

WEST SIDE LITTLE LEAGUE GIRLS SOFTBALL
MAJORS DIVISION (KID-PITCH) RULES

1. 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 and the umpire 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. All players must play a minimum of 2 innings in the infield and no player should sit out more than 2 innings in a game.
3. A team may use a short fielder (aka short center fielder) who will play behind second base, for a total of 10 players on the field. Short Center is considered an infield position.
4. Pitching is an infield position.

2. PITCHING

1. Pitching distance is from 30-33'. Distance should be agreed upon by both Head Coaches before the start of the game and can only be adjusted during the game if again agreed upon by both Head Coaches.
2. Each team has been assigned at least one experienced pitcher and one pitching prospect who has attended a basic pitching clinic.
3. In addition, any girl who wants to pitch, demonstrates an ability to pitch, and understands the rules of pitching (see items # 4-14) should be given an opportunity to pitch (see items below).
4. One pitch constitutes an inning.
5. A pitcher can pitch no more than 4 innings in a 6 inning game and only three in succession except under the following circumstances:
 - A) A pitcher can pitch more than four innings if the team's other pitcher or pitchers have been removed for wildness or injury.
 - B) If only one pitcher shows up for the game, that team's coach must bring this to the attention of the umpire and the coach of the opposing team before the start of the game. In this circumstance the pitcher will be allowed to pitch the entire game.
6. A pitcher who walks four batters in a row must be replaced if another pitcher on that team is available.
7. A Coach is allowed two visits to the mound per inning to confer with the pitcher. On the 3rd visit the pitcher must be removed, but can return to pitch in another inning, in accordance with Rules # 4 and #5.
8. Batter hit by pitch is a ball. Hit batter only takes 1st base if it's Ball Four. If the batter swings before, during, or after being hit, it is a strike.
9. Pitchers must keep one foot on the rubber at all times until the ball is released.
10. Pitchers can step back with one foot but cannot lift the other foot off the rubber—i.e., **NO ROCKING BACK.**

11. The pitcher may not walk into the delivery or crow hop.
12. Pitching is underhand--windmill is allowed.
13. Only one arm rotation or backward swing of the pitching arm is allowed.
14. A play ends when the pitcher has control of the ball AND is on the rubber. At that moment, any runners who are more than half the 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 should not step on the rubber if she still contemplates making a play on the runner. Stepping on the rubber forecloses that option to her.

3. BATTING

1. There is NO swinging of bats outside the batters box and there is NO on-deck Circle in Majors Softball. Players are not to handle a bat, even while in the dugout, until it is her turn at bat.
2. The batter MUST put on a batting helmet before entering the batters box and keep it on until she returns to the dugout. A base 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 opposing coach and umpire 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, he or she will be declared out upon appeal of the opposing coach.
7. If the opposing coach fails to notice a player batting out of turn before the first pitch to the next batter, no appeal can be made.
8. The throwing of bats is strictly forbidden. For the first incident the batter gets a warning. For the 2nd incident the batter is called OUT and the play is dead. For the 3rd incident the batter is called OUT and is ejected from the game.
9. Bunting is only allowed if both coaches agree in advance of the start of the game to allow it.

4. 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 Majors 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 hit 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 has control of the ball on the rubber (see Pitching Rule #14).
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 pre-game and between inning warm-ups.

5. MOVEMENT OF THE GAME

1. Games will start promptly at the scheduled time.
2. Teams can play with 7 or more players.
3. Teams with just 7 players may use an adult as the left fielder but he or she must throw a fielded ball to an infielder before a play can be made on a runner.
4. No new inning shall begin in the 15 minutes prior to the scheduled start time of the next 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 Majors 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 will be allowed to score as many runs as is necessary to take 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.

6. RULES OF CONDUCT

1. Once the teams are on the field, the umpire is in charge

2. Coaches must get time out from the umpire before going out to speak to the pitcher.

3. 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.

4. Coaches should refrain from off-the-cuff commentary on umpire's judgment calls such as comments about the strike zone during play. Head coaches are allowed to privately approach the plate umpire at the end of a half inning to discuss umpire's 'definition' of the strike zone.

5. All coaches must refrain from signaling or voicing runners SAFE or OUT—it is confusing to players in the field still caught up in the action. Let the umpire make the call!

6. First and Third base coaches are forbidden to touch runners—e.g., pushing them on toward home or pulling them back to the base. The runner will be called OUT by the umpire if this occurs.

7. 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.

8. Repeated improper conduct by any coach, player, parent, or spectator will result in that person being banned from future games by the League.

9. 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 the umpire, if necessary—as to the number of runs scored that half inning.

10. Only coaches, players, official scorekeepers, and League officials are allowed in the dugout, or dugout area. NO siblings and parents!

11. Teams MUST clean up their dugouts quickly and completely at the conclusion of the game.

12. No dogs on the field or in the dugout. 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.