

D11 Minor League Softball Rules 2016

1. Fans, heckling players, coaches or umpires must be dealt with by team managers and/or umpires. If the fan continues to act inappropriately, play must be suspended until that fan leaves the grounds.
2. No arguing calls. All judgment calls are final. Questions regarding interpretations should involve team managers and umpire only. Remember- our goal is to get the call right.
3. Games start at 5:30 pm (unless agreed upon by both teams).
4. Home teams will supply the umpire. If umpires are unavailable, parents may be asked for assistance. All umpires should umpire from behind the catcher.
5. Weekday games: New inning cannot be started after 7:30pm, dusk, or at the judgment of the umpire that further play would no longer be safe for the children.
6. Weekend games: Maximum length of a weekend game is 2 1/2 hours. New inning cannot be started 2 hours after the first pitch.
7. A player can only sit out 2 defensive innings per game. Players should be moved to different positions during each game. Players should not be designated a position for the entire game. All players should be allowed to play all positions during the course of the season.
8. Little league softball pitching rules apply with one exception:
A: Pitcher must be removed after hitting her 4th batter in a game or 3rd batter in the inning.
9. 3-5-9 rule. Each half inning will end at 3 outs, 5 runs, or 9 batters- whichever comes first.
10. Continuous batting order, open defensive substitution.
11. Each team may place 10 players on the field for defense. The tenth player must play an outfield position. No more than 10 should ever be used on the field.
12. Walks- At no time may the pitcher walk the bases loaded. In a situation where this could occur, the coach from her team will come in to pitch. The player keeps the strike count and continues her at bat until the player either hits or strikes out.
13. Stealing- The catcher must have the ball or the ball must have gotten past the catcher. No runner may steal home. No stealing when coach is pitching. Runners may only advance home on a passed ball twice per inning.
14. Children should be taught to lead off the base once the pitched ball has reached the catcher.
15. Throwing down. If the runner is attempting to steal a base the catcher is encouraged to throw down in attempt to throw out the runner. If the runner is tagged out, she is out. If the runner is safe no further advancement may be made even if there is an error on the play. No runner may advance home from 3rd base on a throw down attempt.
16. Base Advancement. If a player gets a clean hit that reaches the outfield that player may advance as normal at her own risk of being put out.
17. Runners can advance one base on an error.
18. No infield fly rule in effect. No head first sliding.
19. Pitchers should be encouraged to wear face masks/guards, although not required/mandatory.
20. Before the game, team managers may confer on whether to remove a rule from gameplay. Must be agreed on by both managers. The rule removed cannot counteract LL rules concerning the division. No restrictions can be added to the ruleset in this fashion.