

FAYETTEVILLE-MANLIUS LITTLE LEAGUE, INC.

Local Rules: Major Softball and Minor Softball
(Revised November 2016)

The following rules specifically apply to the Major and Minor Softball leagues of the Fayetteville-Manlius Little League, Inc. Any rule or regulation not addressed herein shall be governed by the official Little League softball rulebook.

RULES THAT APPLY TO BOTH MAJOR LEAGUE AND MINOR LEAGUE

1. Practices: ALL players must attend practices. Managers are to keep practice records. Players who do not regularly attend or fail to give proper advance notice of missed practices or games are subject to disciplinary action by their managers. A player who has 2 unexcused and 1 excused absence, with a maximum of three in total will be dismissed from the team if the League Coordinator and League President find such dismissal to be warranted. No player may be dismissed prior to this occurrence.
2. Notification of Absences: It is expected that all players on a Major league softball team have made a commitment to attend practices and games of the team. At the beginning of the season, the manager will notify all players of the team's rules for attendance at practices and games. Players must notify the manager in advance if a practice or game will be missed. The manager will notify the players how such notice is to be given.
3. Game Times: Afternoon games will start promptly at 6:00 p.m. Field preparation and warm-ups should start at 5:30 p.m. (or earlier, if necessary). Game time limits, (setting the limit for the beginning of a new inning) are as follows:(revised 3/24/2004)
Any inning starting after 7:30 (6 P.M. start) or 1-½ hours after the **scheduled** start time, will be considered the last inning of the game. **The new inning begins with the last out or 5th run of the previous inning.** The last inning of the game shall be treated as the 6th inning and the 5 run limit is suspended.
The **umpire** shall have final decision after conferring with the two managers in deciding when the final inning designation is made. The umpire and coaches could agree to shorten a game.
4. Batting Order: A continuous batting order of all players present will be used. Any player who is not in attendance at the beginning of the game will be placed last in the batting order. Each manager shall supply the opposing manager with a batting order prior to the start of the game.
5. Field Play: Teams shall use 9 players each (optional 10 in the minors and in the Fall season) in the field. (But see Rule 14, Forfeitures, below.)
6. Minimum Playing Time: All players in a regulation game shall play a minimum of 2 innings in the field. It is the intent of this League to strongly encourage equal playing time for all players. Each player may re-enter the game defensively at any time At any position including pitcher subject to pitching rules. (Revised November 2015) It is the intent of this rule to provide for more equal playing time, not to be used to gain an advantage (such as routinely substituting a pinch runner for a slow runner).

7. **Protective Headgear:** All batters, base runners and youth base coaches must wear protective headgear. Batting helmets must have facemask.
8. **Coaches:** A total of **three** adults per team are allowed on the field or bench area.
9. **Equipment:** All equipment shall be returned to the equipment shed by the HOME team after the game. The home team is responsible for bases, game ball, lining the field and all field maintenance items. A manager must keep all equipment and players who are not playing in the field or at bat in the dugout during the game, unless an emergency should come up.
10. **Medical Release Forms:** All managers must have all medical release forms with them during all games and practices.
11. **Scoring:** Winning team managers shall report the score to the league coordinator.
12. **Cancellations or Rescheduling of Games**

12.1 Forfeit.

(a) If each team has at least SEVEN players present, the game must (Revised November 2015) be played. No automatic outs will be assessed due to a lack of players (Revised November 2016) and the opposing manager may lend players to play defensive positions when that team is in the field. (Revised 1999).

(b) If, at the starting time of the game, a team is unable to field at least SEVEN players, that team will forfeit the game. The two teams may play a scrimmage with the players in attendance, but the game will not be rescheduled.

(c) **Special circumstances.** If a manager knows in advance he will be unable to field seven players because of a school or church function, and notifies the League Coordinator at least 24 hours prior to the scheduled game, and the League Coordinator finds that such special circumstances exist, then the League Coordinator may rule "no forfeit" and the managers may reschedule the game as defined in 12.2. (Revised 2001)

12.2 Rescheduling. When any game (regular or make-up) is cancelled due to weather, unplayable field conditions, or other special circumstances as described above, the game shall be rescheduled at the time the field is next available as determined by the League Coordinator. For the Major League these times will be each Sunday at 3:00 and 6:00. The Manager of the Home Team is responsible for contacting the Umpire Coordinator and Snack Shack Coordinator to inform them of the change. If a team cannot field a team at the rescheduled game time the game shall be forfeited as per section 12.1 above.

13. **Throwing the Bat:** A batter who throws a bat after hitting the ball shall be declared out, the ball will be declared dead, and any base runners shall be required to return to the base that they occupied. One warning per game (not per team) will be given. The umpire in charge shall advise each manager of the rule prior to the start of the game.

Regulations **prohibit on deck batters.** This means **No Player should handle a bat,** even while in an enclosure, until it is her time at bat.

14. Thunder and (Revised November 2015) **Lightning: When lightning is seen and/or thunder is heard, the umpire is to suspend play for 30 minutes. If lightning is seen and/or thunder is heard again during that 30 minute period, the 30 minute wait period restarts at that point. The umpire must wait at least 30 minutes before ruling that the game will not be resumed, unless darkness will be a factor. If darkness will be a factor in the 30 minute window then the game can be declared lightning and/or thunder delayed.**

Attachments:

- A. Rules that apply to Major League only
- B. Rules that apply to Minor League only

RULES THAT APPLY TO THE MAJOR LEAGUE ONLY

Pitching: No pitcher may pitch more than three innings in a game (amended 2001). A single pitch in an inning will be charged as an inning to the pitcher. One day of rest is not required for pitchers due to the three inning limit. Each pitcher may pitch a fourth inning during extra innings of playoffs only (Revised November 2016).

Each manager must be familiar with the other rules in the Softball Official Rules (Little League Baseball) on pitcher eligibility, including Rules VI, 3.03, 3.05, and 4.11e.

Intentional Walks: It is the intent of the game to allow the players to hit, pitch and field. Therefore, there will be no intentional walks. All players should be expected to swing the bat when batting rather than to attempt to walk.

Five-run Rule: For the first five innings of the game, no team may score more than five runs in an inning. If and when a fifth run scores, the half-inning is over. The 5-run rule does not apply in the sixth inning or in extra innings.

Scheduling: A team may play not more than one double-header in a week.

Maximum Number of Runs per Game: If after 4 inning (or 3 ½ 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 **must** concede the victory to the opponent.

RULES THAT APPLY TO THE MINOR LEAGUE ONLY

Length of game: Five innings.

Pitching:

1a. For the first third of the season (1/3 of the scheduled games), the team manager or a coach shall pitch to his/her team when the team is at bat in the first and second innings. Pitching must be by players in the remaining innings.

1b. For the second third of the season, pitching must be by players in the first, second, and third innings. During the remaining innings, the team manager or a coach shall pitch to his/her team when the team is at bat. (Amended 2005)

1c. For the last third of the season the remaining games shall be **entirely player-pitch**; no coach-pitch in these games. (Revised 2008) A player may pitch no more than 3 innings per game and no more than 2 consecutive innings (Revised 2014). Each pitcher may pitch a fourth inning during extra innings of playoffs only (Revised November 2016).

1d: An oversized home plate will be used.

2. When an adult is pitching, a fielder will play next to the adult to field the balls.

3. When a player or coach is pitching, balls and strikes will be called, as per softball official rules. (amended 11/4/08)

Field Play: Teams may play with 9 or 10 players in the field.

Balls: 11-inch softball.

Base running

1. One base on an overthrow The baserunner may advance only one base beyond the base that was overthrown. Unless the ball leaves the field of play or is otherwise dead, advancement to the one base allowed is at the baserunner's risk of being thrown out at that base. (Example: batter hits grounder to shortstop, who overthrows first base. Runner may attempt advance to second. If the ball remains within field of play, the defense may retrieve ball and attempt play at second.) **If the defensive player is attempting to return the ball to the pitcher who is in the circle, this will not be considered another overthrow even if the ball does go past the pitcher.** (amended 11/08)

2. Stealing Bases. A player may steal only on a passed ball -- that is, on a pitched ball that passes by the catcher and then passes behind a white semicircular line that will be chalked or painted behind the catcher's box. **The chalk semicircle is to be drawn behind where the umpire would normally stand.** On a pitch that is missed or dropped by the catcher but that stays within the semicircle, no runner may steal.(amended 11/4/09)

3. No Stealing Home -- stealing is allowed to 2nd or 3rd only. Interpretation: If the play begins with a hit ball, and a runner is at third or approaching third when a first overthrow occurs

(at any base), that runner may attempt advancing to home. However if the play begins with a steal, no runner may advance beyond third base.

Four-run rule: For the first four innings of the game, no team may score more than four runs in an inning. If and when a fourth run scores, the half-inning is over. The 4-run rule does not apply in the fifth inning or in extra innings.

Mercy rule: There is no mercy rule in minors.