Pearl River Little League

**Minor Girls Division Softball Rules**

**2018**

The PRLL Board of Directors has approved the following modifications to the Official Little League Rule Book for use in the 2018 Minor Girls Softball Division.

**1.0 START TIMES**

 Weeknight games will begin as follows:

 During the month of April – 5:30 PM unless noted on schedule.

 During the months of May and June – 6:00 PM unless noted on schedule.

**1.1 PITCHING**

A pitcher may pitch a maximum of 3 innings per game, **for as many games as their team plays in a calendar week.** If a pitcher pitches one ball to a batter that constitutes one inning pitched. Pitchers may pitch on consecutive days regardless of innings pitched on previous day.

**PHASE ONE – FROM April 1 – April 30**

If a pitcher gives up 4 walks/hit batters in an inning, the manager/coach of batting team **must** enter to finish pitching the inning. A batter can’t receive a walk/hit by pitch while the manager/coach is pitching, and there is no stealing. The pitcher who was replaced can come back and pitch again, provided they haven’t used their 3 inning maximum for the game.

### PHASE TWO - REMAINDER OF SEASON (INCLUDING PLAYOFFS)

If a pitcher gives up 4 walks/hit batters in an inning, the manager has the **option** of replacing that pitcher for the remainder of the inning with another player, or leaving that pitcher in the game. A replaced pitcher can be brought back to pitch provided they haven’t used their 3 inning maximum for the game.

**1.1.2 STOPPAGE OF PLAY**

Stoppage of play will be when the ball is returned to the pitcher’s circle with the pitcher in possession. At this point:

All runners must proceed to the next base **or** return to the base they came from. If no further play is made on the runner, the play is over when the runner(s) reach the next base or returns to the previous one. Runners cannot advance more than one base, unless a play is made on them. During the regular season, a runner will **not** be deemed out if they hesitate between bases. **Instead, that runner will be directed to go back to the base they came from.** This will be revisited for the playoffs.

**1.1.3 BATTING ORDER**

The batting order is to consist of all members of the team and the whole team bats in succession. An inning will end by means of 3 outs, a full “bat-around” of the whole team, or by scoring 5 runs, whichever comes first. The five run rule will not apply to the 6th inning, but the bat-around will. This waiver of the 5 run rule applies **only** to the 6th inning. The number of players for the bat-around shall consist of the greater number of players on either team. The player does not have to be a fielder in that inning in order to bat.

**1.1.4 NUMBER OF FIELDERS**

There shall be a maximum of 10 players on the field. This shall consist of a pitcher, catcher, four infielders and four outfielders. There shall be no short-center fielder. Outfielders will be positioned on the outfield grass.

**1.1.5 POSTIONING OF FIELDERS**

**INFIELD:** Before a pitch is thrown, infielders will be positioned no closer to the batter then even with the bases. The only exception, when a runner is on first; then the first baseman can play one step in front of the base in order to avoid getting in the runner’s path toward second base. They may move forward to field a ball when it is batted. On a bunt attempt, all fielders can start to move forward, towards the plate, as the batter squares to bunt.

**OUTFIELD:** Outfielders must be positioned on the outfield grass. They can make plays in the infield, but only from a starting position in the outfield.

**1.1.6 REQUIRED NUMBER OF PLAYERS**

A team must have **8** players to start a game. If during a game a player is removed, then you will be permitted to finish the game with **8** players**.**

**1.1.7 ROOKIE CALL-UPS**

A player who is called up from the ROOKIES to help your team must play the minimum 3 innings in the field, and should be included as the last player (or players if more than one ROOKIE player used) in your batting order. ROOKIE call-ups must play the outfield positions.

**1.2 MINIMUM INNINGS PLAYED PER PLAYER**

All players must play 3 innings on the field.

**1.3 PERSONS ALLOWED IN DUGOUTS AND ON THE FIELD**

Only a manager and 2 coaches are allowed in the field complex with the players. There should be no other adults or children on the playing field or in the dugout with the exception of one scorekeeper who is to remain in the dugout.

**1.4 TEAM/FAN/MANAGER/COACH BEHAVIOR**

Team managers are responsible for the behavior of their teams. They must also try to keep their fans in line, especially relating to the opposing team members and particularly the umpire. Remember, the umpires are volunteers and our children, not professionals.

**1.5 MISCELLANEOUS**

a. There is no infield fly rule or balks.

b. Tagging up after a catch is permitted.

c. No player may play the catcher’s position for more than 4 innings in a single game.

d. **Caged** helmets will be worn at all times.

 **2.0 SLIDING**

LITTLE LEAGUE sliding rules will be enforced at all bases. On a tag play at all bases, the runner may not run into the defensive player. She must either slide, attempt to avoid the tag or give herself up. If illegal contact is made, the runner is out. This is an umpire’s judgment call and if such contact is deemed malicious, the runner is also ejected from the game.

**3.0 BUNTING**

Bunting is allowed, but fake bunts are not permitted. A batter who squares and then pulls the bat back, and takes a swing will be an automatic OUT even if she does not make contact. A batter who squares and decides not to make an attempt will not be considered a fake bunt.

**4.0 STEALING**

There is no further advance on errant throws from the catcher attempting to throw out a runner.

On the catcher’s throw back to the pitcher, a runner may attempt to steal as long as you haven’t used up your allowable amounts.

A runner may advance one base on a pick-off attempt by the pitcher or catcher even if you have used up your allowable steal quota.

**4.1 SECOND BASE**

4.1.1 Each team is allowed ONE SUCCESSFUL steal of 2nd base per inning**.**

4.1.2 A runner may not steal HOME on a throw down to 2nd base, and there is no advancing on an overthrow.

4.1.3 Stealing 2nd base directly from a walk is not allowed.

**4.2 THIRD BASE**

4.2.1 Each team is allowed ONE SUCCESSFUL steal of 3rd base per inning.

 4.2.2 There is no advance on overthrows from the catcher.

4.2.3 Double steals are NOT allowed, in a 1st and 2nd base situation. During a steal attempt of 3rd base, the runner on 1st base is not allowed to advance to 2nd base.

**4.3 HOME PLATE**

 4.3.1 Each team is allowed ONE SUCCESSFUL steal of HOME per inning.

**5.0 RESCHEDULING GAMES**

 5.1 Games may only be rescheduled by your league coordinator or the Player Agent.

**6.0 12-RUN RULE**

 **6.1** If a team is ahead by 12 or more runs after 4½ or 5 innings, the team that is ahead will be considered to have won that game. The game will end at that point.

**7.0 COURTESY RUNNER**

 **6.1** A courtesy runner will be allowed for the catcher once there are 2 outs in the inning. The runner must be the last batted out.

**8.0 PLAYOFFS**

 **8.1** ALL MINOR League Girls teams make the playoffs.

**9.0 TIME LIMITS**

**9.1** On Saturday, if a game has not gone 6 innings and there is a game scheduled after that game, a new inning can’t be started once the game has exceeded 2 hours (this assumes 2 hours between start times. If more than that, then time limit s/b extended accordingly). If the last game of the day is not complete and darkness is setting in, either the umpire or a league official must make the decision to stop the game.

**10.0 GROUND RULES**

 **10.1 BRADY FIELD**

10.1.1 A ball hit past the outfielders in the air or on the ground will be treated as follows:

* Reaches bushes or picnic area under Pavilion = **ground rule double**
* Hits the roof of the Pavilion = **Home Run**

10.1.2 A batter/runner will be given one base on any overthrow that goes into foul territory - DEAD BALL TERRITORY - at first base. If the overthrow is in fair territory, the runner may advance as far as possible at her own risk.

**10.2 GAME LENGTH/OFFICIAL GAME**

9.2.1 The normal length of a game is 6 innings, darkness, weather or time permitting. An official game is 4 innings.

**NOTES:**

1. **Pitching rules will be strictly enforced. Any violation of the rules, for whatever reason, will result in the game being counted as a loss.**

2. **Upon completion of a game, all managers MUST provide the league coordinator with the name of each pitcher, the number of innings pitched, and the score of the game. First and last names of the pitchers must be used. This will be done by email. Instructions will be provided.**