

Loudoun Girls Little League Softball League

2016 Local Rules for all divisions

(Ratified at the Board Meeting on January 13, 2016)

All League Levels

1. All rules of Little League International (LLI) shall apply, except as modified by these Local Rules.
2. The home team shall provide one (1) new game ball for each game. The visiting team shall provide one new (1) backup ball.
3. There must be a coach or adult volunteer in the dugout or in the vicinity of the team bench at all times when players are present there.
4. The sixth inning will be designated as the final inning.
5. Pre-game practicing: One team is permitted on the entire playing field, including the outfield grass however the opposing team may use the outfield if not being used by the team using the infield. The visiting team shall take the field first no later than forty-five (45) before game time and shall use the field for no more than twenty (20) minutes. The home team shall take the field second no later than twenty-five (25) minutes before game time and shall use the field for no more than twenty (20) minutes. The Plate Meeting with the Umpire will occur five (5) minutes prior to game time.
6. Coaches are not permitted to serve as Umpires in any game in which their own team is engaged. When no Umpire has been formally scheduled for a game, the head coach of the home team shall make inquiry of all home team fans as to their willingness to serve as an Umpire. If the Coach cannot recruit a volunteer from the home team fans, s/he shall request assistance from the visiting team head coach in securing an Umpire. If no Umpire can be secured to call the game, the game will be re-scheduled, and the League Scheduler will be notified by the home team coach as soon as possible of the need to re-schedule.
7. All batters/runners must wear a protective helmet with a chinstrap that meets NOCSAE specifications and standards consistent with Little League International Rule 1.16. In addition, a face cage must be firmly affixed to each batting helmet. The face cage must meet NOCSAE specifications. If LGLLS teams play interleague games, this rule shall apply only to LGLLS players and LGLLS in no way assumes responsibility or liability for equipment provided for visiting players from other leagues by the visiting league or the parents of the visiting players.

T-ball

1. Each team shall bat their entire roster each half-inning that team is on offense. However, if the teams are unevenly matched, the teams shall bat the same number of batters each half-inning with the team with the smaller roster batting extra players every inning. There will be no extra innings in the event of a tie after four innings.
2. Up to three (3) coaches may be on the playing field when their team is in the field.
3. Coaches may not physically move either an offensive or defensive player when the ball is in play.
4. No more than six (6) defensive players shall be positioned in the infield at one time. Up to four (4) outfielders can be positioned in the outfield, to include a left center and right center position. Outfielders must play on the grass of the outfield.
5. Infielders may play no closer than three (3) feet in front of the baseline. The player in the pitching position must play at the proper distance of thirty-five (35) feet at the standard pitching rubber. The player in the pitching position **MUST** wear a helmet when playing this position.
6. Players may not play the same position in consecutive innings or for more than three (3) innings per game. It is encouraged that all players be given ample opportunity to play the “power” positions, to include pitcher, first base and third base.
7. No new innings can be started after sixty (60) minutes of play has elapsed. The game will drop dead at seventy-five (75) minutes.
8. No player may advance from third base unless the ball is batted and forces the runner home. However, if an infielder attempts to make a play on any runner, any runner may advance. The runner stays on the base even if there is an out. Batter – Runners shall be removed from the bases if they are out.
9. On a ball hit to the outfield, base runners may advance until the outfielder releases the ball to the infield. A runner must be more than half way to the next base at the time the defensive player attempts a throw to advance. If not, the base runner must return to the previous base. For balls hit to the infield, base runners will be permitted to advance a maximum of one (1) base.
10. Coaches must hold the ball in the air and announce “Ready” to both teams before placing the ball on the tee.

Transitional – (A)

1. No standings for competitive purposes will be kept. It is the goal of this division is to maximize the participation at this level. As a result, there is no minimum number of players that must be present in order to begin play. If the two teams have numbers of clear disparity, the managers may elect to “share” players to assure maximum participation for all involved.
2. An offensive half inning will end when three outs are made or when three (3) runs have scored. Umpires will not be assigned to this division. Offensive base coaches may fill this role. Batter – Runners shall be removed from the bases if they are out.
3. Up to two (2) defensive coaches may be on the playing field when their team is in the field. Coach interference on the field may result in all runners being declared safe and being permitted to advance one (1) base.
4. Coaches may not physically move either an offensive or defensive player when the ball is in play.
5. No more than six (6) defensive players shall be positioned in the infield at one time. Up to four (4) outfielders can be positioned in the outfield, to include a left center and right center position. Outfielders must play on the grass of the outfield. Infielders may play no closer than three (3) feet in front of the baseline. The player(s) in the pitching position must play at the proper distance of thirty-five (35) feet at the standard pitching rubber.
6. The use of catchers is required at this level. As to not to slow the game down, if the catcher is not ready, the inning should start without a catcher, and then allow the catcher to join the play when equipped.
7. No new inning can be started after seventy-five (75) minutes of play has elapsed. The game will drop dead at one hour-thirty minutes (1:30) with the score reverting to last inning completed. The time limit begins when the first pitch is thrown.
8. Infield fly rule shall NOT be in effect. No bunting or base stealing is allowed. Secondary leads are permitted once the pitched ball passes the plate. Runners must return to base once the catcher throws the ball back to the pitcher.
9. The Coach Pitcher shall deliver the pitch from a distance of between twenty-seven (27) and thirty-five (35) feet. Maximum pitching distance is encouraged (for reference, 27 feet is the front of the 8 foot pitchers circle).

10. A maximum of five (5) pitches will be allowed for each batter. If the batter takes five (5) pitches or makes three (3) swings without putting the ball in play, the batter will be able hit from a tee. The coaches must hold the ball in the air and announce “Ready” to both teams before placing the ball on the tee. There will be no strikeouts.
11. If a batted ball hits the Coach-pitcher, the ball is dead and the batter is awarded first base; only runners who are forced will advance.
12. The Coach-pitcher may not instruct base runners. The penalty will be declaring the lead runner out. The lead runner may have scored and may still be called out in these circumstances.
13. Each base runner may advance only one base at her own peril on any overthrow, per batted ball, regardless of whether or not the ball remains in fair territory. Play is stopped at the first attempt from an infielder to return the ball to the pitcher.
14. Players may not play the same position in consecutive innings or for more than three (3) innings per game. It is encouraged that all players be given ample opportunity to play the “power” positions, to include pitcher, first base and third base.

Minors (AA)

Player Pitch and Coach Pitch

1. A three (3) run scoring limit per inning for each team during player pitch and a four (4) run scoring limit per inning for each team during coach pitch shall be enforced except for the final or extra innings.
2. Up to two (2) coaches may be on the playing field when their team is in the field. Coach interference on the field may result in all runners being declared safe and being permitted to advance one (1) base.
3. Coaches may not physically move either an offensive or defensive player when the ball is in play.
4. Regular Season: No new inning can be started after ninety (90) minutes of play has elapsed. The game will drop dead at one hour forty-five minutes (1:45) with the score reverting to last inning completed. The time limit begins when the Umpire-in-Chief calls, “play ball”. Playoffs: Playoff games will have a time limit of one hour forty-five minutes (1:45) with the score reverting to last inning completed. If home team is leading after 3 ½ innings of play when the time limit

is reached, Umpire-in-Chief shall call the game. No time limit shall exist for championship games.

5. Infield fly rule shall NOT be in effect.
6. There will be no walks or hit batsmen.
7. No bunting or base stealing is allowed. Secondary leads are permitted once the pitched ball passes the plate. Runners must return to base once the catcher throws the ball back to the pitcher.
8. Each base runner may advance only one base at her own peril on any overthrow, per batted ball, regardless of whether or not the ball remains in fair territory. Play is stopped at the first attempt from an infielder to return the ball to the pitcher.
9. Mandatory Play:
 - A. Responsibilities:
 1. It shall be the responsibility of each manager to ensure that all players on the team meet mandatory play in each game played, including at least one (1) mandatory infield inning at least one (1) mandatory outfield inning per player per game.
 2. It shall be the responsibility of each manager to report any known violations of mandatory play by the opponent in each game played to the Umpire in Chief.
 - B. Penalties:
 1. First offense – written reprimand
 2. Second offense – suspension for the next physically-played game
 3. Third offense – suspension for the remainder of the season

NOTE: If the violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League.

Player Pitch

10. The first two innings shall have player pitchers and no pitcher may pitch more than two (2) innings per game. The pitcher shall pitch from the thirty-five (35) feet pitching rubber. Both feet must touch the pitching rubber at the time the pitching motion begins, but the feet may be staggered. All movement must be forward towards home plate, once the ball and glove are brought together.
11. After the pitcher throws four (4) pitches, the batter retains the strike count and will receive up to five (5) pitches delivered by the offensive coach until she puts the ball in fair territory, strikes out, or the fifth pitch is delivered. She

cannot end her at bat on a foul ball. A foul tip cleanly held by the catcher on the third strike will be considered a strike-out.

12. No pitcher may pitch more than six (6) innings per week. No pitcher may pitch in a game on two (2) consecutive days.

Coach Pitch

13. The Coach Pitcher shall deliver the pitch from a distance of between twenty-seven (27) and thirty-five (35) feet. Maximum pitching distance is encouraged (for reference, 27 feet is the front of the 8 foot pitchers circle).
14. The batter can be called out on SWINGING STRIKES ONLY.
15. A maximum of five (5) pitches will be allowed for each batter. If the batter takes five (5) pitches without putting the ball into fair territory, the batter will be called out. She cannot end her at bat on a foul ball. A foul tip cleanly held by the catcher on the third strike will be considered a strikeout.
16. If a batted ball hits the Coach-pitcher, the ball is dead and the batter is awarded first base; only runners who are forced will advance.
17. No defensive player may position herself closer to the batter than the Coach-pitcher.
18. Play is stopped at the first attempt from an infielder to return the ball to the Coach-pitcher. The Coach-pitcher is required to make every reasonable attempt to catch the ball thrown by the defensive player. If the Coach-pitcher does not make a target or a reasonable attempt to catch the ball, the lead runner may be declared out at the discretion of the Umpire. The lead runner may have scored and can still be called out in these circumstances.
19. *The Coach-pitcher may not instruct base runners.* Penalty will be declaring the lead runner out. The lead runner may have scored and may still be called out in these circumstances.

Minors (AAA)

1. A three (3) run scoring limit per inning for each team shall be enforced except for the final or extra innings.

2. No coach may be on the playing field when his/her team is in the field. Coaches may serve as base coaches at first base and third base when his/her team is batting.
3. Coaches may not physically move either an offensive or defensive player when the ball is in play.
4. No new inning can be started after two hours (120 minutes) of play has elapsed. The game will drop dead at two hours-fifteen minutes (2:15) with the score reverting to last inning completed. The time limit begins when the Umpire-in-Chief calls, "play." No time limit shall exist for playoff games or championship games. If the home team is leading at the end of 5 ½ innings of play, Umpire-in-Chief shall call the game.
5. Player pitch shall occur during all six (6) innings of the game.
10. **UNTIL April 9, 2016 and FOR FALL SEASON ONLY:** After the pitcher throws four (4) balls (non-strikes), the batter retains the strike count and will receive up to five (5) pitches delivered by the offensive coach until she puts the ball in fair territory, strikes out, or the fifth pitch is delivered. She cannot end her at bat on a foul ball. She cannot end her at bat on a foul ball. A foul tip cleanly held by the catcher on the third strike will be considered a strikeout. No bunting nor is stealing of any base during coach pitch allowed. Secondary leads are permitted once the pitched ball passes the plate. Runners must return to base once the catcher throws the ball back to the pitcher.
6. Pitchers must touch both feet to the pitching rubber at the time the pitching motion begins, but the feet may be staggered. All movement must be forward towards home plate, once the ball and glove are brought together.
7. Coaches are encouraged to change pitchers after every inning. No pitcher may pitch more than three (3) innings per game. LLI rules concerning pitcher eligibility shall apply.
8. The dropped third strike is a live ball, but the batter IS OUT AND CANNOT ATTEMPT TO ADVANCE TO FIRST BASE.
9. The runner may score from third only on a batted ball, a bases loaded walk or a delayed steal. The runner may only advance on a delayed steal which occurs on: 1) an over throw from the catcher to the pitcher; or 2) a throw by the catcher to any base. If there is a play at home, the runner MUST slide or she will be called out.

10. Mandatory Play:

A. Responsibilities

1. It shall be the responsibility of each manager to ensure that all players on the team meet mandatory play in each game played, including at least one (1) mandatory infield inning at least one (1) mandatory outfield inning per player per game.
2. It shall be the responsibility of each manager to report any known violations of mandatory play by the opponent in each game played to the Umpire in Chief.

B. Penalties:

1. First offense – written reprimand
2. Second offense – suspension for the next physically-played game
3. Third offense – suspension for the remainder of the season

NOTE: if the violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League.

MAJORS

1. A four (4) run scoring limit per inning for each team shall be enforced except for the final or extra innings.
2. Both feet must touch the pitching rubber at the time the pitching motion begins, but the feet may be staggered. All movement must be forward towards home plate, once the ball and glove are brought together.
3. Continuous batting order shall be followed. Players can be substituted (enter/reenter) at any time in the game, but must meet minimum play requirements of one at bat and six defensive outs.