

WEST SIDE LITTLE LEAGUE GIRLS SOFTBALL
MINORS DIVISION (COACH-PITCH) RULES

A. USE OF PLAYERS

1. Teams will use a batting order consisting of all players who attend the game. A copy of this batting order including players' names and uniform numbers must be given to the opposing coach before the start of the game. Any player who arrives after the start of the game is automatically placed at the bottom of the batting line-up.
2. In Coach-Pitch Minors the Batting line-up should be changed every game so that no one leads off and no one bats last every game.
3. Fielding Assignments for all 6 innings should be prepared in advance of the game. Parents should e-mail their Coach, Asst. Coach or Team parent by Thursday to tell them if their daughter will be attending the game.
4. The following rules must be adhered to when preparing Fielding Assignments for the game:
 - a. All players must play a minimum of ONE inning in the outfield and TWO innings in the infield.
 - b. No player can play more than FOUR innings in the infield.
 - c. No player should sit out more than TWO innings per game.
 - d. Every player MUST have an opportunity to play EVERY position at least once over the course of 2-3 games. MINORS is an instructional NOT a competitive Division and the goal is to teach ALL the positions to ALL the girls.
 - e. TEN players are on the field at a time. We use a short fielder (aka short center) who will play behind second base. Short center is considered an infield position.

B. PITCHING

1. Adults pitch to their own team. Pitches should be underhand and as straight as possible, NOT high arching pitches as in slow-pitch adult softball. The windmill delivery is not allowed. Adults should practice pitching before coming to games.
2. When adults pitch, parent umpires call only swinging strikes, NOT "looking" strikes or balls.
3. There is a TEN PITCH LIMIT for each batter after which the umpire declares the batter out EXCEPT when the batter fouls off the 10th pitch (or 10th, 11th, etc etc etc).
4. The Pitcher's Helper stands immediately to the right or left of the designated adult pitcher.
5. If the ball is put into play the adult pitcher should move out of the way as much as possible and allow the Pitcher's Helper to field the ball. Adult pitchers are NOT allowed to field balls put into play.
6. If an adult pitcher fields the ball, the batter is declared out EXCEPT when the adult fielded the ball as a reflex to prevent injury.

7. Fielders are to throw the ball to the PITCHERS HELPER NOT the adult pitcher to end the play.
8. Play ends when the PITCHER'S HELPER has control of the ball and is on the rubber. Pitcher's helpers must learn to run to the rubber once receiving the ball from a fielder. At that moment any runners who are more than half way to the next base are awarded that base; runners who are less than halfway to the next base will be sent back to the previous base. The Pitcher's Helper then hands the ball to the adult pitcher.

C. BATTING

1. There is NO swinging of bats outside the batter's box and NO on-deck Circle in Minors Girls Softball. A player is not to handle a bat, even while in the dugout, until it is her time at bat.
2. The batter MUST put on a batting helmet before entering the batter's box and keep it on until she returns to the dugout. A runner who intentionally removes her batting helmet while base-running will be declared out.
3. We utilize a full roster batting order: that is, all team members who attend the game must be placed in the team batting order.
4. Each team will provide the opposition with a copy of its batting order prior to the start of the game.
5. The batter must enter the batter's box promptly when instructed to do so by the umpire.
6. If a batter bats out of turn, she will be declared out upon the proper appeal by the opposing coach. Appeal must be made before a pitch is delivered to the next batter.
7. If the opposition fails to notice the improper batter before a pitch is delivered to the next batter, no appeal can be made.
8. The throwing of bats is strictly forbidden. First incident, the batter gets a warning. Second incident, the batter is called OUT and the ball dead. Third incident, the batter cannot bat the rest of the game. The player can still play a position in the field.
9. Bunting is not allowed.

D. BASE RUNNING and FIELDING

1. Girls Softball uses the double (White/Orange) base at First Base to avoid collisions. The White half lies entirely inside the baseline in fair territory and is for the defensive player to use. The Orange half lies entirely outside the baseline (in foul territory) and is for the runner to use. The runner must tag the Orange half of the base when running to First.
2. A batted ball that hits the white section of the double base is fair. A batted ball that hits the orange section without first touching or bounding over the white section is foul.
3. There is no base stealing in Minors Girls Softball, even after the ball passes over home plate.
4. Base runners may NOT leave their base before the ball is struck by the batter.
5. No runner may go more than three feet out of the baseline except to avoid interfering with a defensive player attempting to field a ball.

6. A base runner struck by a ball thrown by a fielder is automatically awarded the base towards which she is headed.
7. A base runner struck directly by a batted ball that has not first been touched by a fielder is declared out and the play is dead.
8. An infielder cannot stand directly in the base path unless she is making a play on the ball.
9. The infield fly rule will not be used.
10. On an overthrow at 1st or 3rd, the play is declared dead and runners are awarded one base plus the base they were headed for if in umpire's judgment they were more than half way there.
11. If there is an overthrow at second or at home plate, play continues until the pitcher's helper has control of the ball on the rubber.
12. Runner must slide or avoid a collision at 2nd, 3rd and Home. If not, she will be called out. A fielder without the ball who is not about to receive the ball to make a play must get out of runner's way. When the fielder has the ball at the base, the runner must allow herself to be tagged or must slide or otherwise avoid the tag. A runner who collides with a fielder in control of the ball is out, whether or not the fielder subsequently holds on to the ball.
13. If the umpire feels that either the fielder or the runner intentionally caused a collision, the offender shall be warned, and if it occurs a second time, ejected from the game.
14. Fielders must not fake a tag or pretend that a play is imminent in order to induce a runner to slide.
15. A full set of catcher's equipment must be worn by any player in the catcher's position, including an adult who serves as catcher.
16. The team in the field is permitted a fielding coach who can be stationed near, but preferably behind second base.
17. Each team provides one umpire. There should be an umpire behind home plate and a second umpire in the field. They can switch off during the game as desired.
18. The Home Plate Umpire MUST wear a mask which is provided in the equipment bag. It is suggested that he/she back up the catcher to keep the game moving smoothly.

E. MOVEMENT OF THE GAME

1. Games will start promptly at the scheduled time.
2. Teams can play regardless of the number of players who show up.
3. Adults should assume outfield positions when teams are short players. They must field ALL balls on the ground. After fielding a ball an adult outfielder must throw to a child in the infield before a play can be made on a runner.
4. No new inning shall begin in the 15 minutes before the next scheduled game.
5. If a game is required to be ended because of Rule #4, the score of the game following the last full inning will be the official score.
6. THE FIVE RUN RULE
 - a. No more than five runs will be scored in any half inning in a Minors League game. After the fifth run has been scored, the team at bat will take the field. There are three exceptions to this rule:

1. If an additional run or runs score on the same play as the fifth run they will be counted (this could include the 6th, 7th and 8th runs in the case of a bases loaded home run).
2. If the team at bat is behind, it is permitted under the rules to score as many runs as would give it a two run lead. All the runs scoring on the play that gives the team a two run lead will be counted.
3. The five run rule is suspended in the sixth inning regardless of the score.

F. RULES OF CONDUCT

1. Once the teams are on the field, the parent umpire is in charge
- 2 Judgment calls by an umpire are NOT grounds for discussion. Only the interpretation of the rules may be discussed with the umpire. The Head Coach is the only person who may approach the umpire to discuss an issue related to the rules.
3. First and Third base coaches should refrain from signaling or calling runners 'Safe' or 'OUT'—it is confusing to players in the field still caught up in the action. Let the umpire make the call!
4. First and Third base coaches are forbidden to touch runners, for example, pushing a runner toward home, or pulling her back to the base. A runner will be called out by the umpire if this occurs.
5. Each team must have an official scorekeeper who should confer at the end of each half inning with the opposing team's official scorekeeper—and with the umpire, if necessary—as to the number of runs scored that half inning.
6. Umpires have the authority from the League to enforce rules and to eject any coach, player, parent or spectator for objecting to a decision or for unsportsmanlike language or behavior.
7. Repeated improper conduct by any coach, player, parent or spectator will result in that person being banned from future games by the League.
8. Teams MUST clean up their dugout area quickly at the conclusion of the game.
9. No dogs on the fields or in dugouts areas. All dogs must be leashed and the leash held by an adult. No Dogs within the fenced-in areas of 77th Street and 103rd Street fields. At Morningside, dogs are restricted to the pathways, away from the dugouts and fields.