness or weather, **games will not be called to sun.**
- If the pitcher hits the batter, the batter **MUST** take 1st base, the batter does not have to make an attempt to move. There is no pitch count or required numbers of innings pitched, but 1 day rest is required between games, if more than 3 innings are pitched. 1 pitch is considered an inning either consecutively or intermittent.

JUNIORS Division (14U)

All official rules of this division shall be the Little League Baseball/Softball Official Regulations and Playing Rules except the following and/or highlighting important: including 60 foot base path and 40 foot pitching distance, 8 foot diameter pitching circle.

- Teams are allowed to start a game with only eight players. Any team that cannot field a team with 8 players at the scheduled game time forfeits that game. No out will be called for the 9th player if they are not there. Every player must participate defensively for a minimum of 6 defensive outs and have at least 1 time at bat.
- A game shall consist of 7 innings, but no inning may start after 2:15 hours have elapsed from the game time recorded by the home team scorekeeper at the start of the game. A complete game is 4 innings (3 1/2 if the home team is ahead) in the event the time limit, weather, or darkness stops the game. Note: once begun, an inning **MUST** be completed even if it goes beyond the 2:15 hour time limit. A minimum of 4 innings must be played. A maximum of 7 innings may be played. Exception: tied games. Extra innings are allowed in tie games, time permitting. 10 runs or 3 outs per inning. 10 run rule after 4 complete innings.
- Infield fly rule is in effect. Runners may not leave the bag until the ball crosses the home plate.
- Violation: runner is out. Base runners must slide or go around a defensive player (attempting to make a play of the ball) in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.
- A play end? when the ball is in the possession of a defensive player within the pitching circle. The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.
- Tie Games: If a game is tied after time has expired or six innings have been played, the teams will continue playing until one team wins (after a complete inning) or the umpire calls the game due to darkness or weather, **games will not be called to sun.**
- If the pitcher hits the batter, the batter **MUST** take 1st base, the batter does not have to make an attempt to move. There is no pitch count or required numbers of innings pitched, but 1 day rest is required between games, if more than 3 innings are pitched. 1 pitch is considered an inning either consecutively or intermittent.
- Calendar age year of 15 (as of Dec. 31, 2012) are able to play Juniors. If there are not enough calendar age 15+ to field an individual team, those girls may sign a waiver to not pitch and parents may sign a waiver knowingly allowing their 15 year old to "play down".