

HARRISON LITTLE LEAGUE PHILOSOPHY AND RULES SOFTBALL

The philosophy of the Harrison Little League, and the intention of Little League International is to provide players with a positive and fun experience while participating in developmentally appropriate levels of softball play.

PNY LEAGUE GIRLS (Kindergarten) - TEEBALL

These are game skills that coaches need to focus on, so at the end of the season a player knows how to:

Hitting off a batting tee: Proper stance, grip, step, and level swing.

Basic Fielding: ready position, glove position to “get” the ball, where to throw, and where to stand to receive throw.

Base running: running through first base, running to other bases in correct order.

Throwing: proper grip, release, body position (point, twist/swim/point, follow-through)

Playing positions: know names of positions and locations on the playing field

Behavior Skills:

Bench control and behavior • Running on and off the field

Shake hands at the end of the game • Keep focus • SPORTSMANSHIP

Coaching Responsibilities:

Defensive – 2 coaches in the outfield, 1 coach in the infield

Offensive – 1 coach at bat, 1 coach at first, 1 coach at third, one coach **MUST BE** on the bench

Rules of Play:

- **ALL** players must be in uniform – white pants, team hat, jersey and socks.
- **ALL** games are 5 inning game with a maximum
- **8 batters** or **3 outs** per team per inning.
- One hour and forty-five minute time limit. If a runner is out she must leave the base.
- Eleven players defensively, with 5 evenly spaced in the outfield, if fewer than 11 player in roster, reduce outfield.
- **ALL** players are included in the batting order.
- **ALL** players must play at least two innings in the infield each game.
- **ALL** players must have a chance to play all positions during the season.
- There **MUST** be a clear separation between infield and outfield positions.
- Infielders **MUST** play in position and not move toward home plate.
- No on field defensive changes may be made during the inning.
- Pitcher **MUST** wear a helmet with a face mask.
- Batters and runners **MUST** wear a helmet.
- The batting tee is to be placed in its **LOWEST** position and **about 2” in front of the plate**.
- Batter must stand square to home plate and not with an open or closed stance. Hitting the ball in front of the plate.
- Ball must be batted out of the arc area (aprox. 25 feet)
- On hit, runners advance one base **ONLY**.
- **NO** advancing on overthrown balls.
- Bases are at 60 feet. **YOU ARE NOT ALLOWED TO MOVE THE BASES CLOSER.**
- **ONE COACH MUST BE ON THE BENCH AT ALL TIMES.**

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CUB LEAGUE GIRLS (1st Grade) - TEEBALL (1st two games) / COACH PITCH

These are game skills that coaches need to focus on and re-enforced, so at the end of the season a player knows how to:

Hitting off a batting tee: Proper stance, grip, step, and level swing.

Basic Fielding: ready position, glove position to “get” the ball, where to throw, and where to stand to receive throw.

Base running: running through first base, running to other bases in correct order.

Throwing: proper grip, release, body position (point, twist/swim/point, follow-through)

Playing positions: know names of positions and locations on the playing field

Behavior Skills:

Bench control and behavior • Running on and off the field
Shake hands at the end of the game • Keep focus • SPORTSMANSHIP

Coaching Responsibilities:

Defensive – 2 coaches in the outfield, 1 coach in the infield **BY THE 3rd-4th GAME TRY TO COME OFF THE FIELD**

Offensive – 1 coach at bat, 1 coach at first, 1 coach at third, one coach **MUST BE** on the bench

Rules of Play:

- **ALL** players must be in uniform – white pants, team hat, jersey and socks.
- **ALL** games are 5 inning game with a maximum
- **8 batters** or **3 outs** per team per inning.
- One hour and forty-five minute time limit. If a runner is out she must leave the base.
- Eleven players defensively, with 5 evenly spaced in the outfield, if fewer than 11 player in roster, reduce outfield.
- **ALL** players are included in the batting order.
- **ALL** players must play at least two innings in the infield each game.
- **ALL** players must have a chance to play all positions during the season.
- There **MUST** be a clear separation between infield and outfield positions.
- Infielders **MUST** play in position and not move toward home plate.
- No on field defensive changes may be made during the inning.
- Pitcher **MUST** wear a helmet with a face mask.
- Batters and runners must wear a helmet.
- The batting tee is to be placed in its **LOWEST** position and **about 2” in front of the plate.**
- Batter must stand square to home plate and not with an open or closed stance. Hitting the ball in front of the plate.
- Ball must be batted out of the arc area (aprox. 25 feet)
- On hit, runners advance one base only.
- No advancing on overthrown balls.
- Bases are at 60 feet. **YOU ARE NOT ALLOWED TO MOVE THE BASES CLOSER.**
- **Use tee for first two games of the season, then have coaches pitch according to the following rule. Batter gets three underhand pitches, if no hit after three pitches SHE MUST use the tee.**
- **ONE COACH MUST BE ON THE BENCH AT ALL TIMES.**

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ROOKIE LEAGUE GIRLS (2nd Grade) - COACH PITCH

Review and emphasize all Tee-Ball skills and these are the game skills that coaches need to focus on so at the end of the season a player knows how to:

Hitting: Learning to hit a pitched ball.

Advanced Fielding: Introducing where to throw the ball from the outfield, introducing unforced play.

Base running: running through first base, turning to run to second on a hit ball to the outfield, introduce sliding

Behavior Skills:

Review and emphasize all Tee-Ball skills especially bench conduct, sportsmanship and focus.

Coaching Responsibilities:

All other Little League Rules apply. All questions must be directed to League Commissioner.

Rules may **not** be changed, only a directive **from a** Little League Board members **can a rule be altered**.

Rules of Play:

- **ALL** players must be in uniform – white pants, team hat, jersey and socks.
- **ALL** games are 5 inning game with a maximum eight batters or 3 outs per team per inning.
- One hour and forty-five minute time limit.
- Eleven players defensively, with 5 evenly spaced in the outfield, if fewer than 11 player in roster, reduce outfield.
- **ALL** players are included in the batting order.
- **Coaches will pitch during the games. Batter is allowed only five HITTABLE pitches from the coach. If the 5th pitch is tipped foul, an additional pitch is thrown unless the foul tip is caught by the catcher. The Coach can declare a “non-pitch” that is thrown outside the liberal strike zone, than additional pitch will be thrown.**
- **ALL** players must play at least two innings in the infield each game.
- **ALL** players must have a chance to play all positions during the season.
- There **MUST** be a clear separation between infield and outfield positions.
- Infielders **MUST** play in position and not move toward home plate.
- No on field defensive changes may be made during the inning.
- Pitcher **MUST** wear a helmet with a face mask.
- Batters and runners must wear a helmet.
- Batter must stand square to home plate and not with an open or closed stance.
- Ball must be batted out of the arc area (aprox. 25 feet)
- NO** advancing on overthrown balls.
- If a runner is out she must leave the base.
- Hits to the outfield, runner may advance to 2nd base at own risk. This should be a **LEGITIMATE** hit and not a **MISSED** fielding play.
- Bases are at 60 feet. **YOU ARE NOT ALLOWED TO MOVE THE BASES CLOSER.**
- An 11 inch SOFTEE® ball will be used.
- **ONE COACH MUST BE ON THE BENCH AT ALL TIMES.**

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CONTINENTAL LEAGUE GIRLS (2nd and 3rd Graders) -½ UMPIRE PITCH / ½ PLAYER PITCH

Review and emphasize all Coach Pitch skills and these are the game skills that coaches need to focus on so at the end of the season a player knows how to:

Pitching Develop pitching skills

Hitting: Develop hitting a pitched ball, bunting.

Advanced Fielding: Develop defensive plays ... where to throw the ball, emphasize forced and unforced plays.

Base running: running through first base, turning to run to second on a hit ball to the outfield, develop sliding

Behavior Skills:

Review and emphasize bench control, conduct, sportsmanship and focus.

Coaching Responsibilities:

The goal of the Continental League play is to allow players to develop pitching, catching and bunting skills, as well as to further understand and implement basic defensive play. To encourage the development of pitchers, **A LIBERAL STRIKE ZONE WILL BE CALLED.** Coaches should encourage their batters to swing at all pitches reasonably near the strike zone. **Note:** All other Little League Rules may **not** be changed, only a directive **from a Little League Board members can a rule be altered.**

Rules of Play:

- All players must be in uniform – white pants, team hat, jersey and socks.
- Games will be five complete innings. One hour and forty-five minute time limit. (Sat. Only!)
- Five run limit per inning except in last inning.
- No More Nine players on the field defensively
- All players are included in the batting order and must remain in that order unless injury occurs.
- Coach must rotate the batting order from game to game.
- All players must play at least two innings in the field each game.
- All players must have a chance to play all positions during the season.
- Outfielders may not cover a base and must be positioned at least on the cut of the outfield grass.
- No on field defensive changes may be made during the inning to try to stop a play.
- **Umpires will pitch the first half of the of scheduled season games. Batter is allowed only five HITTABLE pitches from an umpire. If the 5th pitch is tipped foul, an additional pitch is thrown unless the foul tip is caught. Umpire can declare a “non-pitch” (pitch which is thrown outside the liberal strike zone), an additional pitch will be thrown. During the first two games of the second half of the season, players will pitch the first two innings of the game and the umpire will pitch the remaining innings. All following games players will pitch the first three innings of the game and the umpire will pitch the remaining innings. Balls and strikes will be called with A LIBERAL STRIKE ZONE.**
- Pitching distance is 35 feet. Coaches and umpires are not permitted to shorten the distance. Closer distances are unsafe.
- Hits to the outfield, runner may advance to 2nd base at own risk. This should be a legitimate hit and not a missed fielding play.
- Once ball has been thrown back into the infield, play stops.
- Batters and runners must wear a helmet.
- No leading or stealing allowed. Runners may leave the base upon contact of the ball and bat.
- Two bunts allowed per inning.
- No infield fly rule in effect
- An 11 inch optic yellow softball will be used.
- Bases are at 60 feet. **YOU ARE NOT ALLOWED TO MOVE THE BASES CLOSER.**
- **ONE COACH MUST BE ON THE BENCH AT ALL TIMES.**
- **NO JEWELRY OF ANY KIND**

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EASTERN LEAGUE GIRLS (9-10 Year Olds)

Review and emphasize all Coach Pitch skills and these are the game skills that coaches need to focus on so at the end of the season a player knows how to:

Pitching Further develop pitching skills

Hitting: Further develop hitting a pitched ball, bunting.

Advanced Fielding: Develop defensive plays ... where to throw the ball, emphasize forced and unforced plays.

Base running: running through first base, turning to run to second on a hit ball to the outfield, further develop sliding, and stealing.

Understand the job of every position.

Behavior Skills:

Review and emphasize bench control, conduct, sportsmanship and focus.

Coaching Responsibilities:

The goal of the Eastern League play is to provide players with an opportunity to play a more developed game of softball by incorporating stealing, further developing pitching and catching, adding the infield fly rule and increasing awareness and implementation of defensive play. **Note:** All other Little League Rules apply. All questions must be directed to League Commissioner. Rules may **not** be changed, only a directive **from a** Little League Board members **can a rule be altered**.

Rules of Play:

- **ALL** players must be in uniform – white pants, team hat, jersey and socks.
- Games will be six complete innings. One hour and forty-five minute time limit. (Sat. Only!)
- 4 run limit per inning except in last inning.
- Games will be played if a team only has 8 players available. Games **WILL NOT BE PLAYED** with fewer than 8 players.
- **All teams will play 9 players in the field. (This is not an option).**
- **All teams will roster bat. You bat all the girls in the line-up**
- **All players must not sit 2 innings in a row. If you sit one inning you play the field in the next inning.**
- Outfielders may not cover a base and must be positioned in the outfield at least 15 feet from the cut of the infield.
- No on field defensive changes may be made during the inning to try to stop a play.
- **Pitchers may pitch a maximum of four innings per game, eight innings per week. One day's rest in-between pitching days.**
- Pitching distance is 35 feet. Coaches and umpires are **NOT** permitted to shorten the distance. Closer distances are unsafe.
- Batters and runners must wear a helmet.
- In addition to Rule 7.08 in the little league rule book, A mandatory slide rule will be in effect for close plays at any base except for first base. Close plays will be the judgment of the umpire. Any player that does not slide on such a play will be called out and play will be dead.
- Modified stealing allowed. Team is allowed two steal per inning. **A RUNNER WHO LEAVES EARLY OR STEPS OFF THE BASE CAN BE CALLED OUT, IF THE UMPIRE SEES HER.** Players cannot steal home. Note: Situation...throw down to second, ball goes through, runner advances...this is considered a steal. This modification is intended to introduce stealing and the defensive plays that are created by it. Catchers should be encouraged to throw to second/third on all stealing attempts.
- A batter who receives a base on balls **CAN NOT** advance past 1st base.
- Runner may advance one base on an overthrown ball, during a fielding play.
- Bunting is permitted and encouraged.
- Ten run limit per game after the completion of the fourth inning. **LOSING TEAM MUST BAT IN THEIR HALF OF THE INNING.**
- Infield fly rule is in effect (Rule 2.00 of the Little League Rule Book)
- An 11 inch optic yellow softball will be used. • Bases will be set at 60 feet.
- Coaches: only three adult coaches allowed in the dug-out.
- **ONE COACH MUST BE ON THE BENCH AT ALL TIMES.**
- **NO JEWELRY OF ANY KIND**

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MAJOR LEAGUE GIRLS (12, and 11 Year Olds)

Coaching Responsibilities:

The goal of the Major League play is to encourage and develop all facets of play especially bunting and stealing. **Note:** All other Little League Rules apply. All questions must be directed to League Commissioner. Rules may **not** be changed, only a directive **from a Little League Board members can a rule be altered.**

Rules of Play:

- All players must be in uniform – white pants, team hat, jersey and socks.
- Games will be six complete innings. One hour and forty-five minute time limit. (Sat. Only!)
- Nine players on the field defensively
- Coaches can play a game if a team only has 8 players available.
Games **WILL NOT BE PLAYED** with fewer than 8 players.
- **Game is played with 8 players the 9th player is out. (This is not an option)**
- Roster batting line-up. One extra hitter is allowed and up to coaches discretion. (Note: Coaches must remember that the EH must still follow rule #6)
- All players must lay six defensive outs and have one at bat per game
- Outfielders may not cover a base and must be positioned 25 feet from the cut of the infield.
- No on field defensive changes may be made during the inning to try to stop a play.
- **Pitchers may pitch a maximum of six innings per game, 18 innings per week.
One day's rest in-between pitching days.**
- Pitching distance is 40 feet. Coaches and umpires are **not** permitted to shorten the distance.
- Batters and runners must wear a helmet.
- In addition to Rule 7.08 in the little league rule book, A mandatory slide rule will be in effect for close plays at any base except for first base. Close plays will be the judgment of the umpire. Any player that does not slide on such a play will be called out and play will be dead.
- Stealing of home will be allowed all season.
- **A runner may now steal a base upon release of the ball from the pitchers hand.**
- A batter who receives a base on balls is allowed to advance past 1st base.
- Ten run limit per game after the completion of the fourth inning.
LOSING TEAM MUST BAT IN THEIR HALF OF THE INNING.
- Infield fly rule is in effect (Rule 2.00 of the Little League Rule Book)
- An 12 inch optic yellow softball will be used.
- Bases will be set at 60 feet.
- On a **DROPPED THIRD STRIKE** batter may run to first base.
- **Coaches: only three adult coaches allowed in the dug-out.**
- **ONE COACH MUST BE ON THE BENCH AT ALL TIMES**
- **NO JEWELRY OF ANY KIND**