

North Tonawanda National Little League Minor Softball Ground Rules/Playing

Softball President: Mike Cone 622-6287

Minors Softball VP: Jessica Utzig 622-7787

1. Games will consist of six (6) innings. There will also be a 1 hour and 45 minute time limit in effect.

Time limits:

a. Weekday games – No new inning will start after 2 hours

b. Saturday games – Hard Stop at 2 hours. The umpire will announce when the time limit has been reached. You will complete the at bat currently in progress and the game will be called at that point. The score will revert back to the last complete inning unless the home team is winning at the time of the game being called.

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

3. All players must wear team uniforms with either sneakers or rubber softball spikes only.

4. 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.

5. 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!

6. 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.

7. 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.

8. Stealing/Leadoffs – Stealing is permitted but a runner cannot leave the base until the ball has left the pitcher's hand. The runner may steal 2nd , 3rd. There is NO stealing home and NO leadoffs in this division.

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

10. Sliding is permitted

11. Defensive facemasks are not mandatory but are STRONGLY encouraged.

12. 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.

13. No games will be canceled or rescheduled. 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 players from the Machine Pitch division. If there are no call-up players available, we ask that the 2 teams share players for defense only. There will be no rain makeup games.

14. 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.

15. 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.

16. Unsportsmanlike conduct includes but not limited to intimidation of umpires, foul language, throwing or kicking of any equipment or any other unnecessary behavior.

17. Only team members are allowed in the dugouts. All players must stay in the dugout / dugout area.

MANAGERS

1. Must show up for all scheduled games or make arrangements for a responsible adult volunteer to run the team.
2. Managers are responsible for the clean up of their respective dugouts and surrounding area after the game.
3. 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.
4. 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.
5. 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.