

Zionsville Little League - 2013 Softball Local Rules

** The Zionsville Little League girls softball program is governed by the official regulations and playing rules for all divisions of Little League Softball (www.littleleague.org)

** Majors (11/12/13), Minors (8/9/10) & Rookies (6/7/8) will follow the official 2013 rule book with the following modifications.

I. General Rules - Teams

- a. The number of players per team will be determined each year depending on the number of players registered.
- b. Minor (9/10) and Major (11/12) teams will be selected by evaluations and draft method.
- c. The number of teams for all leagues will be frozen at the March Board meeting. Additional players shall be added until all rosters are filled. Players signing up for little league after rosters are filled shall be placed on a waiting list.

II. General Rules - Players

- a. Any girl that resides in or attends Zionsville Community School District that meets the age requirements shall be eligible to play in the Zionsville Little League.
- b. Any girl 7 years of age by January 1st is eligible to play in the Zionsville softball Rookie (6/7/8) league program. Girls 6 years of age by January 1 will be considered for eligibility in the Zionsville softball Rookie (6/7/8) league by special request and evaluation for safety concerns.
- c. Any girl 9 years of age by January 1st is eligible to play in the Zionsville softball Minor (9/10) program.
- d. Any girl 11 years of age by January 1st is eligible to play in the Zionsville softball Major (11/12/13) program.
- e. Any girl 13 years of age by January 1st is eligible to play in the Zionsville softball Major (11/12/13) program.
- f. Any girl requesting to move up a division must put in writing why they are requesting to make a change that differs from National Little League guidelines. The Zionsville Little League will make the final decision.
- g. All players must have a birth certificate copy on file with the League by the time their league rosters are frozen to be eligible to play.

III. General Rules – Team Responsibilities

- a. The home team will supply a new ball for each game.
- b. The home team will prepare the field before each game.
- c. The visiting team will rake the field after the game.
- d. The visiting team will provide a responsible person to operate the announcer's booth and scoreboard (field 3 only).
- e. Both teams shall be responsible for picking up the trash around dugouts and bleachers after each game.
- f. The home team scorebook will be the official scorebook. It is encouraged that the score keeper of the visiting team compares scorebooks after each inning.
- g. Coaches shall not attempt to influence or intimidate umpires. Any of this activity should be brought to the VP of Softball's attention immediately.

IV. General Rules – Uniforms & Equipment

- a. Any player not in uniform (shirt) shall not be allowed to play. Exception would be if player is added at a later date and uniform has not been provided by the Uniform Officer or uniform has not arrived by first game of season.
- b. All shirts must be tucked in at all times.
- c. All catcher's gear (throat protectors included) and batting helmets will be worn during game play on the field. A coach should warm up the pitcher if the catcher is not ready.
- d. Batting helmets must have an approved face guard.
- e. Balls provided by the league will be the official balls of each game.
- f. Coaches should strongly encourage use of a face mask for pitchers in the player-pitch divisions.

V. General Rules – Umpires (Information to Follow)

VI. Juniors - Age Specific Rules

Juniors will follow all rules as outlined in the 2013 Little League Softball rule book.

VII. Major 11/12/13 - Age Specific Rules – This league will follow the 2013 Little League Softball rule book with the following exceptions.

- a. A game may not start with fewer than eight (8) players. If at game start a team does not have 8 players, they will forfeit that game. A game may be rescheduled due to lack of players, but this must be done in advance of the start time.
- b. Every player on a team roster will participate in the field each game for a minimum of six (6) defensive outs. This rule is in effect regardless of whether the game is shortened by a run-rule situation.
- c. Unlimited substitution is allowed for all positions except pitcher.
- d. Each player must play a total of two (2) different positions and one of the positions must be in the infield.
- e. One player may not play the same position more than 2 consecutive innings, except for a pitcher and catcher.
- f. A player may not play catcher more than three (3) innings per game. If a game goes to extra innings, a catcher that has played three (3) innings may come back in to catch.
- g. Pitchers rules:
 - i. A player may only pitch three innings per game. An inning is considered to be one (1) pitch to a live batter. The innings **do not** need to be consecutive.
 - ii. If a pitcher hits three (3) batters in an inning, that pitcher must be removed after hitting the third batter. The pitcher can return back into the game as a pitcher in a different inning, but that inning will also count as one of their three (3) innings pitched.
 - iii. The pitcher is permitted a total of 4 warm up pitches between innings.
- h. Batting order will be as follows:

- i. Every girl bats whether she is in the field or not.
 - ii. The batting order will be provided and announced at the beginning of each game, and will remain unchanged, except as noted below.
 - iii. Any girl not present at the beginning of the game will become the last batter on the roster in the official batting order from the point at which she arrives.
 - iv. Any player removed from the batting order due to illness or injury shall not result in an out.
- i. Games will be six (6) innings or two (2) hours long whichever occurs first. The inning in progress at the end of the allotted time will be completed. In this case, beginning of an inning starts when the third out or the run rule limit is reached in the previous inning.
- j. Game times will be set at the time of scheduling. Any team that is not on the field ready to play within five (5) minutes of the scheduled time will forfeit the game.
- k. In the event of inclement weather, four (4) complete innings shall constitute a game. (3-1/2 innings if home is leading.) The VP of Softball will be responsible for rescheduling cancelled or incomplete games. Games called due to inclement weather will start where they were ended.
- l. If lightning is seen in the area, play shall be stopped immediately and all players removed from the field and dugouts for 30 minutes after the last sight of lightning. **DO NOT FINISH THE BATTER OR INNING.**
- m. There will be a run limit of seven (7) runs per inning for innings one (1) through five (5). Runs are unlimited starting with inning six (6) and beyond.
- n. If after 4 innings (3 ½ innings if the home team is ahead), one team has a lead of 10 or more runs, the team with the least runs shall concede the victory to the opponent. Note: If the visiting team has a lead of 10 or more runs, the home team must bat in its half of the inning.**
- o. Games tied after 6 innings of play will go to an extra inning (or innings) if the game is still under the time limit. If the time allotment has been reached, regardless of the inning, it will remain a tie during regular season play.
- p. The eight (8) foot circle shall apply, with the circle to be drawn around the pitcher's rubber before each game.
- q. Each team will play with six (6) infielders and three (3) outfielders. Outfielders must stay in the grass unless backing up a play. The six (6) refers to the pitcher, catcher, first, second, third and shortstop positions.
- r. Infield fly rule will apply.
- s. Defensive conferences shall be limited to two (2) conferences per pitcher per inning. At the third conference, the pitcher shall be removed from the pitching position for the remainder of that inning.
- t. Pitching plate is 40 ft from the back of home plate.
- u. A 12 inch softball will be used.
- v. Dropped third strike rule is in effect.

VIII. Minor 9/10 - Age Specific Rules – This league will follow the 2013 Little League Softball rule book with the following exceptions.

- a. A game may not start with fewer than eight (8) players. If at game start a team does not have 8 players, they will forfeit that game. A game may be rescheduled due to lack of players, but this must be done in advance of the start time.
- b. Every player on a team roster will participate in the field each game for a minimum of six (6) defensive outs. This rule is in effect regardless of whether the game is shortened by a run-rule situation.
- c. Unlimited substitution is allowed for all positions except pitcher.
- d. Each player must play a total of two (2) different positions and one of the positions must be in the infield.
- e. One player may not play the same position more than 2 consecutive innings, except for a pitcher and catcher.
- f. A player may not play catcher more than three (3) innings per game. If a game goes to extra innings, a catcher that has played three (3) innings may come back in to catch.
- g. Pitchers rules:
- i. A player may only pitch three innings per game. An inning is considered to be one (1) pitch to a live batter. The innings do not need to be consecutive.
 - ii. If a pitcher hits three (3) batters in an inning, that pitcher must be removed after hitting the third batter. The pitcher can return back into the game as a pitcher in a different inning, but that inning will also count as one of their three (3) innings pitched.
 - iii. The pitcher is permitted a total of 4 warm up pitches between innings. A coach should warm up the pitcher if the catcher is not ready.
- h. Batting order will be as follows:
- i. Every girl bats whether she is in the field or not.
 - ii. The batting order will be provided and announced at the beginning of each game, and will remain unchanged, except as noted below.
 - iii. Any girl not present at the beginning of the game will become the last batter on the roster in the official batting order from the point at which she arrives.
 - iv. Any player removed from the batting order due to illness or injury shall not result in an out.
- i. Games will be six (6) innings or one hour and thirty minutes long whichever occurs first. The inning in progress at the end of the allotted time will be completed. In this case, beginning of an inning starts when the third out or the run rule limit is reached in the previous inning.
- j. Game times will be set at the time of scheduling. Any team that is not on the field ready to play within five (5) minutes of the scheduled time will forfeit the game.
- k. In the event of inclement weather, four (4) complete innings shall constitute a game. (3-1/2 innings if home is leading.) The VP of Softball will be responsible for rescheduling cancelled or incomplete games. Games called due to inclement weather will start where they were ended.
- l. If lightning is seen in the area, play shall be stopped immediately and all players removed from the field and dugouts for 30 minutes after the last sight of lightning. **DO NOT FINISH THE BATTER OR INNING.**
- m. There will be a run limit of five (5) runs per inning for innings one (1) through five (5). Runs are unlimited starting with inning six (6) and beyond.
- n. If after 4 innings (3 ½ innings if the home team is ahead), one team has a lead of 10 or more runs, the team with the least runs shall concede the victory to the opponent. Note: If the visiting team has a lead of 10 or more runs, the home team must bat in its half of the inning.
- o. Games tied after 6 innings of play will go to an extra inning (or innings) if the game is still under the time limit. If the time allotment has been reached, regardless of the inning, it will remain a tie during regular season play.

- p. The eight (8) foot circle shall apply, with the circle to be drawn around the pitcher's rubber before each game.
- q. Each team will play with six (6) infielders and four (4) outfielders. Outfielders must stay in the grass unless backing up a play. The six (6) refers to the pitcher, catcher, first, second, third and shortstop positions.
- r. Infield fly rule will apply.
- s. Defensive conferences shall be limited to two (2) conferences per pitcher per inning. At the third conference, the pitcher shall be removed from the pitching position for the remainder of that inning.
- t. Two (2) *successful* steals from third (3rd) base to home per inning.
- u. Pitching plates is 35 ft from the back of home plate.
- v. An 11 inch ball will be used.
- w. The dropped third strike rule is not in effect.

IX. Rookie 6/7/8 - Age Specific Rules – This league will follow the 2013 Little League Softball rule book with the following exceptions.

- a. A team will not start a game with fewer than eight (8) players. However, if both managers agree, a team may play with fewer than eight (8) players and it will count as an official game. If the managers cannot agree, then the team with fewer than eight (8) players will forfeit.
- b. Games will be six (6) innings or one (1) hour and twenty (20) minutes long whichever occurs first. The inning in progress at the end of the allotted time will be completed. In this case, beginning of an inning starts when the third out or the run rule limit is reached in the previous inning.
- c. Game times will be set at the time of scheduling. Any team that is not on the field ready to play within five (5) minutes of the scheduled time will forfeit the game. No warm-ups are allowed during the game.
- d. In the event of inclement weather, cancelled games must be played at the first available date. Every attempt must be made to reschedule the game. Games called due to inclement weather will start where they were ended.
- e. Pitching Regulations:
 - i. Each team must provide a pitcher who will pitch 2 pitches to each batter. The coach will step in and pitch remaining pitches.
 - ii. Coaches pitch to their own team from the front of the 8' radius pitching circle. The coach that pitches must have at least one foot inside the circle at all times.
 - iii. The pitching coach must avoid all contact with the ball and players. The pitching coach must leave the playing field while the ball is alive. If, in the umpire's judgment, interference by the pitching coach was intentional, the lead runner is out. If the interference is unintentional, it shall be ruled as a no pitch/dead ball.
 - iv. The pitching coach shall not direct the batter/runner in any way.
 - v. The defensive player that is in the pitchers position must stay in the circle until the ball is hit.
- f. An 11" inch non-vinyl softball shall be used for play.
- g. The pitcher's helper must wear a helmet with a face mask at this age level.
- h. Batting Regulations:
 - i. Every girl bats whether she is in the field that inning or not.
 - ii. The batting order will be provided and announced at the beginning of each game, and will remain unchanged, except as noted below.
 - iii. Any player not present at the beginning of the game will become the last batter on the roster in the official batting order from the point at which she arrives.
 - iv. Any player removed from the batting order due to illness or injury shall not result in an out.
 - v. Any "official softball" or T-ball bat may be used.
 - vi. A player may bat only once per inning. If three (3) outs are completed prior to batting through line up, that half of the inning shall be ruled complete.
 - vii. Exception to rule of batting only once per inning would be if for example "team A" only has 7 players and "team B" has 9 then "team A" is allowed to bat two (2) players twice per inning unless three (3) outs occur before batting through line up.
- i. Playing Rules:
 - i. A total of six (6) pitches or three (3) swinging strikes shall count as an out. An at-bat shall not end on a foul ball.
 - ii. Three outs per half inning.
 - iii. No walks. If the player does swing at the 6th pitch, the player is out.
 - iv. The infield fly rule shall not apply.
 - v. The five run rule per inning shall apply.
 - vi. No stealing
 - vii. Each player must play three (3) different positions each game and one of the positions must be in the infield.
 - viii. The catcher must be rotated every inning.
 - ix. If throw made to first base by fielder is over thrown then all runners must stay.
 - x. If batter hits into grass then runner can advance beyond first base but must stop at second base. Under no circumstances can a runner advance on an overthrow.
 - xi. First and second games it is permissible to stop games to instruct the players. Beyond second game it is at the discretion of the Managers if instructional time-outs will be allowed.
 - xii. No leadoff before the ball is hit.
 - xiii. Each team can field a total of ten (10) players – 6 infielders and 4 outfielders. Outfielders must stay in the grass during play.
 - xiv. A player who is on second base at the time of a hit to the outfield may attempt to score unless the ball is in the pitcher's circle before the player has reached third base.
- j. Two defensive coaches are allowed in the outfield when their team is on the field.
- k. The two base coaches shall not impede or assist the runner in any way.
- l. Dead Ball Clarifications:
 - i. A dead ball will be called when the ball is held by any defensive player and the lead runner has been forced back to the base.

- ii. A dead ball will be called when any defensive player carries the ball into the pitcher's circle (intentionally or unintentionally) and is clearly not making a play.
- iii. ii. A dead ball will be called immediately if there is an injury on the field.