

2025 Minor Division FALL RULES

Game Play:

1. There will be no more than one minute between innings.
 - a. To speed up the game, teams can have the last batted OUT run for the catcher and/or pitcher with 2 OUTS.
 - b. This should not delay the game. The player entering to run should be ready with their helmet on before time is issued. The pitcher and catcher are expected to take the field once the third out has been recorded. Failure to do so will result in less warm up pitches as umpires will strictly enforce the 1 minute rule.
2. There is a 5 run limit per inning except in the 6th inning. More than 5 runs can only be scored before the 6th in the event of an out-of-the-park homerun. There is also a 10 run mercy rule after 4 innings of play. 3 ½ if the home team is in the lead.
3. All games will have a hard stop time limit of 2 hours. Once the 2 hour mark is hit, the umpire will announce last batter, the batter will complete their at-bat and the game will end. The score will revert back to the last completed inning. Any attempt to manipulate the outcome of a game in regards to the time limit will warrant a warning and possible ejection.
4. Please be sure to rotate players throughout the season to ensure player education and experience
5. Your bat is approved for play if it meets the following softball bat standards.

Rule 1.10 – Softball

The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for **Junior/Senior League**) in length, not more than two and one-quarter (2¼) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

6. Coaches are not permitted to be outside of the dugout during games with exception of base coaches. Please keep gates shut at all times.
7. No games will be canceled or rescheduled for non-weather reasons. If you are short players you MUST contact the division representative in order to get call-ups. Called up players will be from teams within your division not playing at that time or from the Machine

Pitch Softball Division. Call-ups must bat at the bottom of your lineup and may not pitch. If there are no call-up players available, we ask that the 2 teams share players for defense only. Rained out games will be made up as best as possible.

8. Any unsportsmanlike conduct by a player, manager, coach or scorekeeper will result in an immediate ejection of said offender. Any player who is ejected will have to sit the next ATTENDED game on the bench in uniform. Any continued unsportsmanlike conduct by the same player, manager, coach or scorekeeper could result in future suspensions based on the decision by the Board of Directors. Unsportsmanlike conduct includes but not limited to intimidation of umpires, foul language, throwing or kicking of any equipment or any other unnecessary behavior.

Offense:

9. There is a 5 run limit per inning except in the 6th inning. You may score unlimited runs in the 6th.

10. Each team will use the continuous batting order that will include all players present for the game batting in order. A player may be entered and/or reentered defensively (except the pitcher) in the game anytime. There will be no more than ten (10) defensive players on the field at any time. There will be six (6) players in the infield at the standard positions and four (4) players in the outfield at least ten (10) feet back onto the grass.

11. Each team's turn at bat will end when three (3) outs are made or 5 runs are scored (whichever comes first). A team may bat as many batters as possible in the SIXTH INNING ONLY until three (3) outs have been achieved. There are NO INTENTIONAL WALKS!

12. Players are allowed to go for a double, triple or homerun on a ball hit to the outfield but it is at their own risk. They can be thrown out at a base or tagged out on the base paths. When the ball is thrown or run into the infield, the play stops and the runner gets the base they were in motion towards. Example: if the batter is between 2nd and 3rd when the ball is returned to the infield, and she isn't thrown or tagged out, she can arrive at 3rd safely. She cannot advance to home if the ball is thrown away on the attempt to get her out.

13. There will be NO advancing on overthrows. The batter must stay at 1st and any other runner will stay at the base they reached on the initial hit.

14. Stealing bases and leadoffs ARE allowed in this division: the baserunner may not leave the base, on a leadoff or steal, until the pitch leaves the pitcher's hand. THERE IS NO STEALING HOME.

15. Bunting is allowed in this division. Any ball bunted foul, with 2 strikes on the batter, is considered an out.

16. To speed up the game, teams can have the player in your lineup, who made the last out, run for the pitcher and/or catcher with 2 OUTS in the inning.

17. Hit By Pitch (HBP) Rule: If a batter is hit by a pitch, the offensive coach will have the option to either:

1. **Take First Base**, or
2. **Continue the At-Bat**, with the pitch counting as a **ball**

**** This rule is intended to keep the game moving and account for varying levels of pitcher control. The decision must be made immediately after the hit-by-pitch occurs and cannot be changed once the next pitch is thrown.**

Defense / Pitching:

17. The pitcher should pitch from the pitching rubber set at 35 feet. She **MUST** be wearing some form of face guard (batting helmet with cage or just a face guard).

18. Pitchers cannot pitch more than 2 innings per game.

19. The Pitcher and Catcher are expected to take the field once the third out has been recorded. Failure to do so will result in less warmup pitches

20. There are no walks. When the batter gets to ball 4, a coach from the batting team comes in to finish the count. Either the batter gets a base hit, hits into an out, or is struck out. An example would be: if the batter receives ball 4 on a 3-1 pitch, the coach comes in and pitches with the batter having 1 strike against them. The batter then has 2 strikes to get a hit or make an out.

MANAGERS:

1. Must show up for all scheduled games or make arrangements for a responsible adult volunteer to run the team.

2. Must have a rulebook and a copy of these local rules at all games. Please refer to these rules if necessary.

3. The home team's book is the official scorebook.

4. **MUST** request time out and be recognized by an umpire before leaving the dugout. Only managers, not coaches, players or anyone else may question a call by an umpire.

5. Managers are responsible for the clean up of their respective dugouts and surrounding area after the game.

6. Managers must report all injuries that occur during a practice or a game to the Division Vice President and make a written report to the safety officer. Please read, understand, and follow the guidelines in the attached NTNLL Concussion Protocol.

7. If there is a violation of any rule by the manager or coach, he/she will be subject to go before the Board of Directors.

8. Managers, please remember this is just a game. Please act in a responsible manner. We are trying to install a sense of responsibility and sportsmanship in our youth. Since you are their leader, please play a prominent role.

9. All Managers and coaches MUST have filled out a volunteer form.

*** THESE RULES ARE TO BE FOLLOWED BY ALL TEAMS. NO MANAGER SHALL HAVE THE RIGHT TO ALTER OR MODIFY ANY OF THESE RULES. THE UMPIRES WILL BE ASKED TO STOP THE GAME IF ANY RULE IS BEING VIOLATED.