

# 7-8 year olds

## Spring 2018 District 19 West - Inter League Softball Rules Rules approved by Colts Neck, Freehold Township, Manalapan and Marlboro LL Boards

<b>Pitching</b>	Pitchers mound distance = 35'
	3 innings max per game, 6 max per week (a week is Sunday-Saturday). Playoffs: 4 innings max, no weekly max
	At the start of the season, coaches will pitch the odd innings and players will pitch the even innings (using "player pitching" rules below).
	Beginning Saturday, May 12 players will pitch each inning, using the following "player pitching" rules  After player pitcher throws four (4) balls and does not retire the batter, the batter's coach comes in and finishes pitching to that batter. The coach assumes the count and the umpire continues to call balls and strikes. After the coach enters to pitch, the BATTER will either put the ball in play or strike out to end their at bat. There will be no walks. THE PLAYER PITCHER WILL THEN RESUME PITCHING TO THE NEXT BATTER. AFTER THE PLAYER PITCHER HAS "WALKED" THEIR FOURTH BATTER, THE COACH WILL STAY IN FOR THE REMAINDER OF THE INNING. Player pitchers must pitch from the mound at all times. Coach pitcher may move closer to home plate but the player pitcher cannot. Coach pitcher must stay within the circle or 8 feet in front of the rubber. There are no walks unless batter is hit by a player pitcher. If there are bases loaded and a batter is hit by a pitched ball, a run can score and the batter will go to first subject to the below hit by pitch rule. When a coach is pitching, the player pitcher shall stay within the circle. If a pitcher throws at least one pitch in an inning, it counts as an entire inning.
<b>Stealing</b>	No Stealing or leading. May leave the base when the ball crosses the plate. Penalty for leaving early - Dead Ball (no play even if batter hits ball), return runner, issue 1 warning per team per game, 2nd time runner is out.
	No advancing on overthrow back to pitcher
<b>Run Cap / Mercy</b>	Regular Season: 4 run max per inning, all innings Playoffs: 4 run max per inning except last full inning which will be unlimited. No mercy rule in effect.
<b>Infield Fly Rule</b>	Not in effect
<b>Dropped 3rd Strike</b>	Not in effect
<b>Bunting</b>	Not allowed
<b>Batting</b>	MUST bat full roster (continuous)
<b>Substitution</b>	Free
<b># of Fielders</b>	10. The 10th player must be an outfielder and may not start play at second base. Outfielders must start 10 feet behind second base or in the grass, whichever is shorter. After the ball is put in play, the outfielder may cover a base.
<b>Overthrow From Field</b>	No advancing on overthrow from field
<b>Ball hit to the outfield</b>	When the ball is hit into the outfield, base runners may continue to advance until there's an attempt to throw the ball into the infield. At that time, play stops and baserunners can no longer advance. If runners are on their way to the next base (at umpires discretion) then they are awarded the next base
<b>Courtesy Runner</b>	Mandatory, remove catcher with 2 outs, last batted out runs. Discretionary if less than 2 outs.
<b>Borrowing of players</b>	May borrow from other team to field full team, only play defense. No forfeits. If team has 7 players or more, then there will be no automatic outs. If less than 7, then one automatic out for each number below 7. May also borrow from pool players from the specific town. Discretion should be used if using pool players (ie. do not take the 3 best players from the other teams.)
<b>Warm-up of pitcher</b>	Only players may warm up pitchers. Managers or coaches are NOT PERMITTED to warm up pitcher
<b>Coaches on Field</b>	Permitted behind home plate and behind fielders to help coach players and speed up game. Players must be positioned in the appropriate positions.
<b>Hit by Pitch</b>	Not in effect during coach pitch, in effect player pitch. If a batter is hit by a pitched ball that rolls into the batter's box and the batter makes no attempt to allude the ball, the umpire shall call the pitch a ball and the count shall continue. A pitch that strikes a batter on the fly or after a bounce will result in the batter receiving first base. It is the umpire's discretion to determine whether or not an attempt was made to move out of the way of a pitch. If no attempt made, no base.

1. Game duration: Six (6) innings for all levels subject to time restrictions
  - At 1:15 from Scheduled start time the NEXT inning shall become the last inning (finish the current inning and play one more inning).
  - On weekday games at fields with lights, home team manager may advise that start time is actual start time, not scheduled start time.
  - Playoff use time limit of 1:45. Championship games to be played to completion, and the Championship may be continued to another day.
2. Sliding: Players are required to slide (or avoid contact) when going into any base when there is a play. Discretion of umpire. No head first slides.
3. Playoffs - minimum of 8 players to not be a forfeit. If only 8, one automatic out. No pool players.
4. No on-deck batters allowed to swing a bat.
5. Winning manager must report score at marlborolittleleague.com, town head, and division head immediately.
6. Home team supplies 2 game balls.
7. Bats must be BPF 1.20 only.
8. Cheering by parents should only be for their own team and should never be directed to the opposing team.

# 9-10 year olds

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<b>Pitching</b>	Pitchers mound distance = 35'
	4 innings max per game, no weekly max
	At the start of the season, the following rule shall apply: After a player pitcher has given up a combination of three (3) walks and/or hit by pitch in an inning, no further walking is permitted in that half inning. A player will continue to pitch, but if the count reaches ball four (4), the batter's Coach will pitch to the batter until the player hits or strikes out. The pitcher will resume pitching to the next batter and this format will continue until the inning is over. The Umpire continues to call balls and strikes (the count does not reset). If a pitcher throws at least one pitch in an inning, it counts as an entire inning. A hit batter counts as a walk. If there are bases loaded when a batter is hit (even if it is the 4th walk of it by batter that inning), a run will score and the batter will go to first subject to the below hit by pitch rule. In certain circumstances, a walk can force in a run. More specifically, If a <del>batter is hit by a pitch after the 3 walks/hit by pitch limit has occurred, the batter will take first base subject to the umpire's</del>
	Starting on Saturday, May 13, 2017, there will be no coach pitch.
	If pitcher removed during the game, she may re-enter as pitcher ONCE per game.
<b>Stealing</b>	At start of the season, unlimited steals, all bases except home. No elayed steals are allowed (see 9 below)
	Starting on Saturday, May 13, all based including home may be stolen and delay steals allowed at that time
	No Leading. May leave the base when the ball crosses the plate. Penalty for leaving early - Dead Ball (no play even if batter hits ball), return runner. Issue 1 warning per team per game, 2nd time runner is out.
	No Limit on overthrow, anchored at third. Starting on Saturday, May 13, players are not anchored at third
<b>Run Cap / Mercy</b>	4 per inning max, except last. No mercy rule in effect during regular season Playoffs: Mercy - 12 after 4, 10 after 5 (still 4 runs per inning max)
<b>Infield Fly Rule</b>	Not in effect
<b>Dropped 3rd Strike</b>	Not in effect
<b>Bunting</b>	Permitted, no pull back & swing - Penalty dead ball
<b>Batting/Substitution</b>	MUST bat full roster (continuous). Free substitutions.
<b># of Fielders</b>	10. The 10th player must be an outfielder and may not start play at second base. Outfielders must start 10 feet behind second base or in the grass, whichever is shorter. After the ball is put in play, the outfielder may cover a base. 10 fielders in playoffs
<b>Overthrow From Field</b>	Runners may advanced unlimited bases on throw from outfield. Until May 12, the following rules are in effect: When an infielder attempts to throw the ball to the pitcher who is inside the circle, play stops and baserunners can no longer advance. If runners are on their way to the next base (at umpires discretion) then they are awarded next base. No advance on overthrows from the catcher to the pitcher, who is in the circle
<b>Courtesy Runner</b>	Mandatory, remove catcher with 2 outs, last batted out runs. Discretionary if less than 2 outs.
<b>Borrowing of players</b>	May borrow from other team to field full team, only play defense. No forfeits. If team has 7 players or more, then there will be no automatic outs. If less then 7, then one automatic out for each number below 7. May also borrow from pool players from the specific town. Discretion should be used if using pool players (ie. do not take the 3 best players from the other teams.)
<b>Warm-up of pitcher</b>	Only players may warm up pitchers. Managers or coaches are NOT PERMITTED to warm up pitcher
<b>Coaches on Field</b>	First & Third Base Coaches. No defensive coaches on the field.
<b>Hit by Pitch</b>	Not in effect during coach pitch, in effect player pitch. If a batter is hit by a pitched ball that rolls into the batter's box and the batter makes no attempt to allude the ball, the umpire shall call the pitch a ball and the count shall continue. A pitch that strikes a batter on the fly or after a bounce will result in the batter receiving first base. It is the umpire's discretion to determine whether or not an attempt was made to move out of the way of a pitch. If no attempt made, no base.

- Game duration: Six (6) innings for all levels subject to time restrictions
  - At 1:30 from Scheduled start time the NEXT inning shall become the last inning (finish the current inning and play one more inning).
  - On weekday games at fields with lights, home team manager may advise that start time is actual start time, not scheduled start time.
  - Playoff use time limit of 1:45. Championship games to be played to completion, and the Championship may be continued to another day.
- Sliding: Players are required to slide (or avoid contact) when going into any base when there is a play. Discretion of umpire. No head first slides.
- Playoffs - minimum of 8 players to not be a forfeit. If only 8, one automatic out. No pool players.
- No on-deck batters allowed to swing a bat.
- Winning manager must report score at marlbolorittleleague.com, town head, and division head immediately.
- Home team supplies 2 game balls.
- Bats must be BPF 1.20 only.
- Cheering by parents should only be for their own team and should never be directed to the opposing team.
- A delayed steal is when the runner leaves at the time the catcher throws the ball back to the pitcher.

# 11-12 year olds

## Spring 2018 District 19 West - Inter League Softball Rules Rules approved by Colts Neck, Freehold Township, Manalapan and Marlboro LL Boards

<b>Pitching</b>	Pitchers mound distance = 40'
	4 innings max per game, no weekly max
	If a pitcher throws at least one pitch in an inning, it counts as an entire inning. No Coach Pitch.
	If pitcher removed during the game, she may re-enter as pitcher ONCE per game.
<b>Stealing</b>	Unlimited steals, all bases. Runner may leave of release of ball by pitcher
	Penalty for leaving early - Dead ball, (no play even if batter hits ball) runner is out
	No Limit on overthrow.
<b>Run Cap / Mercy</b>	4 per inning max, except last. No mercy rule in effect during regular season Playoffs: Mercy - 12 after 4, 10 after 5 (still 4 runs per inning max)
<b>Infield Fly Rule</b>	In effect
<b>Dropped 3rd Strike</b>	In effect
<b>Bunting</b>	Permitted, no pull back & swing - Penalty dead ball
<b>Batting/Substitution</b>	MUST bat full roster (continuous). Free substitutions.
<b># of Fielders</b>	10 during regular season and playoffs
<b>Overthrow From Field</b>	Unlimited
<b>Courtesy Runner</b>	Mandatory, remove catcher with 2 outs, last batted out runs. Cannot remove catcher with less than 2 outs and cannot remove pitcher.
<b>Borrowing of players</b>	May borrow from other team to field full team, only play defense. No forfeits. If team has 7 players or more, then there will be no automatic outs. If less then 7, then one automatic out for each number below 7. May also borrow from pool players from the specific town, but must bat last. Discretion should be used if using pool players (ie. do not take the 3 best players from the other teams.)
<b>Warm-up of pitcher</b>	Only players may warm up pitchers. Managers or coaches are NOT PERMITTED to warm up pitcher
<b>Coaches on Field</b>	First & Third Base Coaches.
<b>Hit by Pitch</b>	In effect

1. Game duration: Six (6) innings for all levels subject to time restrictions
  - At 1:130 from Scheduled start time the NEXT inning shall become the last inning (finish the current inning and play one more inning).
  - On weekday games at fields with lights, home team manager may advise that start time is actual start time, not scheduled start time.
  - Playoff use time limit of 1:45. Championship games to be played to completion, and the Championship may be continued to another day.
2. Sliding: Players are required to slide (or avoid contact) when going into any base when there is a play. Discretion of umpire.
  - No head first slides, unless going back to a base.
3. Playoffs - minimum of 8 players to not be a forfeit. If only 8, one automatic out. No pool players.
4. No on-deck batters allowed to swing a bat.
5. Winning manager must report score at marlborolittleleague.com, town head, and division head immediately.
6. Home team supplies 2 game balls.
7. Bats must be BPF 1.20 only.
8. Cheering by parents should only be for their own team and should never be directed to the opposing team.
9. A delayed steal is when the runner leaves at the time the catcher throws the ball back to the pitcher.