



2015 HERMOSA BEACH SOFTBALL

OFFICIAL REGULATIONS AND PLAYING RULES

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EMERGENCY NUMBERS

Paramedics/ Police/Fire	310-545-5679 or 9-1-1
Police	310-524-2750 Hermosa Beach 310-545-4566 Manhattan Beach 310-379-5411 Redondo Beach
Fire Department	310-318-0326 Hermosa Beach 310-545-5670 Manhattan Beach 310-379-5416 Redondo Beach
Hospitals	Little Company of Mary 310-540-7676 Little Company of Mary Care Station 310-376-6262

ALL COACHES ARE REQUIRED TO HAVE THEIR PLAYERS' MEDICAL RELEASE FORMS WITH THE TEAM AT ALL TEAM FUNCTIONS (E.G., PRACTICES, GAMES, OUTINGS, PARTIES, ETC.)

APPLICABILITY OF RULES

Hermosa Beach Girls Softball, as part of Hermosa Beach Little League (“HBLL”) is a non-profit entity affiliated with ASA. HBLL is operated exclusively by volunteers who serve as members of its Board of Directors (sometimes referred to herein as the “Board”), Officers, Managers and Coaches, and other volunteers pursuant to the HBLL Bylaws.

This Booklet contains the Official Rules of Softball for HBLL. These local rules are intended to supplement the Official Rules of Softball for ASA. To the extent there is a conflict between the HBLL rules and any National/District ASA rules, it is HBLLs policy that the local rules will govern. These rules have been approved by the HBLL Board of Directors pursuant to the HBLL Bylaws and may not be amended, modified or disregarded without approval of the HBLL Board.

All games between HBLL teams will be played in accordance with the HBLL rules and non-conflicting ASA rules. Managers and coaches shall not agree to waive or modify any HBLL rule without the prior approval of the Board of Directors.

All non-tournament games between HBLL teams and teams from other ASA organizations (interleague games) will be played in accordance with the ASA Inter-League Rules for the LA/South Bay District unless an outside ASA organization adopts the HBLL rules for interleague play with HBLL

I. FORMATION OF TEAMS

1. DIVISIONS, TEAMS, PLAYER AGES AND SELECTION OF PLAYERS

1. A player's age on December 31 of the previous year determines division age and breaks down as follows:

Division	For Players Born Between
6U	January 1, 2007 to December 31, 2007
8U	January 1, 2005 to December 31, 2006
10U	January 1, 2003 to December 31, 2004
12U	January 1, 2001 to December 31, 2002

2. 12U, 10U, and 8U are player pitch divisions. Teams are formed by a draft of players in each division from the eligible pool supplied by the Player Representative. The exact number of players per team shall be determined based upon the number of players including pitchers registered in a given year.
3. 6U is an instructional division, which introduces the young female athlete to the game of softball. Pitching is done by the manager or coach of the batter's own team. Each team shall consist of 9 to 11 players, ages 5 and 6. The exact number of players per team shall be determined based upon the number of players registered in a given year.

2. PLAYER EVALUATION REQUIREMENTS

1. The following participants must attend a player evaluation as announced and scheduled to become eligible to play on a team:
 1. All participants age 7 to 12 who did not play in HBLL during the prior spring season.
 2. All participants who desire to play up in a more senior division than their age division.
 3. All participants that are new to the 8U division (even if they previously played in the HBLL 6U division).

Note: The Player Representative may excuse a participant from the Player Evaluations for a valid reason.

2. All participants that are interested in pitching during the season must attend a pitching assessment/evaluation prior to the draft.

3. DRAFTING

1. All players age 11 to 12 are subject to the 12U draft; all players age 9 to 10 are subject to the 10U draft; and all players age 7 to 8 are subject to the 8U draft.

Exception #1: The Player Representative may honor a parent request to remove a player from a particular division's draft and place that player in a different division's draft only if sufficient willing players are still available to fill the teams and the player attends a player evaluation and is deemed qualified to play up (or down) in the opinion of the Player Representative.

Exception #2: A manager's daughter is not subject to the draft, but is placed on the manager's team. The President or Player Representative and appropriate Commissioner shall determine the draft round to be lost for such a placement.

Note #1: Every effort will be made to honor a manager's selection of two game coaches whose daughter will be excluded from the draft. The President or Player Representative may deny any such request on the basis that it is not in the best interests of the division due to competitive imbalance considerations.

Note #2: A parent shall not request a specific team for his/her child, although in extreme cases, a parent may request that the child not be drafted by a particular manager or coach by submitting this request in writing to the President. The decision to honor or not to honor a player placement request from a parent shall be made by the Player Representative and the President.

Rules for drafting siblings are as follows:

1. Once the first of siblings is drafted, the other (or others) is immediately assigned a draft round based upon ability, evaluations, and historical performance. This assignment shall be determined by the President or Player Representative and appropriate Commissioner, and shall be declared before any further draft choices are initiated. The sibling (or siblings) must be taken in the round assigned. Should the drafting manager disagree with the round assignments, he or she may return the first sibling to the draft and take another player.
2. Sibling rules do not apply if parents specifically waive the rights granted by the rules; that is, these siblings shall be drafted individually.

4. MAKEUP OF NON-DRAFT 6U DIVISION

1. The teams shall be balanced in terms of strength, batting ability, fielding ability, and ages to the maximum extent practical.
2. The makeup of teams shall be the responsibility of the 6U Commissioner. There is no 6U draft. A special request to place a player on a 6U team with a particular coach or player will be considered, but there is no guarantee that the request will be accommodated.

1. The Player Representative may place a 6-year-old player in 8U only if deemed appropriate because of exceptional skill or for safety reasons. 5-year-olds cannot (under any circumstances) play 8U

5. CONDITIONS FOR TRANSFER

1. Any player selected to play on a team must remain on that team and may not play for another team unless the Player Representative determines that it would be detrimental to the player to remain with the original team. Conflicts, which cannot be resolved by the Player Representative, shall be referred to the Board of Directors for action.
2. No player may be dropped from a team except as an extreme disciplinary action, and then only with the approval of the Board of Directors.
3. parents of the player may make appeal of such an action involved to the Executive Board per the Bylaws.

6. TEMPORARY REPLACEMENTS

1. If a 12U, 10U, or 8U team expects to have 9 or less players for a particular game, the manager may call up a player(s) from the division immediately below the division in which the team is playing, subject to the following guidelines and rules.
2. A team may play with 8 players. During playoffs, fewer than 8 players is an automatic forfeit. Unless it is a practice game, a team may not borrow a player from the opposing team.
3. Temporary replacement players must come from the division below. A 12U manager must call up players from 10U. Likewise, 10U must call up from 8U and 8U must call up from 6U. If a team utilizes one or more temporary replacement players, the total number of players present with the team when the game starts must not exceed ten players. Any player who arrives after the game starts may

play even if the team then exceeds ten players.

4. Any and all temporary replacement players shall be placed at the bottom of the batting order.
5. A temporary replacement player may not pitch.
6. After the game, temporary replacement players return to their original teams.
7. If a player's original team is playing at the same time, the player cannot miss that game to be a temporary replacement player on a team in a higher division.
8. The commissioner of each division will maintain a list of players that are eligible to be a temporary replacement player based on the managers' identification of the players that are most physically and emotionally ready to play in the higher division. The manager seeking players must use this list and must obtain the approval of a parent of each player.
9. The Player Representative and/or Commissioner shall be informed prior to the game of the intent to use one or more temporary replacement players and may void a call up based upon competitive imbalance or safety reasons. In extreme circumstances when the Manager is not able to inform the Player Representative or Commissioner prior to the game they must follow up with an email.
10. Temporary replacement players may not be used in playoff games under any circumstances in any division.
11. Inter-league Games - Temporary replacement players for inter-league games may come from the same HBLL age division. All other rules above apply.

II. MANAGERS AND COACHES

1. SELECTION AND NUMBER

1. The Board of Directors pursuant to the HBLL Bylaws shall approve all managers and coaches. A Manager Selection Committee may be formed by the Board to make recommendations on the selection of managers and coaches, but the Board of Directors must make all final decisions regarding these selections.
2. All teams shall have one manager and not more than three game coaches. If approved by the Board of Directors, a team may have two co-managers and two game coaches. Practice coaches are permitted.

2. RESPONSIBILITIES, CONDUCT AND DISCIPLINE

1. Managers and coaches shall control the game conduct of players and parents, and above all, shall conduct themselves in a responsible, courteous manner consistent with positive coaching principles and serve as an example of good sportsmanship.
2. Managers and coaches shall not, while on the playing field or present at any game or practice: (a) Use any alcoholic beverages, tobacco, or illegal drugs; (b) Be under the influence of alcohol or non-prescription drugs; (c) Use foul or abusive language; (d) Protest judgment calls by the umpire, argue with the umpire or otherwise demonstrate obvious disapproval of an umpire's decision; (e) Engage in flagrant unsportsmanlike conduct; or (f) Engage in any other breaches of decorum. Managers and coaches may be ejected from the playing field and will be subject to appropriate disciplinary action by the HBLL Board for engaging in any of the above-prohibited activities.
3. Managers and coaches shall not agree to change any HBLL rules without the prior approval of the Board of Directors. Written recommendations for rule changes may be submitted to the Board for consideration at any time. The Board must approve all changes to the rules.
4. The Board of Directors shall have the authority and power to initiate disciplinary proceedings to address any violations of these rules and take such action against managers and coaches that it deems to be in the best interests of HBLL to the extent such action is consistent with the HBLL Bylaws.

5. When a manager or coach is ejected from a game, he or she shall be immediately removed from the playing area and automatically suspended for the team's next played game. This precludes the individual from attending, or being present at the site of, the next game. Any refusal to comply shall result in an automatic forfeit of the applicable game.

III. DECORUM AND SANCTIONS FOR VIOLATIONS OF DECORUM

1. PHILOSOPHY

1. A primary goal of HBLL is to teach good sportsmanship and respect to the players while enjoying the game of softball. This goal is much more important than winning. The players should be taught that the enjoyment of the game and competition is first and foremost and winning is secondary. They are to be taught that umpires are fallible, and that an umpire's right to err, without challenge, is absolute.
2. Managers and coaches are to instill values and foster the HBLL philosophy by example during all HBLL games and events.

2. RULES OF DECORUM

1. CHATTER: Chatter and cheering shall be positive in tone and content and shall not be derogatory toward the opposing team or its players. Social interaction among players is not prohibited by this rule.
2. UNSPORTSMANLIKE BEHAVIOR: Players, managers and coaches shall not engage in disruptive or unsportsmanlike behavior including, but not limited to, the following:
 1. Display of temper, making threats or verbal or physical abuse of anyone associated with the game or HBLL.
 2. Use of abusive language and/or personal comments directed at an opposing player. This includes yelling, "swing" at the batter.
 3. Unnecessarily loud cheering or chanting which serves to distract either the batter or the pitcher.
 4. Arguing with an umpire or showing obvious disapproval of an umpire's call. This is not intended to preclude a calm discussion of an umpire's call or the applicable rule. Note: Only the Manager should discuss the umpire's call or applicable rule with the umpire. Parents are never to discuss a call or rule with the umpire.
 5. Intentionally Delaying the Game. Managers, coaches and players shall not intentionally delay the game in an attempt to take advantage of the Length of Game or Time Limit rules contained herein.

6. A violation of these standards while the game is underway shall draw a warning from the umpire. Flagrant or repeated violations shall be grounds for ejection from the game without warning.
7. Flagrant or repeated violations of these standards occurring before, during or after completion of the game shall be called to the attention of the Board of Directors, and may be the subject of disciplinary proceedings.

IV. GAME PREPARATION, UNIFORMS, EQUIPMENT & CLEAN UP

1. FIELD PREPARATION AND CLEAN UP

1. Field Preparation

1. The Home Team is responsible for preparing the field for play. This includes dragging and watering down the infield, putting out the bases and pitching rubber and lining the field. Field preparation is to be completed at least 30 minutes before game time. If it is not feasible to complete field preparation 30 minutes before game time due to an earlier scheduled game or practice, it is to be completed as soon as possible before game time.
2. The Visiting Team is encouraged to assist the Home Team in preparing the field.

2. Post-Game Clean Up

1. Both teams are responsible for putting the bases and field equipment in the shed after the game and locking the shed where applicable. The base plugs are to be inserted after removing the bases.
2. Both teams are responsible for cleaning the dugouts, field and stands after the game.
3. When there are multiple games or practices on the same field, managers and coaches at the conclusion of a game are to be considerate of the teams preparing for the next game and quickly vacate the field and dugouts. Post-game meetings should be held in areas adjacent to the field once the dugouts are cleaned and cleared.

2. FIELD INSPECTION

1. Both managers shall inspect the field before game time to determine the safety of the playing field (i.e. pot holes, excess water, articles on the field, etc.).
2. The two managers shall determine if the field is playable. If they disagree, the home plate umpire shall make the decision.

3. SCOREKEEPER

1. The Home Team must provide one adult who will be the official scorekeeper of the game. The game shall not start until the scorekeeper is present. There is no scorekeeper in 6U.

4. LINEUP CARD OR SHEET

1. The batting order shall include all eligible team members arranged in any player sequence by the manager. Player names with corresponding jersey number must be listed.
2. Each manager shall provide a copy of the batting order to the scorekeeper and to the opposing manager not later than 5 minutes before game time.
3. Any player not playing for team disciplinary reasons requires the concurrence of the division's Commissioner who shall notify the opposing manager before game time. Violation of this rule is an automatic forfeit.

5. UNIFORMS

1. Jewelry of any type is not permitted to be worn during a game. Medical alert bracelets or necklaces and medical devices may be worn but, to the extent feasible, should be placed under the uniform.

6. EQUIPMENT

1. All bats must be ASA approved. In 6U and 8U, however, t-ball bats are permitted. All other equipment including catcher's gear, batting helmets, and fielder's gloves must comply with ASA rules.
2. 6U and 8U shall use 10-inch "RIF" softballs. 10U shall use 11-inch "RIF" softballs approved by ASA. 12U and 14U shall use 12-inch ASA approved softballs.
3. The catcher shall wear full equipment at all times when behind the plate, even during the warm up of the pitcher. The catcher's mask shall have a throat guard
4. All players must wear a batting helmet with a facemask and a chinstrap. Players will not be permitted to bat run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.

V. PLAYING THE GAME

1. GAME DECORUM AND DUGOUT RULES

1. No food is allowed in the dugout. Only water bottles, sports drinks, gum, and sunflower seeds are permitted in the dugout.
2. No children or adults other than managers, coaches and players are allowed in the dugouts or on the field during games.
3. The Home Team shall occupy the third base dugout and the Visiting Team shall occupy the first base dugout.

2. MANAGERS AND COACHES DURING THE GAME

1. Base coaches shall remain within the coach's box when the ball is in play.
Exception: A base coach may leave the coach's box to avoid interference with a defensive player or to avoid contacting the ball.
2. 6U and 8U may use 2 adult base coaches. No players, children or unapproved coaches may serve as base coaches in those divisions.
3. 10U and 12U may utilize players as base coaches. Any such player must wear a batting helmet while on the field.
4. All managers are required to have player medical release forms at all functions (e.g., practices, games, clinics, parties, etc.)

3. UMPIRES AND UMPIRING

1. For games in 8U, 10U, and 12U (practice and regular season), if the hired umpire is not present at the scheduled game time, the game shall be played, and the following procedures shall be followed:
 1. The start of the game will be delayed for 10 minutes to allow the umpire the opportunity to show up and begin the game.
 2. If, after the 10 minute waiting period, the umpire has not arrived each team shall provide one volunteer to act as an umpire. A manager may not serve as an umpire. A coach may act as an umpire only if no other parent or team supporter will agree to umpire. Should a team not be able to provide a volunteer, then that team shall be deemed to have forfeited the game. If both teams cannot provide a volunteer, then both teams shall be charged with a forfeit.

3. The two volunteer umpires will flip a coin to determine which one will act as the home plate umpire and which one will umpire in the field. The home plate umpire will stand behind the pitcher and not umpire from the traditional position behind the catcher.
 4. If, at some point during the game, the hired umpire shows up he or she shall dismiss the volunteers and take over as the game umpire. The game continues on. The portion of the game played with volunteer umpires will be counted as official. The game shall not be restarted.
2. The umpire in chief has the authority to eject any player, coach, or manager for rule infractions or indecorum. Any ejected player shall remain in the dugout, while any ejected manager or coach shall leave the playing field. The umpire in chief shall inform the Player Representative or other Board member of the circumstances of the ejection within 2 days. The Board of Directors for consideration of further disciplinary action shall review all ejections.
 3. An umpire does not have authority to take action against a spectator, but shall report any instance of indecorum to any member of the Board of Directors, and may suspend the game if spectator indecorum interferes with normal play.
 4. The umpire shall remove any pitcher, as a pitcher, who is in the judgment of the umpire endangering batters for any reason. Excessive wildness qualifies as a valid reason for the umpire to remove a pitcher.

4. LENGTH OF GAME

1. Game time limits apply to all regular season games, are absolute and not subject to change.
2. Play shall cease whenever stopped by the umpire due to darkness, rain, threat of lightening or any other reason.
3. Please see the HBLL rules applicable to each division for the specific game time limits.

5. TIE GAMES

1. During the regular season, extra innings will not be played regardless of the time limit.

VI. PLAYING RULES FOR ALL HBLL GAMES (EXCEPT AS NOTED)

1. BAT AROUND

1. All players bat around throughout the season in all divisions. The DP/Flex rule is not in effect.

2. INJURED BATTER

1. An injured batter who cannot continue shall be replaced immediately by the next scheduled batter, who shall assume the ball-strike count of the injured batter.
2. When an injured batter has fully recovered, she may resume her normal position in the batting order.

3. BASERUNNERS

1. A courtesy runner is allowed for (i) the pitcher of record; (ii) the catcher of record; or (iii) an injured player. In all other situations, a base runner must run for herself. In any instance in which a courtesy runner is permitted, the courtesy runner must be the player who made the last out. If the courtesy runner is running for the leadoff batter of the game, the courtesy runner must be the last player in the batting order.
2. Injured Runner
 1. The batter who made the last out shall replace an injured runner.
 2. When an injured runner has fully recovered, she may resume her normal position in the batting order after completion of the half inning.

4. CRASHING INTO A FIELDER

1. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag. The runner may slide, jump over the defender, go around the defender or return to the previous base touched. If the runner runs outside the three-foot lane to avoid a tag, the runner is out. (Note – A defensive player may not block the base or base path without the ball).
2. A runner who in a flagrant fashion crashes into a fielder shall be ejected from the game.
3. A runner may slide into a fielder when attempting to reach a base safely.

5. SLIDING

1. HEAD FIRST SLIDING: No head first sliding is allowed except when returning to a base.

6. PITCHING

1. Pitching Limits

1. The throwing of a single pitch in an inning constitutes an inning pitched.
2. For pitching eligibility the week starts on Sunday.
3. Please see the HBLL rules applicable to each division for the specific pitching limits.

2. Conference Limits

1. A manager or coach must obtain permission from the umpire for a conference with the pitcher and/or other defensive players. The plate umpire may remove the manager or coach from the field for the remainder of the game for repeated violation of this rule.

Exception: A manager or coach may attend to an injured player immediately without the formality of requesting a time out.

2. A maximum of two conferences is allowed per inning without removing the pitcher. A third conference in the same inning requires removal of the player as pitcher. A maximum of three conferences is allowed during a game without removing the pitcher. A fourth conference requires removal of the player as pitcher.

Exception: A timeout to attend to an injured player does not count against the three-conference limit.

3. The conference limit resets with each new pitcher who enters the game.
4. A maximum of one offensive conference is permitted per inning.

VII. PROTEST PROCEDURES

1. Protests and the procedures for protests are governed by the Official Rules of Softball for ASA.
2. In the event of a protest, both managers shall jointly confer with the home plate umpire before continuing the game and attempt to resolve the situation causing the protest in an effort to avoid a protested game.
3. The umpire shall not allow protests on judgment calls.
4. No protests are permitted in 8U during the regular season. No protests are permitted in 6U (the plate umpire makes all final rulings regarding the game).

VIII. GAME SCHEDULE

1. DIVISION SCHEDULES

1. The official schedule for HBLL shall be presented to team managers on or before opening day. The official schedule shall be followed and there shall be no changes by manager agreement without prior Board approval.

2. MAKE-UP GAMES

1. For good cause a game may be rescheduled if field availability permits. The President and appropriate Commissioner shall determine whether good cause exists.

2. There are no make-up games in 6U.

IX. ALL STAR TOURNAMENT TEAMS

1. TEAM SELECTION

1. The format and selection process for the all-star teams shall be determined by the Board of Directors.

X. HBLL PLAYING RULES FOR SPECIFIC DIVISIONS

See the following Playing Rules for each division.

1. PLAYING RULES FOR 6U

Number of Players

1. There is no minimum number of players required to start a game.
2. Loaned Players. If either or both teams cannot field eight (8) players, the opposing team may “loan” enough players to the short team. These “loaned” players will play defensively only in the outfield. The designated “loaned” players may be changed at any time during the game.

Length of Games A game lasts one-hour drop dead. The number of innings played is influenced by how quickly the coaches get the players on and off the field between innings.

Umpire The visiting team shall provide a parent volunteer to umpire. The volunteer parent may not coach players while serving as an umpire.

Pitching

1. Coach Pitch.
 1. An adult coach shall pitch to his or her own team from a distance of no less than 20 feet from home plate. If the batter does not hit one of the first three pitches in fair territory more than five feet from home plate, then a tee will be used until the batter hits the ball fair. The managers and coaches of both teams shall strictly enforce this rule in order to move the game along.
 2. A pitch that hits the batter or a batted ball that hits the adult pitcher shall be a “no pitch” and not count against the batter as one of the three pitches.
2. Size of ball. 10-inch RIF softball.

Batting / Running

1. Helmets and Face Guards. All batters and base runners must wear a helmet with a facemask and chin strap. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this

rule.

2. Bats. Only softball or t-ball bats are permitted.
3. Bat Around. Both teams bat all players each inning regardless of the number of outs. The side is retired after every player has batted. The visiting team bats first followed by the home team. The batting order shall switch back and forth each inning from top to bottom and bottom to top.
4. Bunting is not permitted. A ball hit in fair territory that does not travel more than five feet from home plate shall be called a foul ball.
5. Walks. There are no walks.
6. No on deck batter outside the dugout is permitted.
7. Any runner put out must immediately return to the dugout.
8. Runner(s) may not leave their base until the batter has hit the pitch. Stealing is not permitted.
9. Overthrows. No fault throws on put out attempts. Runners may not advance an extra base on an overthrow. Balls hit to the outfield: Once the ball is thrown to and reaches the infield, runners may only advance to the base they were running to regardless if the ball is overthrown to an infielder.
10. Sliding. Sliding is permitted. Sliding is ENCOURAGED and runners are URGED to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base.

Defensive Play

1. Number of Players in the Field. All players on a team shall play defense each inning. The infield shall consist of no more than six players: A pitcher, a first baseman, a second baseman, a shortstop, a third baseman, and a rover in front of second base. Except for the pitcher, infielders may not be positioned more than five (5) feet inside the base paths before the ball is hit. The pitcher shall be positioned at least 30 feet from home plate. All other players will play in the outfield and must be positioned a minimum of ten (10) feet beyond the base paths. There is no catcher. The pitcher covers plays at home plate.
2. All players must play at least one inning in the infield during a game.

3. Coaches on the Field. Two adult coaches are permitted in the outfield when their team is on defense. They are to be positioned behind the outfielders. One coach from the defensive team shall be positioned behind home plate to retrieve pitches. The coach pitcher shall assist the batter with the tee as needed.
4. Infield fly rule is not in effect.

Scores and Standings.

1. The game score is not kept. Final scores are not announced, reported or maintained. 6U is an instructional division only.
2. There are no standings or post season tournament.

PLAYING RULES FOR 8U

Number of Players

1. The minimum number of players on a team for a game is eight (8). Fewer than 8 players will result in an automatic forfeit of the game.
2. A team may play with eight players without penalty.

Length of Games

1. A regulation game is six (6) innings.
2. Time Limit. Drop dead time is one hour and 30 minutes from the actual start of the game as determined by the umpire. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning; the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
3. Warm Up Pitches. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five (5) warm up pitches.
4. No Intentional Delays. Managers, coaches and players shall not engage in any conduct designed to delay the game. If in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing

team.

5. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

Run Limits

1. Every inning will end upon the third out or when the batting team scores four (4) runs.

Pitching

1. Pitching distance from the pitching plate to home plate is 30 feet.
2. Innings per Game. A player may pitch a maximum of two (2) innings per game. The throwing of a single pitch shall constitute a full inning.
3. Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described in B above.
4. Balls and Strikes. Four (4) balls is a walk and three (3) strikes is a strikeout.
5. Dropped third strike is not in effect.
6. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball.
7. Coach Pitch. After ball four (4) or a hit by pitch, an adult coach from the batting team will then pitch to the batter the number of pitches left between the current strike count and strike three. Thus, if the batter has zero strikes the coach will pitch a maximum of three pitches, with one strike a maximum of two pitches, and with two strikes a maximum of one pitch. An extra pitch will be allowed each time the third strike results in a foul ball (unless caught). The at bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs. A pitch by the coach that hits the batter shall count as a strike. No bunting or stealing during coach pitch. The coach must pitch with one foot touching the pitching plate. When a coach is pitching, the pitcher must stand on either side and behind the adult pitcher and have at least one foot within the pitching circle.
8. Modified Coach Pitch Change Mid-Season. Each year the HBLL Board will communicate the exact date of the mid-season change to Modified Coach Pitch

(date to coincide with the annual date of the ASA LA/Southbay District coach pitch change). After the mid-season change, coach pitch does not begin in any inning until the pitcher walks three batters (or the bases are loaded) and then throws four balls to a fourth batter. At that point, coach pitch rules as described in G. above govern the rest of the half inning. The HBLL Board during the season may opt not to implement this rule.

1. Clarifications #1 – Under no circumstances will a pitcher walk in a run. If the first three batters reach base on hits and the bases are loaded (no walks), and the pitcher throws four balls to the next batter the coach will come in to pitch.
 2. Clarification #2 – A batter is limited to one base on a walk and cannot advance to second until the next batter is up to bat.
9. Coach-Pitcher Hit by Ball. The coach-pitcher shall not interfere with any defensive player making a play on the ball or a runner. The umpire shall call interference if the coach-pitcher is hit by the ball or interferes with a defensive player. PENALTY: The batter shall be declared out and all other runners are returned to the last base held at the time of the coach interference.
10. Visits to Pitching Circle/Conference Limits.
1. The manager must obtain the permission of the umpire for a pitcher/team conference. The manager or a coach is then permitted to go to the pitching circle.
 2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.
11. Pitching Ages. All players on the team roster are eligible to pitch.
12. Look Back Rule. There is a 10-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.
13. Size of Ball. 10-inch RIF softball.

Batting / Running

1. Helmets and Face Guards. All batters and base runners must wear a helmet with a facemask and chin strap. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this rule.
2. Bats. Only softball or t-ball bats are permitted.
3. No on deck batter outside the dugout is permitted.
4. Bat Around. All players bat around throughout the season.
 1. Players arriving after the start of the game will be added at the bottom of the batting order.
 2. Injured players or players leaving during the game will be skipped in the batting order without penalty (no out will be recorded). A team must still have eight (8) players to avoid a forfeit.
5. Strike Zone. Enlarged to encourage batters to swing at hittable pitches. The strike zone shall extend from the batter's shin to the batter's chin, and three (3) inches on each side of home plate.
6. Base Coaches. Two (2) adult coaches, but no players, may serve as base coaches.
7. Bunting is permitted, except when a coach is pitching. An attempted bunt while the coach is pitching will be deemed a swinging strike.
8. Stealing. Permitted except cold home. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out. A runner at third base may not steal home. A play at a base during a steal, an attempted pick-off or an overthrow to the pitcher does not release a runner from third base. A runner at first base may only steal one base per pitch. A runner at second base may only steal one base. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out before the umpire stops play.

Overthrows

1. No fault throws on attempted put outs, pick off plays, and throws by the catcher to the pitcher (such throws do not result in additional bases by the runners). After all play has stopped, if any runner has advanced beyond the base to which she is entitled, the umpire shall call "time" and return the runner to the proper base.

Clarification # 1 – When a fielder attempts a put out of any batter or runner at any base...ball is hit and an attempted put out is made at first base. The runner that has already rounded third and is halfway to home base she is allowed to continue (at risk to be put out) home.

Clarification #2 – A ball is hit into the outfield (regardless of whether it was hit off coach pitch or player pitch, and regardless of whether it made it to the outfield due to an error by an infielder). The batter and all runners can continue to advance (at their own risk) until an attempted put out is made at a base or the pitcher has possession of the ball in the circle. The attempted put out cannot be at a base that the runner has already passed. It is not enough to get the ball to the infield, an attempted play must be made or the ball must be returned to the pitcher in the pitcher's circle).

Interference/Obstruction.

1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.

Sliding.

1. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.

Injured Players.

1. The next batter who assumes the current count replaces an injured batter. The player who made the last out replaces an injured runner. Any defensive player, including one off of the bench, may replace an injured fielder. An injured player may return to play after completion of the half-inning.

Defensive Play

1. **Minimum Play.** Each player shall play at least one-half (three innings) of the game on defense, with a minimum of two innings in the infield if the game goes a full 6 innings. For games in which fewer than a full 6 innings are played, each player must play a minimum of two innings on defense including a minimum of one inning played in the infield within the first three innings of the game. Notwithstanding the foregoing, the league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.
2. **Substitutions.** Players can be substituted freely during dead ball situations.
3. **Number of Players in Field.** A team may have ten (10) players on defense. The tenth player may play in the outfield only. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield when the ball is pitched to the batter. All outfielders must be positioned in the outfield on the grass. Outfielders may move into the infield after the ball has been pitched in order to make defensive plays.
4. **Infield fly rule is not in effect.**
5. **One adult coach may be positioned in the outfield behind the outfielders during the first 5 weeks of the season only (including practice games).**
6. **One adult coach from the defensive team may be positioned near the backstop to retrieve passed balls, but such coach shall not coach players while in this position (this includes talking and gesturing). The coach may only retrieve the ball and hand it to the catcher. The catcher may then return the ball to the pitcher or attempt to throw a runner out.**

PLAYING RULES FOR 10U

Number of Players

1. The minimum number of players on a team for a game is eight (8). Fewer than 8 players will result in an automatic forfeit of the game.
2. **Short-handed rule.** Any player arriving after the start of a game must be inserted at the bottom of the batting order. A team must bat with at least nine (9) players in the lineup to avoid the short-handed rule penalty. An out will be called the first time the vacant ninth position in the batting order appears. Subsequent at-bats in the vacant ninth position will be skipped over with no out being called.

Length of Games

1. A regulation game is seven (7) innings.
2. Time Limit. No new inning shall start after one hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is two (2) hours from the actual start of the game as determined by the umpire. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning; the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
3. Warm Up Pitches. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five (5) warm up pitches.
4. No Intentional Delays. Managers, coaches and players shall not engage in any conduct designed to delay the game. If in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing team.
5. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

Run Limits

1. An inning will end upon the third out or when the batting team scores five (5) runs. There is no run limit in the fourth inning and all subsequent innings.

Pitching

1. Pitching distance from the pitching plate to home plate is 35 feet.
2. Innings per Game. A player may pitch a maximum of seven (7) innings per week. This is restricted to three (3) innings per game unless the game goes to 7 innings; the throwing of a single pitch shall constitute a full inning.
3. Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described in B above.

4. Balls and Strikes. Four (4) balls is a walk and three (3) strikes is a strikeout.
5. Dropped third strike in effect.
6. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball.
7. Visits to Pitching Circle/Conference Limits.
 1. The manager must obtain the permission of the umpire for a pitcher/team conference. The manager or a coach is then permitted to go to the pitching circle.
 2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.
8. Pitching Ages. All players on the roster are eligible to pitch.
9. Look Back Rule. There is a 10-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.
10. Size of Ball. 11-inch RIF softball.

Batting / Running

1. Bat Around. All players bat around throughout the season.
2. Strike Zone. Enlarged to encourage batters to swing at hittable pitches. The strike zone shall extend from just below the batter's knees to her shoulders, and 3 inches on each side of home plate.
3. Bunting is permitted.
4. Stealing. Permitted. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the

ball. A runner leaving early will be called out.

5. Interference/Obstruction:

1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
 2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.
6. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.
7. Injured Players. The next batter who assumes the current count replaces an injured batter. The player who made the last out replaces an injured runner. Any defensive player, including one off of the bench, may replace an injured fielder. An injured player may return to play after completion of the half-inning.
8. Ten Run Rule: If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played or after four (4) and one half (1/2) innings if the home team shall have a ten (10) run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.
9. Five Run Rule: Only (5) runs may be scored per inning. Inning 5 and on will be unlimited until the time expires.
10. Base Stealing: Players may not leave the base until the Pitcher has released the ball. If the Runner leaves too soon, the Runner is out. In the first half or first two rounds, HOME PLATE IS CLOSED. After Spring Break, Home is open.
11. Dropped Third Strike: Home plate is closed and no "dropped third strike" until play resumes after Spring Break.
12. Stepping Out of the Box: A batter must keep one (1) foot in the batter's box during their entire at bat (even when taking signs) except in the case of a foul ball, any play at the plate, or an umpire time out. The umpire will give the batter a warning in the first round. After the first round, the infraction will result in the umpire calling a strike against the batter for stepping out of the box.

Defensive Play

1. Minimum Play. Each player shall play at least four innings of the game on defense, with a minimum of two innings in the infield if the game goes a full 7 innings. For games in which fewer than a full 7 innings are played, each player must play a minimum of two innings on defense, including a minimum of one inning played in the infield within the first four innings of the game. Notwithstanding the foregoing, the league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.
2. A total of nine (9) players are permitted on defense. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield.
3. Infield fly rule is in effect.

PLAYING RULES FOR 12U

Number of Players

1. The minimum number of players on a team for a game is eight (8). Fewer than 8 players will result in an automatic forfeit of the game.
2. Short-handed rule. Any player arriving after the start of a game must be inserted at the bottom of the batting order. A team must bat with at least nine (9) players in the lineup to avoid the short-handed rule penalty. An out will be called the first time the vacant ninth position in the batting order appears. Subsequent at-bats in the vacant ninth position will be skipped over with no out being called.

Length of Games

1. A regulation game is seven (7) innings.
2. Time Limit. No new inning shall start after one hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is two (2) hours from the actual start of the game. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning; the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
3. Warm Up Pitches. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five

- (5) warm up pitches.
4. No Intentional Delays. Managers, coaches and players shall not engage in any conduct designed to delay the game. If in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing team.
 5. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

Run Limits

1. An inning will end upon the third out or when the batting team scores six (6) runs. B. There is no run limit in the fourth through seventh innings.

Pitching

1. Pitching distance from the pitching plate to home plate is 40 feet.
2. For pitching eligibility, a week shall begin on Sunday and end on Saturday.
3. Innings per Week. A player may pitch a maximum of seven (7) innings per week. The throwing of a single pitch shall constitute a full inning. There is no mandatory rest rule in effect. The innings per week limitation does not apply to interleague games unless the Board determines otherwise.
4. Removal of Pitcher. After the first time a player is removed as a pitcher from the game such player may return as a pitcher in the same game as long as she has not exceeded the limits described in C above. Once the same player is removed as a pitcher for the second time in the game, the player is not allowed to return as a pitcher for the remainder of the game.
5. Balls and Strikes. Four (4) balls is a walk and three (3) strikes is a strikeout.
6. Dropped third strike in effect.
7. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball.

8. Visits to Pitching Circle/Conference Limits:
 1. The Manager must obtain the permission of the umpire for a pitcher/team conference. The Manager or a coach is then permitted to go to the pitching circle.
 2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.
9. Pitching Ages. All players on the roster are eligible to pitch.
10. Look Back Rule. There is a 16-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.
11. Size of Ball. 12-inch softball.

Batting / Running

1. Helmets and Face Guards. All batters, base runners and youth base coaches, if applicable, must wear a helmet with a facemask and chinstrap. Players will not be permitted to bat, run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.
2. Bat Around. All players bat around throughout the season.
3. Strike Zone. Standard.
4. Bunting. Permitted.
5. Stealing. Permitted. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out.
6. Interference/Obstruction:

1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.
7. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.
8. Injured Players. The next batter who assumes the current count replaces an injured batter. The player who made the last out replaces an injured runner. Any defensive player, including one off of the bench, may replace an injured fielder. An injured player may return to play after completion of the half-inning.

Defensive Play

1. Minimum Play. Each player shall play at least half (three innings when a 7 inning game is played) of the game on defense. The league encourages managers to develop well- rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.
2. Infield fly rule is in effect.