

Avon Little League

Rules for Major Softball - 2016 Season

This league shall be primarily governed by the "Official Rules of Little League Softball," as published by Williamsport, PA. The following exceptions and modifications to the existing rules have been generated and Board approved in the interest of safety, fair play, and more even competition.

I. **Pre game and post game rules:**

A. **Home team duties and responsibilities (Home team listed first on the schedule.)**

1. Uses the first base dugout
2. Has the field for practice 35-20 before state of the game.
3. Furnishes a new game ball

B. **Visiting team duties and responsibilities**

1. Uses the third base dugout
2. Has the field for practice 20 – 5 minutes prior to start of game.
3. Furnishes a good back-up ball

C. **Dual responsibilities**

1. Any available practice time prior to 35 minutes before game will be shared equally. If a prior game or event on the field reduces combined practice time to less than 30 minutes, available time will be shared equally.
2. Batting orders must be exchanged prior to every game.
3. There will not be any batting practice permitted on the field, within 1 hour before the start of any game. The batting cage located by Field 1 will be 1st come, 1st served. However, the expectation is that all teams will work cooperatively to get All players desiring pre-game BP an equivalent amount of time in the cages.
4. There is no on-deck position in Little League. No batter may warm up outside the field of play during the game.
5. Each team is responsible for cleaning trash from their respective dugout at the completion of the game. This includes plastic bottles, candy wrappers, etc. Do not allow players to leave chewed gum on the dugout floor.
6. All teams will track pitchers and wins throughout the season. After every game the opposing managers or coaches must fill out the score of the game, the pitchers' name, age and number of pitches thrown. Also, the Majors GM must be notified of all pitching and game results, and will monitor the information and be in charge of the final record. Send all results and pitching information to the GM by e-mail immediately after the game.

II. **General rules and Avon Little League rules:**

- A. 12" yellow softball will be used.
- B. Team will have 9 defensive players maximum, including 3 outfielders, and they ***all must assume normal defensive positions.*** **Outfielders shall play at least 12 feet into the grass.** Playing outfield as this minimum depth will allow any "solid singles" to be played as such and also allow players to learn cut-off positions. An Outfielder cannot be used to make the catch and tag from the catcher on any attempt of a stolen base. Also, Outfielders should not be used to cover bases (e.g. centerfielder should not be covering second base on an infield ground ball). Outfielders should be used to back up any throw made by an infielder to a base.
- C. There is no on deck circle. Players cannot practice swing until stepping into the batter's box.
- D. All players must be in full uniform. (shirt and pants)

- E. No player is allowed to wear any jewelry. Newly pierced ears must be bandaged.
- A. All players present will bat in a continuous batting order. If a player shows up late, she will assume the last position in the original batting order. If a player is injured or leaves a game early, their spot in the order is bypassed and no out is recorded.
- F. There is a 3 out or 5 run limit per team per inning.
- G. The game shall consist of no more than 6 innings. **No inning will begin after 1:45 from the start of the game (actual start time, not game time).** The next inning starts after the 3rd out. This rule also applies to tie games.
- H. After (4) innings of play, if a team is up by more than 15 runs the game is over.
- I. The pitching distance will be 40 feet. A pitching circle (8-foot radius) is marked off around the pitching rubber.
- J. The starting pitcher and any new pitcher inserted into the pitching position is allowed (5) warm up pitches their first inning. After the first inning the pitchers are allowed (3) warm up pitches.
- K. When the ball is in the possession of the pitcher within the pitching circle, play is stopped and the ball is 'dead'. If a base runner has committed to the next base, she may continue to that base at the risk of being thrown out. The ball remains dead until the ball is pitched and crosses home plate.
- L. No leading off until the ball has been released by the pitcher. If a player leaves before the ball is released by the pitcher the Umpire will call the runner out.
- M. Stealing is permitted, upon the release of the ball from the pitchers hand.
- N. The Little League International Slide or Attempt to Get Around rules is in effect. A copy of the rule and helpful commentary to assist with interpreting this rule is included at the end of these rules. Base runners must avoid malicious contact at all bases and home plate (e.g. no shoulder first slides or barreling into a catcher at home plate). **Players are not permitted to slide head first while advancing to a base, this includes home plate. The runner shall be immediately call out. The runner is permitted to make a hand first dive when retreating back to a base.** UNDERSTAND THAT THIS RULE IS IN PLACE TO PROTECT THE RUNNER AND NOT TO BE USED AS AN OPPORTUNITY TO ARGUE AND OUT. Review the rules with the umpires, coaches, and players before every game.
- O. On a 3rd strike in which the ball goes by or is dropped by the catcher, the batter may advance to first base.
- P. The infield fly rule will apply.
- Q. The offensive team is allowed a 1st and 3rd base coach.
- R. Each player must be in the game for a minimum of 6 defensive outs.
- S. There is no restriction on the speed of the pitch. The pitcher must use a windmill or sling shot motion to deliver the pitch.

- T. Pitchers can pitch up to 12 innings in a game. Coaches are encouraged to change pitchers periodically to further develop pitchers. Delivery of a single pitch constitutes an inning. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the same inning she was removed. A pitcher that pitches 7 innings must have at least 1 days rest before pitching again.
- U. Forfeited games, Little League Rule Book (14.15-14.18) with the exception of the number of players, a Major game cannot be played with less than (8) players.
- V. A "Courtesy Runner" can/will be used when there are (2) outs and the catcher is on base. This will keep the game going. The runner shall be the last player to have been put out.
- W. All players, managers, coaches and equipment not directly involved in the game must remain in the dugout.
- X. A manager must request from their GM, a Minor League player to fill-out the 9-man roster. Minor League call-ups will be obtained through the GM only, and be randomly drawn from a list of Minor League players. A manager must request a new player every game. Failure by the manager to follow these guidelines will result in a forfeit. A player called up from the Minor League may not pitch.

III. **Rules Violations or Disciplinary Issues:**

At the recommendation of the GM and at the discretion of the President and VP of Softball, a player, manager, or coach may be suspended for disciplinary reasons or rules violations for one game. If this occurs a second time, the Board of Directors shall review the player, manager, or coach, for possible expulsion from the league. All league officials can recommend disciplinary action to the Board for all off field violations by players, managers, coaches, parents, etc., while on Little League property at any time!

IV. **Lightning:**

If a lightning strike occurs 30 minutes prior to the start of a game or during a game, ALL games being played at the park where the lightning occurs (**Veterans Memorial Park or Little League Park**) shall be immediately cancelled and rescheduled as set forth under the General rules and Avon Little League rules section. The official Little League rule pertaining to a 30 minute wait between lightning strikes is suspended in this instance. This rule shall be effective during the regular playing season and the end of the year in-house tournament only.

Note: If a lightning strike occurs prior to the start of a game and no umpire is present, a league official or manager, if a league official is not present, shall cancel the game.

V. **Umpires:**

Avon Little League will utilize adult umpires for games. No manager or coach may argue or dispute or the call of an umpire regardless of any perceived mistake. A manager or coach may ask the umpire to repeat the call if they did not hear it.

VI. **Recommendation.** Pulling players from the other team is encouraged when one team does not have enough players.

LITTLE LEAGUE INTERNATIONAL SLIDE OR GO AROUND RULE

There is never any situation in which a runner is required to slide. The relevant rule is:

7.08(a)(3) – Any runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;

First, notice that the runner has two options — he or she may slide, or he or she may attempt to get around the fielder. The choice is up to the runner. Second, notice that the rule says that, if the runner does not elect to slide, that he or she must attempt to get around the fielder. It does not say that the runner must not contact the fielder. Consider a common play:

The catcher is standing just off the line as the runner approaches. The catcher fields the ball, and starts to step across the line to tag the runner. The runner swerves to his right, trying to avoid the catcher, but the catcher continues his motion toward the runner, and the two collide.

The fact that contact occurred does not mean that the runner is automatically out. In this situation, by swerving, the runner satisfied the rule — he or she attempted to get around the fielder. Of course, if the runner goes more than three feet to either side attempting to avoid a tag, then he or she can be called out under Rule 7.08(a)(1), but that is another matter entirely.

Finally, read the last half of the rule again. For this paragraph to even apply, the fielder must have the ball and be waiting to make the tag. Thus, for example, if the runner arrives just as the ball is hitting the catcher's glove, this rule probably doesn't apply either. Only once the catcher is in position to make the tag does the runner acquire the obligation to slide or attempt to avoid. In fact, if contact occurs before the fielder has the ball, then the fielder is probably guilty of obstruction.

Little League has made this abundantly clear in *Make The Right Call*, a Little League publication with commentary on how the rules should be applied. In there, it says:

There is no “must slide rule.” The rule is, “slide or attempt to get around.” The key in this situation is “fielder has the ball and is waiting to make a tag.” If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, you CANNOT call the runner out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct.

There is no “must slide” rule.