

**2019 New Albany Little League Softball  
Minor League (8-10 Year Olds) Rules**

**ALL PLAY IN THIS DIVISION WILL BE BY THE LITTLE LEAGUE RULEBOOK WITH THESE EXCEPTIONS**

**Division Basics**

- Time limit is one hour and thirty minutes from the first pitch. No new inning can start after one hour and fifteen minutes but you will finish the inning that you are in.
- A Little League approved 11" softball will be used for all games.
- A team must have nine players at game time for the game to be official. Pool players can be used if needed and arranged through the division vice-president or player agent in advance.
- A game will last for (6) innings if time allows. An inning will end if a team has scored 5 runs. **No run limit in the 5<sup>th</sup> and 6<sup>th</sup> inning.**
- Two ADULT base coaches are permitted in this division. Each team must have one ADULT in the dugout to assist players (i.e., keeping the girls in the dugout, keeping the batting order straight).
- Game is called after four innings if there is a ten (10) run lead.

**Batting**

- All players will be placed in the batting order (bat the bench).
- The batter becomes a runner and is entitled to first base without the liability to be put out when the batter is touched by a pitched ball which the batter is not attempting to hit unless the ball is in the strike zone when it touches the batter.
- **A 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. In order to take the pitch, the batter must withdraw the bat backwards away from the ball.**
- Pool players, if used, must bat last in the lineup.
- If a player throws the bat, that player will receive a warning. The next time that player throws the bat she will be removed from the bases and the other runners may not advance.

**Fielding**

- Maximum nine (9) players on defense. Six (6) players in the infield and three (3) players in the grassy section of the outfield. Players may not obstruct the runners.
- No player sits the bench more than two consecutive innings unless they are injured/sick.
- Pool players, if used, must play in the outfield.

**Base Running**

- Catcher may have a substitute runner in order to speed up the game. The runner will be the last recorded out.
- A runner who is off the base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, **must determine if they are going to try to advance or return to the last touched base upon stopping their momentum. The girl is not immediately called out but she must make an immediate decision. This is a judgment call by the umpire as to whether or not the girl has had sufficient time to make her decision and is not questionable.**
- A 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.

**Pitching**

- The pitching circle will be 8 feet in diameter with the center of the circle 35 feet from home plate.
- A player may be taken off the mound, rest an inning and then be reentered as a pitcher.
- Pool players, if used, cannot pitch.
- Prior to the start of the season the League VP will meet with coaches to discuss Alternate Pitching Rules:
  - Option A—No modified pitching rules. Play by LL rulebook.
  - Option B—Game time for multiple pitchers:
    - Any player may pitch 2 consecutive innings during a league game. After the second consecutive inning a new pitcher must be brought into the game. After another pitcher or pitchers have completed 3 consecutive outs the pitcher that pitched 2 consecutive innings may reenter the game.
  - Option C—No Walks Rule:
    1. The batter is out after 3 strikes per standard softball rules
    2. If "3 Balls" are called before the 3rd strike, a coach for the batting team will feed the machine for the remainder of the players at bat. The player pitcher then moved to the left or right of the machine, similar to Rookie.

- 3. The number of machine pitches delivered will be 4-(# of strikes) Example: 3 balls and 2 strikes from the player pitch. Machine pitches allowed after that will be 2 (4-2). In this example though with 2 strikes from player pitch, only one more strike is allowed (3 total) so the formula allows for the player to watch a pitch from the machine for timing purposes.
- 4. If the player fouls the last machine pitch, another pitch is delivered. This continues until the player hits the ball fair, or strikes out.
- 5. The pitching machine will be set by the home team. It can be adjusted at the beginning of each inning or after being struck by a ball, or with umpire discretion. Machine will be set at 40' or 42'.
- 6. A coach from the batting team will stand/kneel behind the machine while his/her team bats.
- 7. If the pitching machine or coach is struck by a ball, the play is dead, and batter is awarded the base.
- 8. There are no steals off of the machine.

**IT IS EXPECTED THAT PLAY AND CONDUCT WILL BE SPORTSMANLIKE. NO EXCEPTIONS!!!!  
NO FOOD OR CANDY IN THE DUGOUT!!!! GATORADE AND WATER ONLY ARE ALLOWED!!!!**

**Players, managers, coaches and appointed adults ONLY allowed in the dugouts. Players, managers and coaches are not allowed to leave the dugout during the game unless an injury occurs or excused by the umpire.**