



COACH PITCH SOFTBALL SPRING 2016 SEASON: LOCAL/DISTRICT SOFTBALL RULES

The Coach Pitch Softball division is about learning the game, improving skills, having fun and providing a positive experience. It is not about winning and losing. At no point should a call or a play be argued.

All play will follow the 2016 Little League Softball Rule Book with these local rules:

Time Limit: 1 hour 30 minutes (begins at first pitch) or 6 innings (whichever occurs first); when time limit is reached, the inning in progress is to be completed and a new inning may not begin (a new inning begins when the last out is made).

10 run rule (4.10e): This rule is not in effect for Coach Pitch Softball.

Ending an inning: an inning ends when the on the 3rd out or when the 5 runs have scored – whichever occurs first; this is in effect for all innings played in game.

Note 1: If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat but are limited to 5 runs

Note 2: If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored

Note 3: If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.

Batting order: the **continuous batting order (rule 4.04)** is in effect for all games

Special Pinch Runners (rule 7.14): no special pinch runners with continuous batting order;

Exception: if a player is injured or becomes ill, the player that made the last out will be the pinch runner – it is the leadoff batter runner, the player that batted last in the previous inning will become the substitute runner.

Note: there are **no courtesy runners (rule 3.04)** for any player including the catcher and pitcher – there is a one minute between innings so a designated player (other than the catcher) may warm up the pitcher

Pool Players: Following Regulation V(c), these players, when called and show up at the game site must play a minimum of 3 innings, may play any position (except pitcher), and may bat in any position in the lineup.

Coach Pitch Basics

- No standings will be kept in this division. The scoreboard will not be on.
- The manager should keep a scorebook to make sure that the batting order is maintained and record statistics.
- A little league approved 11" softball will be used for all games.
- Coaches must deliver pitches from inside the circle.
- Player pitcher remains in the circle until the ball is hit or crosses the plate.
- One additional parent is required in the dugout per little league rules; this "Dugout Parent" will help with items such as changing catcher equipment and keeping batting order straight.
- 1 Manager and 2 official coaches are allowed on the field. Coaches are part of the field; if the ball hits them it is still alive and batters/runners can be put out while running the bases.
- Defense: up to 11 on defense; 6 players in the infield and up to 5 players in the grassy section of the outfield.
- No player sits the bench in consecutive innings unless they are injured.
- Runners: The play is over once the kid pitcher has possession of the ball in the circle. At this point all runners must stop and return to the prior base unless they are more than halfway to the next base.
- One base maximum on overthrown ball – even if ball becomes loose on return throw to pitcher, runners may not advance.
- No stealing of a base or taking a lead is allowed.



MINOR KID PITCH SOFTBALL SPRING 2016 SEASON: LOCAL/DISTRICT SOFTBALL RULES

The Minor Kid Pitch Softball division is about learning the game, improving skills, having fun and providing a positive experience. It is not about winning and losing.

All play will follow the 2016 Little League Softball Rule Book with these local rules:

Time Limit: 1 hour 30 minutes (begins at first pitch) or 6 innings (whichever occurs first); when time limit is reached, the inning in progress is to be completed and a new inning may not begin (a new inning begins when the last out is made).

10 run rule (4.10e): if after four innings, three-and-a-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Ending an inning: an inning ends when the on the 3rd out or when the 5 runs have scored – whichever occurs first; this is in effect for all innings played in game.

Note 1: If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat but are limited to 5 runs

Note 2: If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored

Note 3: If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.

Batting order: the **continuous batting order (rule 4.04)** is in effect for all games

Special Pinch Runners (rule 7.14): no special pinch runners with continuous batting order;

Note 1: if a player is injured or becomes ill, the player that made the last out will be the pinch runner – it is the leadoff batter runner, the player that batted last in the previous inning will become the substitut runner.

Note 2: there are **no courtesy runners (rule 3.04)** for any player including the catcher and pitcher – there is a one minute between innings so a designated player (other than the catcher) may warm up the pitcher

Pool Players: Following Regulation V(c), these players, when called and show up at the game site must play a minimum of 3 innings, may play any position (except pitcher), and may bat in any position in the lineup.

Minor Kid Pitch Basics:

- A team must have eight (8) players present at game time for the game to be official. No automatic out when playing with less than nine players. If a team has less than eight players the game should be rescheduled. In this case, a practice game may be played without an umpire.
- Two adult base coaches are permitted. One adult must be in the dugout at all times and may assist players for help with duties such changing catcher equipment and keeping the batting order straight.
- **Pitching:** The entire game is kid pitch (35') starting 5/9/2016. Prior to that, teams will play with **Coach Rescue**.
 - If the player-pitcher hits a batter or throws 4 balls to a batter, the count is reset/cleared and the coach of the batting team will come in and pitch to the batter.
 - The batter is allowed 3 pitches from the coach; if there is a foul ball on the 3rd pitch, the batter continues to bat. A batter can foul off an unlimited number of balls from the coach.
 - If the batter "takes" the 3rd pitch (or the 4th if the 3rd was fouled), they are out.
 - The kid pitcher then faces the next batter.
 - All player pitches must be thrown from the **35' pitching plate**.
- Players cannot steal or bunt while the coach is pitching.
- Regulation VI(c): If a pitcher is replaced, she must stay in the game defensively to be eligible to return as pitcher.
- Fielding: up to 10 players on defense in the field. 6 in the infield and 4 in the grassy section of the outfield
- Two defensive coaches allowed in the outfield if a coach is in the dugout. Coaches are part of the field; if the ball hits a coach it is still alive (meaning that batter and runners can be thrown out as they try to advance bases).



MAJOR SOFTBALL SPRING 2016 SEASON: LOCAL/DISTRICT SOFTBALL RULES

All play will follow the 2016 Little League Softball Rule Book with these local rules:

Time Limit: 2 hours (begins at first pitch) or 6 innings (whichever occurs first); when time limit is reached, the inning in progress is to be completed and a new inning may not begin (a new inning begins when the last out is made).

Note: If a doubleheader is played, each game will be 5 innings with a 2 hour time limit

10 run rule (4.10e): if after four innings, three-and-a-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Ending an inning: an inning ends when the on the 3rd out or when the 5 runs have scored – whichever occurs first; this is in effect for all innings played in game.

Note 1: If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat but are limited to 5 runs

Note 2: If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored

Note 3: If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.

Batting order: the **continuous batting order (rule 4.04)** is in effect for all games

Special Pinch Runners (rule 7.14): no special pinch runners with continuous batting order;

Note 1: if a player is injured or becomes ill, the player that made the last out will be the pinch runner – it is the leadoff batter runner, the player that batted last in the previous inning will become the substitute runner.

Note 2: there are **no courtesy runners (rule 3.04)** for any player including the catcher and pitcher – there is a one minute between innings so a designated player (other than the catcher) may warm up the pitcher

Pool Players: Following Regulation V(c), these players, when called and show up at the game site, will play a minimum of 3 innings, may play any position (except pitcher), and may bat in any position in the lineup.

Major Basics:

- A team must have eight (8) players present at game time for the game to be official. No automatic out when playing with less than nine players. If a team has less than eight players the game should be rescheduled. In this case, a practice game may be played without an umpire.
- Two adult base coaches are permitted. One adult must be in the dugout at all times and may assist players for help with duties such changing catcher equipment and keeping the batting order straight.
- All player pitches must be thrown from the **40' pitching plate**.
- Regulation VI(c): If a pitcher is replaced, she must stay in the game defensively to be eligible to return as pitcher.
- Maximum 9 players on defense



SENIOR SOFTBALL SPRING 2016 SEASON: LOCAL/DISTRICT SOFTBALL RULES

All play will follow the 2016 Little League Softball Rule Book with these local rules:

Time Limit: 2 hours (begins at first pitch) or 7 innings (whichever occurs first); when time limit is reached, the inning in progress is to be completed and a new inning may not begin (a new inning begins when the last out is made).

Note: If a doubleheader is played, each game will be 7 innings with a 2 hour time limit

10 run rule (4.10e): if after five innings, four-and-a-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Ending an inning: an inning ends when the on the 3rd out or when the 5 runs have scored – whichever occurs first; this is in effect for all innings played in game.

Note 1: If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat but are limited to 5 runs

Note 2: If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored

Note 3: If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.

Batting order: the **continuous batting order (rule 4.04)** is in effect for all games

Special Pinch Runners (rule 7.14): no special pinch runners with continuous batting order;

Note 1: if a player is injured or becomes ill, the player that made the last out will be the pinch runner – it is the leadoff batter runner, the player that batted last in the previous inning will become the substitute runner.

Note 2: there are **no courtesy runners (rule 3.04)** for any player including the catcher and pitcher – there is a one minute between innings so a designated player (other than the catcher) may warm up the pitcher

Pool Players: Following Regulation V(c), these players, when called and show up at the game site, will play a minimum of 3 innings, may play any position (except pitcher), and may bat in any position in the lineup.

Senior Basics:

- A team must have eight (8) players present at game time for the game to be official. No automatic out when playing with less than nine players. If a team has less than eight players the game should be rescheduled. In this case, a practice game may be played without an umpire.
- Two adult base coaches are permitted. One adult must be in the dugout at all times and may assist players for help with duties such changing catcher equipment and keeping the batting order straight.
- All player pitches must be thrown from the **43' pitching plate**.
- On deck batters are permitted.
- Regulation VI(c): If a pitcher is replaced, she must stay in the game defensively to be eligible to return as pitcher.
- Maximum 9 players on defense