



Girls Little League Softball of Wallingford

League Rules

2010 Regular Season



As managers, coaches, umpires and parents, we are there to help give our kids the best softball experience possible. As we look at ways to improve the girls' softball experience, we're reminded of the words of the Little League Pledge.

The message should be clear.

By our leadership, our kids will learn from us to respect the authority of managers coaches and umpire and to accept things that happen on the field in a sportsmanlike manner. How can we expect our kids to do that if we don't show them the way? Managers and coaches, you have an even more awesome responsibility because you are now the example to twelve to fifteen kids, not just your own.

In order to foster a feeling of mutual respect for each other and for the game the League has these expectations:

Managers and coaches are expected to be:

- ❖ Courteous and respectful of umpires, other coaches, and players
- ❖ Reasonably knowledgeable about the rules
- ❖ Aware there are NO ARGUMENTS on judgment calls
- ❖ Aware that discussions about rules interpretations are OK
- ❖ Move players on and off the field quickly. Have catchers ready to play the next inning.
- ❖ Mindful of the Little League Pledge and Mission
- ❖ Understand that umpires make mistakes. It's rare that an umpire affects the outcome of a game with a bad call. If there is a bad call, try and remember to keep it in perspective. There are bound to have been far more mistakes by your players that lead to extra bases and runs than those from bad calls.

Players are expected to be:

- ❖ Courteous and respectful of umpires, other players and coaches
- ❖ Doing their best to play fair and try to win
- ❖ Having fun and enjoying themselves learning to play the great game of baseball
- ❖ Mindful of the Little League Pledge and Mission

Parents and spectators are expected to be:

- ❖ Courteous and respectful of umpires, coaches, and players
- ❖ Cheering positively for players realizing the weight your words carry as parents
- ❖ Mindful of the Little League Pledge and Mission

Umpires are expected to be:

- ❖ Prompt for games
- ❖ Professional in manner and appearance
- ❖ Knowledgeable about the rules
- ❖ Consistent in game administration
- ❖ Work with managers to keep the game moving. Assist getting the players on and off the field.
- ❖ Flexible relative to player level (e.g. 9-10 AAA versus 11-12 Majors)
- ❖ Courteous and helpful to players, managers, and coaches
- ❖ Listen to managers and coaches and confer with other umpires if there is a question on the call. The object is to *get the call right*.
- ❖ Aware of safety issues

There is a Youth Umpire Program. These umpires range in age from 13 to 17, and even some college students that help out in a pinch. All of these umpires will be well trained in rules and mechanics, but we expect they will make rookie mistakes. We expect you to give each of these umpires the respect you would give an adult umpire, since they have the very same authority on the field. Remember as coaches you are teachers as well. It is expected that you will help the youth umpires learn the rules and not ridicule them.

Please remember once the game starts, even though they may be 14 and you may be 40, they are in charge of the field. You should never use your age to assert authority over them. If there is a more senior umpire with them and you question a call, go to the umpire that made the call, not the senior umpire. If you spot an adult umpire in the crowd, do not appeal to them for help – they cannot. If the junior umpire feels the need to confer with their partner, they will. If not, and they stick by their call, live with it. If you feel an umpire is in error, you have the right to protest. If you feel an umpire is not being fair or honest, we want to know.

Adults are some the most important person in our organization. You determine the kind of experience our athletes have with sports. We are committed to the principles of Positive Coaching. We expect our coaches to be "Double-Goal Coaches" who want to win and help players learn "life lessons" and positive character traits from sports. Model and teach your players to **Honor the Game** Help players **Redefine** what it means to be a "**Winner**" in terms of Mastery, not just the Scoreboard Use encouragement and positive reinforcement as your primary method of motivating

General Rules

Unless otherwise stated in these rules, the Official Regulations and Playing Rules of Little League Softball, 2010 Edition shall apply.

1. Use of an approved **NOCSAE** batting helmet, with face guard, and chin strap fastened, must be worn by the batter, all base runners, and non-adult base coaches. (This rule will apply to on-deck batters - Junior/Senior/Big League).
2. If a player chooses to wear shorts, while on offense, the use of a protective slider is **MANDATORY**. If the player does not have a protective slider she will NOT be allowed to play in the game. The use of mouth guards is **STRONGLY** recommended. Facial protection for infielders is **STRONGLY** recommended.
3. Players must **NOT** wear watches, rings, pins, jewelry (including earrings) or other metallic objects. Further, players shall not wear rubber wrist bands (ex: Livestrong type wristbands) string or rope type bracelets or necklaces, puffy type cloth bracelets or necklaces. (**EXCEPTION**: Jewelry that alerts medical personnel to a specific condition is permissible).
4. Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. **A pitcher shall not wear any items on her hands, wrists or arms which may be distracting to the batter.**
5. Continuous batting order will be used throughout the regular season.
6. The "on-deck" position is not permitted in Tee Ball, Minor League or Little League (Majors) Division. At the sole discretion of the Umpire, if field conditions safely allow, "on-deck" batters are allowed in Junior/Senior/Big League divisions.
 - a. Only the first batter of each half-inning will be permitted outside the dugout between half-innings in Tee Ball, Minor, and Little League (Majors) divisions.

7. Managers and coaches **shall not** warm up pitchers. (Regulation XIV)
8. Game Conduct (from rules 9.01, 9.05, 4.07, 4.08)
 - a. The umpire shall report to the league board within twenty-four (24) after the end of a game, all violations of rules and other incidents worthy of comment, including the disqualification of any manger, coach, player or parent, and the reason therefore.
 - b. When any manager, coach, player or parent is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach, player or parent, the umpire shall forward the full particulars to the league board within twenty-four (24) hours after the end of the game.
 - c. After receiving the umpire's report that a manger, coach, player or parent has been disqualified, the league president shall require such manager, coach, player or parent to appear before at least three (3) members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel justified (including legal remedies as needed.).
 - d. When the manger, coach, player, or parent is ejected from a game, or from the park, they shall leave immediately and take no further part in that game. They may not sit in the stands and may not be recalled. **A manager, coach, player or parent ejected from a game must not be present at the game site for the remainder of that game,** Any manager, coach, player of parent eject from the game is suspended for his or her team's next physically played game, and may not be in attendance at the game site from which they were suspended.
 - e. When occupants of a players bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues, the umpire shall order the offender out of the game and away from the spectators' area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those needed for substitution in that game.
 - f. If a parent(s) or spectator(s) cause a disturbance in anyway that is deemed offensive, or dis-tractive, the umpire has the right to warn those in offense. If it continues, the umpire has the right to have them removed from the park, at which time they must leave immediately. Disorderly conduct in any manner is caused for immediate eviction from the park. If this offence does occur, the offender(s) shall meet in front of the Board of Directors to explain their conduct. **Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator(s) can result in the game remaining suspended until a later date.**
9. Players, mangers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.
 - a. A parent or spectator cannot coach, yell at, harass or discipline a player, manager, coach or umpire in any fashion during a game. If there is an issue of any kind, the parent or spectator must wait until after the game, and quietly discuss the issue with the manager in private. No embarrassment of any kind will be imposed on any player, coach, manager or game official.

10. Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, a manager and not more than two (2) coaches shall occupy the bench or dugout.
11. At least one (1) coach or manager must be in the dugout at all times. The scorebook should remain in the dugout.
12. No one, without express permission of a League Official, shall be allowed behind any backstop during the game.

T-ball Overview

Our goal is to be an instructional league and to teach and develop the children. The season will be 10 games. Fundamentals will be taught using drills and on-field instruction. T-ball is a division that will introduce the basic skills of softball while having fun.

T-ball Rules

Field all players (spread extra girls around the outfield)

Rotate player positioning. Players should have an opportunity to play all positions (unless deemed to be dangerous for the child to play that position).

Teams will use a continuous batting order. All players bat.

Players will hit off a tee during the first 4 games. After the first 4 games coach pitching is introduced. Coaches should pitch 5/6 balls to the girls, if the batter is unable to hit the ball then it should be placed on the tee. Some girls will have a year's experience with t-ball and can be pitched to sooner, since they might have difficulty hitting off the tee.

If the player is called out while running the base, they should stay on the base.

Advance only after a ball is hit one base at a time. Players *cannot* advance on overthrows or hits to the outfield.

No sliding.

Coaches are allowed on the field to help instruct the girls.

This division starts with a mush baseball and then half way through the season the division moves to an 11 inch mush softball (like AA uses). Please contact the equipment manager to get the 11 inch softballs.

Game Playing Option

Have Some Fun!!!

Give the batter a single if a ball hit in the air or on the ground falls and stays in front of the Pitcher's plate (40 ft).

Give the batter a double if a ball hit in the air or on the ground passes the Pitcher's plate (40ft).

Give the batter a triple if a ball hit in the air falls between the Pitcher's plate (40 ft) and the normal position of the bases (60 ft diamond).

Give the batter a home run if a ball is hit in the air past the normal position of the bases (60 ft diamond).

AA Rules

1. The offensive manager/coach pitching will be responsible for umpiring the entire field.
2. No player may play a single position more than two innings in a game. Players should have an opportunity to play all positions (unless deemed too dangerous for the child to play that position).
3. A continuous batting order shall be used. If a player becomes ill during the game, the team will skip over that spot in the lineup. The player may reenter into the game. Suggestion: Reverse the batting order. Example: bat the order #1-10, in the next inning, bat the order in reverse #10-1
4. Once the umpire called three (3) strikes, or 8 pitches have been thrown to the batter, a tee will be put up for the batter. There is NO walking a batter.
5. All games have a time limit of ninety (90) minutes.
6. Bat the whole line-up once to end a ½ inning, regardless of the number of girls in a line-up.
7. All pitches must be delivered underhand
8. No player will sit on the bench more than two innings per game
9. Hits to the outfield - The play will stop when an infielder has control of the ball in the infield and is not attempting to make a play on a runner.
10. Field all players (spread the extras in the outfield).
11. If an adult pitcher is accidentally hit by a ball, the ball is alive. If the adult pitcher intentionally interferes with the ball, the lead runner is out.
12. The child pitcher must remain in the pitchers circle and behind the adult pitcher.
13. 13. For the purpose of developing pitching skills, effective May 17, 2010, the child pitcher should be allowed to deliver 2-3 pitches to each batter.
14. If a player is called out while on the bases, they must leave the field and return to the dugout.
15. No leading or leaving early. If a player does leave early, send the player back to the base (if the ball is not hit).
16. If a runner is halfway between bases she will be permitted to advance to the next base. If not, the player must return to the last touched base, unless occupied.
17. One/two defensive coaches will be allowed in the grass portions of the outfield.
18. Sliding is encouraged
19. If there is an overthrow, the player is allowed ONLY one base.
20. No keeping score!
21. Each team is responsible to clean-up their dugout after the game
22. Use 11" incrediballs (softies)

COACHES: This a good time to teach bunting, which is such a large part of Softball.

AA Round Robin Tournament Rules

1. Only nine (9) players will be allowed on the field. All players should share sitting out during defensive innings equally.
2. After three outs the sides will switch or if all the girls have batted.
3. Pitchers will pitch until ball four (4) has been called, then the Coach will take over. Batters cannot be walked, but can be struck out by the player pitcher or the coach.
4. Coaches are not allowed on the playing field except to pitch.

Minor League Division
AAA (9/10)

1. Pitching:

- a. A player/pitcher cannot issue a walk to a batter. When the fourth (4th) ball is called, an adult (offensive coach/manger) will pitch to the batter until she strikes out or is put out. In the event a pitcher is experiencing control problems, coaches should suggest that the pitcher throw a “slingshot” (halves).
- b. Base runners may not advance on a wild pitch delivered by a coach. A **Wild Pitch** is one so high, or one so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.
- c. In the event a Wild Pitch is delivered by the coach, the Umpire will call “time” and the ball becomes dead.
- d. If a player pitches in more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of six (6) innings in a game. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning.

NOTE: Whereas GLLSOW encourages competition, the coaching staffs are expected to promote new pitchers by allowing them to pitch in game situations. **In the event a pitcher is experiencing control problems from a full windmill windup, coaches should suggest that the pitcher throw from a “slingshot” windup (halves).**

2. Base Stealing:

- a. Stealing of bases will be permitted.
 - i. Runners will be allowed to steal home plate on a passed ball or wild pitch. There will be a limit of two (2) runs scored per inning on passed balls or Wild pitches.
- b. No advancement, other than the originally intended base will be allowed on an overthrow. In the event of an overthrow, the umpire will call “time” and the ball becomes dead. (This will apply *ONLY* to base stealing attempts.)
- c. **EFFEFFECTIVE May 17, 2010 ALL permitted base stealing will be allowed.**

3. Outfielders:

- a. Four (4) defensive outfielders are permitted. The defensive team is permitted to play with three (3) outfielders.
- b. **EFFEFFECTIVE May 17, 2010 only THREE (3) outfielders will be permitted.**

4. This section will apply until May 17, 2010

- a. When a ball is hit into the outfield and the ball is thrown back into the infield and a defensive player touches the ball, the runner will only be permitted to advance to the base that the runner was approaching at the time the defensive player in the infield touches the ball.
5. There will be no warm-ups (pitching or infield) between innings.
6. Every player on a team roster, present at the game, will participate in the game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
 - a. Any player not meeting mandatory play, shall, start the next scheduled game, play any previous requirement not completed above, and the requirement for this game before being removed.
7. No new inning will start after ninety (90) minutes from the official start of the game.
 - a. The official start time will be determined by the Umpire and recorded in the scorebook of the home team.
 - b. The managers and umpire based on time will determine the “last” inning.
8. There will be a five (5) run cap per inning, with the exception of the last inning.

Little League (Majors) Division

1. Pitching

- a. If a player pitches in more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of nine (9) innings in a game. A player may pitch in a maximum of eighteen (18) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning.

NOTE: Whereas GLLSOW encourages competition, the coaching staffs are expected to promote new pitchers by allowing them to pitch in game situations. In the event a pitcher is experiencing control problems from a full windmill windup, coaches should suggest that the pitcher throw from a “slingshot” windup (halves).

2. Every player on a team roster, present at the game, will participate in the game for a minimum of six (6) defensive outs and bat at least one (1) time.
 - a. Any player not meeting mandatory play, shall, start the next scheduled game; play any previous requirement not completed above, and the requirement for this game before being removed.
3. No new inning will start after two (2) hours from the official start of the game.
 - a. The official start time will be determined by the Umpire and recorded in the scorebook of the home team.
 - b. The managers and umpire based on time will determine the “last” inning.
4. There will be a five (5) run cap per inning, with the exception of the last inning.
5. There will be no infield warm-ups between innings. The pitcher and catcher will be allowed warm-up throws, only if this does not cause a delay between innings.
6. If the catcher is on base with two (2) outs, she may be removed for a runner without penalty for the purpose of preparing for the next inning. This will only be done if the managers and umpires feel that there is an undo amount of time between innings. In any event, the umpire will have sole discretion.

Junior/Senior/Big League Divisions

1. If a player pitches in less than five (5) innings, no rest is required. If a player pitches five (5) or more innings, one (1) calendar day of rest must be observed. A player may pitch a maximum of ten (10) innings in a day, and a maximum of thirty (30) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes an inning pitched.
2. Mandatory play rules do not apply to Big League Division.
3. At the sole discretion of the Umpire, if field conditions safely allow, “on-deck” batters are allowed in Junior/Senior/Big League divisions.

Little League Pledge

*I trust in God;
I love my country and will respect its laws;
I will play fair and strive to win;
But win or lose I will always do my best.*



The Little League Parent/Volunteer Pledge

*I will teach all children to play fair and do their best
I will positively support all managers, coaches and players
I will respect the decisions of the umpires
I will praise a good effort despite the outcome of the game*