

Greater West Melbourne Little League

2019 Playing Rules

The official regulations and playing rules as they appear in the Rules Book(s) for Baseball, Softball and Little League® Operating Manual shall apply to all Divisions of the Greater West Melbourne Little League. The following rules shall also be in effect for the 2019 spring and fall season.

All Divisions of Baseball and Softball

1. The Home team uses the third base dugout; the visiting team uses the first base dugout.
2. Each team Manager shall solicit a team representative (also known as the "team mom or dad") to assist the League in coordinating parent participation in meeting League volunteer needs – to include concession stand responsibilities, umpiring, special events for players, fund raising, work parties, picture day sessions, and other essentials in operating the league. Remind all parents and guardians that there is no paid staff for the League – everything relies on participation of volunteers.
3. Managers, coaches, and team representatives are expected to attend Coaching/Safety clinics, field workdays, special events (such as Opening and Closing Ceremonies), and all practices and games. Failure to participate in scheduled activities may serve as grounds for removal by Board of Director's action.
4. Following each game or practice, players and spectators of both teams shall pick up paper and food containers around the fields, playing areas, dugouts, and bleachers. The teams following will appreciate your thoughtfulness.
5. The Home Team shall be responsible for field preparation (removing pitching tarp and lining field). Time permitting, the field should be re-lined before each game. The Home Team is responsible for turning off any field lights and scoreboards after the last game or practice of the day and for covering the pitching mound. Both team Managers shall see that the dugouts are clean and that all field equipment is returned to the proper storage area.
6. The Home Team shall provide an official scorekeeper for the Minor A Coach Pitch, Minor Kid Pitch (Double AA), Major, 50/70 Intermediate, Junior, Senior, and Big League Divisions. The official scorekeeper shall turn into a Board member the official "pitch count" form/scorebook required to be maintained for each of the Minor AA, Major, 50/70 Intermediate, Junior, Senior, and Big League baseball divisions, signed by each Manager. Official Scorebooks are kept in the appropriate concession stand; please see a Board member to get these.
7. The Home Team shall provide two playable game balls for each game. Division appropriate game balls are kept in the appropriate concession stand, please see a Board member for these. Majors and upper divisions will receive game balls via the official umpire(s).
8. Concession Stand duty shall be assigned by the League at the beginning of the season with each team's parents having an equal share of the time needed to perform this important task. When assigned, a minimum of four (4) adults will work the designated shift with the Board Director on Duty being the shift supervisor. Under no circumstances will anyone under the age of 13 be allowed to work in the concession stand (with Board Member in charge approval). Volunteers seeking hours for age appropriate uses (Bright Futures, community service, etc.) will be approved in advance by the League President or

Vice President(s). Any required signatures upon completion of said work will be made by the Board Member on Duty.

9. If the League does not schedule Umpires for the game, then the Home Team shall provide a plate Umpire and the Visiting Team shall provide a field Umpire (Majors and above). (WM teams vs WM teams only – appropriate interleague rules shall be in force during interleague games).

10. For any inter-league play, the District approved interleague rules will have priority over local rules. Managers/Coaches/Umpires are responsible for discussing this at the plate meeting prior to game start.

11. Managers and Coaches are responsible for keeping order in the dugout during the game. The presence of parents, siblings, or friends from other teams in the dugout distracts the players and prevents them from concentrating on the game. In the event a Manager or Coach is unable to attend a game due to unavoidable circumstances, and there would otherwise be no adult present in the dugout during the team's time at bat, the Manager or Coach shall inform the Umpire that a designated representative drawn from the parents attending the game will act as a coach in the dugout. This person must be a registered volunteer with GWMLL and may not enter the field during the game. This applies to T-Ball and Minors Only. Little League Rules apply to Majors level and above.

12. Soft toss against any fence is prohibited. Soft toss is allowed in designated areas only. You may be asked to leave the park and suspended for a game if you soft toss against any fence.

13. Managers, Coaches, or Players removed or ejected from a game shall be suspended from their team's next physically played game (Little League Rule 4.07). Additional disciplinary action may be imposed upon review by the GWMLL Board of Directors.

14. Managers and Coaches are not allowed in the park after being ejected (Little League Rule 4.07). Players ejected are not allowed on the playing field or in the vicinity of the field at the discretion of the umpire. Any disruption of team play or controversy on the part of the Manager or Coach at the ballpark during a suspension may be deemed detrimental to the League and be cause for further action by the Board of Directors.

15. The Board of Directors shall not tolerate misconduct on the part of any Manager, Coach or member. Any disciplinary action will take place according to the GWMLL Constitution and/or Playing Rules.

16. The Manager and Coaches of each team shall be responsible for the actions of the spectators and shall be asked to control the games, so that the game on the field and the behavior in the stands will be conducted in a manner exemplified by Little League, Inc. and emphasizing fair play, good behavior and good sportsmanship. The Umpire in charge of the game and any Board members in attendance may assist the umpires by halting the game until good order is restored or individuals causing problems have been removed from the premises.

The District Administrator will set the Softball Divisions and Baseball Divisions playing rules for interleague play at the beginning of the season.

Bat Rules (T-Ball and Baseball Only)

Rule 1.10

Refer to the current Little League Official rule book.

Bat Rules (Softball)

Rule 1.10

Refer to the current Little League Official rule book.

Tee Ball

Ages: **4** to **6** year old boys and girls (**7** year olds may participate with BOD approval)

Game Time Limit: Play will end 1 hour from scheduled start time.

Team Size: Ideally 7-9 players.

Fielding:

1. All players will play the field each inning. Players will be positioned in the field to most closely simulate baseball defense. The use of two pitchers will **not** be allowed. It is strongly recommended that a fourth outfielder be used. Under no circumstances will a coach position a player in the field to intimidate the batter or otherwise gain an unfair advantage.
2. All players will rotate to a new field position each inning.
3. Hats must be worn at all times in the field.

Batting and Base Running:

1. All batters will hit from the Tee.
2. The bat must hit the ball, not the Tee. If the bat hits the Tee it is a dead ball and the batter re-hits.
3. The ball must travel a minimum of 10 feet from the Tee (travel outside the hitting circle or get to the grass). If the ball is within the 10-foot circle, it is a dead ball and the batter re-hits.
4. Continuous batting order will be used; a half-inning will consist of batting through the side.
5. After three (3) outs, the bases will be cleared, yet the batting order continues until all players have batted. Players who are put out must leave the field.
6. All batters will take one base at a time, until the last batter is up and all on base will continue to home plate and that inning is over.

Coaches:

1. The Manager and up to three Coaches must be registered volunteers and on the team roster.
2. Two Coaches will be allowed on the field for defensive purposes, providing that there is a Coach or registered volunteer parent in the dugout. No other adults, siblings, friends, or players from other teams are allowed in dugouts.
3. Three Coaches will be allowed in the field for batting/running (provided one remains in dugout). Usually, one at the plate and two in the field (first and third base).
4. No score is kept in Tee Ball.

5. At season end, the players should minimally know:
 - Where each fielding position is located
 - Proper throwing technique
 - Proper ground ball and fly ball catching/fielding technique
 - Proper batting technique (where and how to swing)
 - Proper base running technique (where to run)
6. At no time is a Manager or Coach to allow a child to leave the field of play (including dugout) without proper supervision such as a parent or guardian.

Minor A Baseball (Coach Pitch)

Reminder: This is instructional baseball – teach proper skill techniques and age-appropriate game strategy.

Age: 7 – 9 year olds and 6 year olds who have previously played a full spring season of Tee Ball.

Team Size: Ideally 9 - 11 players.

Game Time Limit: Game will end 1.5 hours from scheduled start time or 4 Innings (which ever comes first).

Fielding:

1. Teams shall field 9 players each inning in "Baseball Positions".
 - a. Catcher, Pitcher, 1st Base, 2nd Base, 3rd Base, Short Stop, RF, LF, CF
2. Catchers will be fully equipped (cup, mask, chest protector, throat guard, and shin guards).
3. Players shall play no more than two innings at the same defensive position. Players shall have an opportunity to play all positions by the end of the season. No player may sit on the bench for more than 1 inning per game.

Batting and Base Running:

1. A continuous batting order will be used and the Manager shall vary the batting order from game to game.
2. A half-inning shall consist of three outs and batting order will be picked up where you left off in the next half inning.
3. The play continues until the ball has been advanced back to the infield line (Clay), then all runners must stop and cannot advance any further (even if the ball is not cleanly fielded by the infield player).
4. No stealing of any base is allowed at any time.
5. No advancing on over-throws.
6. 5 Swinging strikes is a strike out (counts as OUT in the inning). Fouls do not count as strikes.
7. No walks or base given for hit by pitch.
8. No stealing or leading off.
9. No advancing on overthrows.
10. Singles only for infield hits. Once ball is back to the infield runners can no longer advance.

11. 6 Runs MAX per inning (batting order continues from where you left off the previous inning).
12. Runner can only advance home on a force play or if the ball is hit beyond the pitcher's mound. ***This is to eliminate any collisions at the plate.***

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base Coaches as long as a registered coach (or registered Team Parent) is in the dugout. No other adults or children are allowed in the dugout.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field.
4. Official standings will not be kept. Scoreboards and scorebooks are to be completed and maintained during the game by a HOME team volunteer.
5. No official Umpire will be scheduled for Minor A games, games are to be Umpired by both managers. Managers shall meet to discuss rules and interpretations of the rules prior to game start.

Minor AA Baseball (Kid Pitch)

INTERLEAGUE Rules – will be in affect also

Reminder: This is instructional baseball – teach proper techniques and age-appropriate game strategy.

Ages: 9 – 11-year old's and 7-8 year old's qualifying at skill tryout. 12-year old's may participate only with BOD and District Administrator approval.

Team Size: Ideally 11-13 players.

Game Time Limit: Play will end **2** hours from scheduled start time. Last inning will be called at 1 ½ hours into playing time. The last inning will have un-limited runs allowed (10 run maximum for the last inning).

Fielding:

1. Regulation nine players in the field defensively.
2. Catchers will be fully equipped with cup, shin guards, chest protector, mask, throat guard, and catcher's mitt.
3. Players will play no more than two innings in the same defensive position (rotating between the outfield and infield positions). No player shall remain on the bench for more than one inning. A player may sit out a second inning only after all other players have sat out at least one inning.

Batting and Base Running:

1. A continuous batting order shall be used (all players will be in the batting order).
2. Each half-inning shall consist of three outs.
3. Runners may steal bases at any time after a pitched ball has crossed the plate, regardless of whether the catcher catches the ball or not. Once play has stopped, NO

stealing of bases is allowed. Example is on overthrows from the catcher back to the pitcher. This will allow the game to speed up.

4. Base runners may not "lead off". Runners must be in contact with the base at the time of pitch delivery and may not leave the base until the ball arrives at home plate.

Run Limit:

1. There will be a five-run limit per half-inning. Play stops once the 5th run has scored and no further runs count.
2. The last declared inning (1 ½ hour from game start) shall have a 10 run limit. Managers will agree with the Plate Umpire when the last inning is to be declared.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base Coaches as long as a registered coach is in the dugout. No other adults or children are allowed in the dugout.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field.
4. Managers and Coaches are not allowed to enter the field until the pitcher has completed his/her warm-up pitches. **COACHES MAY NOT WARM UP PITCHERS.**
5. Official standings will not be kept. Official pitch count/scorebooks will be kept for the purpose of maintaining pitching records and player attendance for tournament eligibility verification. The Manager will fill out and submit the line-up card to the Umpire and Scorekeeper at the beginning of each game. The Home team will provide the Official Scorekeeper. Scorebooks will be stored in the concession stand, please see a Board member for these. Both Managers and Umpire shall sign the Official Scorebook at the conclusion of the game.

Pitching:

1. All games will be player pitch from the rubber on the 46' mound.
2. Pitchers will be allowed to pitch to the full extent of the age appropriate rules for daily pitching duration or two innings (whichever occurs first).
3. Players removed from the mound may not return as pitchers during that game.
4. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
5. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.
6. The Manager must remove the pitcher when said pitcher reached the limit for his/her age group as noted below (2019 regular season), but the pitcher may remain in the game at another position (see catcher rule 4 above):
League Age 12: MAY NOT PITCH IN MINOR A
League Age 11: 85 pitches per day
League Age 9-10: 75 pitches per day
League Age 7-8: 50 pitches per day

Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required. Exception: if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Major Baseball

INTERLEAGUE Rules – will be in affect also

Reminder: This is competitive baseball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager’s decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: 9 – 12 year olds selected for a team draft by qualifying at a skill tryout. Designated Board Members shall review the eligible candidates for a MAJOR League draft and define a natural threshold with respect to the number of teams for that season. All 12 year olds must be placed on a Major team unless granted a waiver approved by the GWMLL Board of Directors (BOD) AND the District Administrator.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two and one half (2 1/2) hour time limit will be imposed once the game has reached regulation length.

Fielding, Batting, and Pitching:

The number of pitches allowable is determined by Little League Rule (2019 Regular Season).

1. Players removed from the mound may not return as pitchers during that game.
2. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
3. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.
4. The Manager must remove the pitcher when said pitcher has reached the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (see catcher rule 2 above):

League Age 11-12: 85 pitches per day

League Age 9-10: 75 pitches per day

Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.
- Exception: if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Run Limit:

1. The ten-run slaughter rule will be in effect. Any team ahead by ten or more runs after four completed innings will be declared the winner.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.
4. Base Coaches are not allowed to enter the field until pitcher has completed their warm-up pitches. Coaches MAY NOT warm up pitchers.
5. The Manager will keep a pitching record in the official scorebook and the home plate Umpire will sign said record after each game. Any violation of this rule will be brought to the attention of the league player agent for the appropriate division.
6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Major Division. These scorebooks will be stored in the concession stand between games, please see a Board member for these.

INTERLEAGUE Rules – will be in affect also

Reminder: This is competitive baseball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager's decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: 11, 12 and 13 year olds selected from existing Major and Junior teams drafted by qualifying at a skill tryout.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two and one half (2-1/2) hour time limit will be imposed once the game has reached regulation length.

Fielding, Batting, and Pitching:

The number of pitches allowable is determined by Little League Rule (2019 Regular Season).

1. Players removed from the mound may not return as pitchers during that game.
2. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
3. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.
4. The Manager must remove the pitcher when said pitcher has reached the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (see catcher rule 2 above):

League Age 11-12: 85 pitches per day

League Age 13: 95 pitches per day

Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Exception: if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Run Limit:

1. The ten-run slaughter rule will be in effect. Any team ahead by ten or more runs after four completed innings will be declared the winner.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.

2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.

3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.

4. Base Coaches are not allowed to enter the field until pitcher has completed their warm-up pitches. Coaches MAY NOT warm up pitchers.

5. The Manager will keep a pitching record in the official scorebook and the home plate Umpire will sign said record after each game. Any violation of this rule will be brought to the attention of the league player agent for the appropriate division.

6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Major Division. These scorebooks will be stored in the concession stand between games.

Junior, Senior, and Big-League Baseball INTERLEAGUE Rules – will be in affect also

Reminder: This is competitive baseball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager's decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: Juniors 12, 13 & 14-year olds, Seniors 14, 15 & 16-year olds, Big League 15, 16, 17 & 18-year olds.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two and one-half (2 ½) hour time limit will be imposed once the game has reached regulation length.

Fielding, Batting, Pitching, and Base Running:

The number of pitches allowable is determined by Little League Rule (**2019 Regular Season**).

1. 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 per game.

2. A pitcher may not pitch in more than one (1) game per day if they exceed thirty (30) pitches in the first game (Junior and Senior League Baseball only).

3. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.

4. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.

5. The Manager must remove the pitcher when said pitcher has reached the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (see catcher rule 3 above):

League Age 17-18 105 pitches per day

League Age 13-16 95 pitches per day

Exception: if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 – 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 46 – 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 31 – 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 30 pitches in a day, no (0) calendar day of rest is required.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.
4. The Manager will keep a pitching record using the standard Tournament Pitching Record form and the home plate Umpire will sign said records after each game. The forms will be kept with the official GWMLL home Scorebook. Any violation of this rule will be brought to the attention of the Player Agent of the appropriate division.
5. Base Coaches are not allowed to enter the field until pitcher has completed his warm-up pitches. Coaches MAY NOT warm up pitchers.
6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Junior, Senior, and Big-League Divisions. These scorebooks will be stored in the concession stand between games, please a Board member for these.
7. The use of the "Designated Hitter" is hereby permitted (Senior League Baseball only).

Minor B Softball

INTERLEAGUE Rules – will be in affect also

Reminder: This is instructional softball – teach proper skill techniques and age-appropriate game strategy.

Age: 7 – 10-year olds and 6-year olds who have previously played a full spring season of Tee Ball.

Team Size: Maximum 12 players, ideally 9 players.

Game Time Limit: Game will end 1 ½ hours from scheduled start time.

Fielding:

1. (Coach/Machine Pitch) – Everyone plays the field, no more than 7 Players in the infield and the rest of the team in the outfield. The pitchers will remain on these spots until the ball is struck by the batter. UNDER NO CIRCUMSTANCES will a Manager/Coach place or instruct the pitchers to leave their positions early or in make any attempt to intimidate or otherwise gain an unfair advantage in the field.

2. Catchers will be fully equipped (mask, chest protector, throat guard, shin guards, and glove).

3. Players shall play no more than two innings at the same defensive position (preferably rotating between outfield and infield.)

Batting and Base Running:

1. A continuous batting order will be used and the Manager shall vary the batting order from game to game.

2. There will be no continuous play, once a runner has stopped, the play is over.

3. No stealing of any base is allowed at any time.

4. No advancing on an overthrow.

Pitching:

1. All pitching shall be machine or Coach pitch. The Batter shall receive a total of twelve (12) pitches. At that time either the batter shall have put the ball in play or be considered "out". The machine (or Coach) will be placed at the 35' pitching rubber location.

Run Limit:

1. There will be a five-run limit per half-inning. Play stops once the 5th run has scored and no further runs count.

2. There will be **no** unlimited run rule for the last inning.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.

2. Two adult Coaches will be allowed as base Coaches as long as a registered coach is in the dugout. No other adults or children are allowed in the dugout.

3. Managers and Coaches are not allowed to leave dugout other than to enter the field.

4. Managers and Coaches are not allowed to enter the field until the pitcher has completed his/her warm-up pitches. Coaches MAY NOT warm-up pitchers.

5. No official scorebooks or standings will be kept. The Manager will fill out and submit the line-up card to the Umpire at the beginning of each game.

Minor A Softball

INTERLEAGUE Rules – will be in affect also

Reminder: This is instructional softball – teach proper techniques and age-appropriate game strategy.

Ages: 9 – 11-year olds and 8-year olds qualifying at skill tryout. 12-year olds may participate only with BOD and District Administrator approval.

Team Size: Maximum 15 players, ideally 12 players.

Game Time Limit: Play will end **2** hours from scheduled start time.

Fielding:

1. Regulation nine players in the field defensively.
2. Catchers will be fully equipped with shin guards, chest protector, mask, throat guard, and catcher's mitt.
3. Players will play no more than three innings in the same defensive position (preferably rotating into the outfield and infield). Pitcher substitution shall be dictated by age appropriate inning count.

Batting and Base Running:

1. A continuous batting order shall be used.
2. Each half-inning shall consist of three outs.
3. Runners may steal bases at any time after a pitched ball has crossed the plate, regardless of whether the catcher catches the ball.
4. Base runners may not "lead off". Runners must be in contact with the base at the time of pitch delivery and may not leave the base until the ball arrives at home plate.
5. All defensive rules concerning the 8' diameter circle around the pitcher will be as stated in the Little League Softball 2019 rule book.

Run Limit:

1. There will be a five-run limit per half-inning. Play stops once the 5th run has scored and no further runs count.
2. There will be **no** unlimited run rule for the last inning.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base Coaches as long as a registered coach is in the dugout. No other adults or children are allowed in the dugout.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field.
4. Managers and Coaches are not allowed to enter the field until the pitcher has completed his/her warm-up pitches. **COACHES MAY NOT WARM UP PITCHERS.**
5. Official standings will not be kept. Official scorebooks will be kept for the purpose of maintaining pitching records and player attendance for tournament eligibility verification. The Manager will fill out and submit the line-up card to the Umpire and Scorekeeper at the beginning of each game. The Home team will provide the Official Scorekeeper. Scorebooks will be stored in the concession stand. Both Managers and Umpire shall sign the Official Scorebook at the conclusion of the game.

Pitching:

1. All games will be player pitch from the rubber 35' rubber plate.
2. Pitchers will be allowed to pitch to the full extent of the age appropriate rules for daily pitching duration.
- 3 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 as she was removed.
4. The Manager must remove the pitcher when said pitcher reached the limit for her age group as noted below (**2019 regular season**), but the pitcher may remain in the game at another position.

League Age 12: MAY NOT PITCH IN MINOR A

Pitchers must adhere to the following rest requirements:

If a player pitches in more than one (1) inning, one calendar day of rest is necessary. A player may pitch in a maximum of six (6) innings in a game. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning.

Major Softball

INTERLEAGUE Rules – will be in affect also

Reminder: This is competitive softball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager's decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: 9 – 12 year olds selected for a team draft by qualifying at a skill tryout. All 12 year olds must be placed on a Major team unless granted a waiver approved by the GWMLL Board of Directors (BOD) AND the District Administrator.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two and one half (2 1/2) hour time limit will be imposed once the game has reached regulation length.

Pitching:

1. All games will be player pitch from the rubber 40' rubber plate.
2. Pitchers will be allowed to pitch to the full extent of the age appropriate rules for daily pitching duration.
3. 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 as she was removed.
4. The Manager must remove the pitcher when said pitcher reached the limit for her age group as noted below (2019 regular season), but the pitcher may remain in the game at another position.

Pitchers must adhere to the following rest requirements:

If a player pitches in more than one (1) inning, one calendar day of rest is necessary. A player may pitch in a maximum of nine (9) innings in a game. A player may pitch in a maximum of eighteen (18) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning.

Run Limit:

1. The ten-run slaughter rule will be in effect. Any team ahead by ten or more runs after four completed innings will be declared the winner.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.
4. Base Coaches are not allowed to enter the field until pitcher has completed their warm-up pitches. Coaches MAY NOT warm up pitchers.
5. The Manager will keep a pitching record in the official scorebook and the home plate Umpire will sign said record after each game. Any violation of this rule will be brought to the attention of the league player agent for the appropriate division.
6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Major Division. These scorebooks will be stored in the concession stand between games.

Junior, Senior, and Big-League Softball INTERLEAGUE Rules – will be in affect also

Reminder: This is competitive softball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager's decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: Juniors 12, 13 & 14 year olds, Seniors 13, 14, 15 & 16 year olds, Big League 14, 15, 16, 17 & 18 year olds.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two and one-half (2 ½) hour time limit will be imposed once the game has reached regulation length.

Pitching:

1. All games will be player pitch from the rubber 43' rubber plate.
2. Pitchers will be allowed to pitch to the full extent of the age appropriate rules for daily pitching duration.
3. 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 as she was removed.

4. The Manager must remove the pitcher when said pitcher reached the limit for her age group as noted below (**2019 regular season**), but the pitcher may remain in the game at another position.

Pitchers must adhere to the following rest requirements:

If a player pitches in less than 5 innings, no rest is required. If a player pitches in 5 or more innings one calendar day of rest is required. A player may pitch in a maximum of ten (10) innings in a game. A player may pitch in a maximum of thirty (30) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning.

Run Limit:

1. The ten-run slaughter rule will be in effect. Any team ahead by ten or more runs after four completed innings will be declared the winner.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.

2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.

3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.

4. Base Coaches are not allowed to enter the field until pitcher has completed their warm-up pitches. Coaches MAY NOT warm up pitchers.

5. The Manager will keep a pitching record in the official scorebook and the home plate Umpire will sign said record after each game. Any violation of this rule will be brought to the attention of the league player agent for the appropriate division.

6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Major Division. These scorebooks will be stored in the concession stand between games.

Pool Players for Interleague Play (Baseball/Softball) - Regular Season (District Tournament play rules will be set by the District Administrator).

1. Can add pool player to bring playing roster to 10 players.

2. No more than 2 pool players can be added:

a. 9 regular players can add 1 pool player