



## ***SOFTBALL ADDITIONAL GUIDELINES AND RULES***

### **Local Little League Rules**

Huguenot Little League, Inc. (HLL) plays under the latest edition of the "Official Regulations and Playing Rules" of Little League, Inc. (Official Rules) for all baseball and softball divisions within HLL. All managers and coaches must be familiar with the Official Rules as well as HLL guidelines.

#### **Section I - General**

- HLL is governed by an elected Board of Directors acting under the authority of the Constitution of HLL.
- Divisions, age ranges and team sizes:

<u>Division</u>	<u>Age(s)</u>	<u>Ideal Team Size</u>
T-Ball/Coach Pitch	4-6	10-12
Machine Pitch	7 – 8	12-15
Minor League	9 – 10	12-15
Major League	11 – 12	12-15
Senior League	13 – 16	12-15

- If any preseason scrimmages are played the outcome will not impact league standings.
- Playoff seeding will be determined by the final regular season standings. In the event of a tie, the playoff seeds will be determined using the following tie-breakers: 1) head to head results 2) coin flip.

#### **Section II – Orange Book Extensions**

##### **Softball – Applicable to all Age Divisions**

- Huguenot Little League chooses to bat the entire roster in all divisions of play.
- Face guards on batting helmets are strongly recommended for Major & Seniors Divisions, but are required for Minor Divisions, and below.

##### **Tee ball / Coach Pitch (Ages 4-6)**

- No new inning shall start after 1 hour.



- A half inning shall end when the entire line up has batted one time.
- No outs or runs will be recorded.
- The defense shall field a maximum of twelve (12) players consisting of six (6) infielders and with the remaining players positioned in the outfield.
- Each player must play at least one infield position per game. This shall not include the catcher's position.
- All outfield players shall be positioned in the outfield grass.
- Players may be substituted freely.
- Pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and must wear a batting helmet or defensive face mask.
- The catcher shall be positioned standing at the backstop and inline with home plate and the pitcher's mound wearing a batting helmet to protect head from potential thrown bats.
- If the batter has not successfully hit the ball after three pitches from the coach, the batter shall complete their turn at bat by hitting from a tee.
- Balls and strikes will not be called in this division. All batters will continue to bat off the tee until the ball is put in play.
- Runners may only advance one base at a time per at bat. No additional bases on overthrows.

### **Machine Pitch Softball (Ages 7-8)**

- Pitching machine should be set 35 feet from the back tip of the plate to the front of the machine.
- Speed should be set to 30-33 mph [4-2-4 setup]
- An offensive coach shall operate the pitching machine.
- No new inning may start after one hour and twenty minutes.
- Maximum amount of runs per any half inning shall be (5). This includes the last inning of play.
- Both teams bat the final inning regardless of score unless home team is ahead.



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- Coaches will not be allowed on the field during a defensive inning once the playoffs begin.
- Managers are required to exchange lineups with written out defensive rotations for 6 innings PRIOR to each game.
- Each player must play as close to possible, half of their innings in the infield and the other half in the outfield. (aim to meet this requirement by the 4th inning). No player can play the infield the entire game.
- No player shall sit out defensively for two (2) consecutive innings.
- No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning.
- The defense shall field a maximum of nine (9) players consisting of six (6) infielders and three (3) outfielders.
- Outfielder must begin the play 5 feet into the grass/outfield.
- The pitcher must wear a batting helmet with a face shield or a defensive face mask.
- Prior to each pitch, the pitcher must be positioned, at a minimum, equal to the front end of the pitching machine and within approximately 5 feet of the pitching machine. Once the pitch is released from the machine, she may move to a position in front of the machine in order to better field the ball.
- The catcher shall wear all little league regulation protective gear (catcher's glove optional) and be positioned properly behind the plate. All catching helmets must have a throat guard (no exceptions).
- Players may be substituted freely; However, no player may be substituted once an inning has started except for illness or injury.
- There is no infield fly rule in this division.
- No bunting.
- No stealing or leading off. If a runner leaves a base before contact with the bat she will be sent back to that base unless forced forward by a hit. When this occurs the runner will only advance the number of bases obtained by the batter.
- One warning will be given per team when a runner leaves the base before contact with the bat. Any subsequent violation will result in the runner being called out.
- There shall be no "baiting" by runners. "Baiting" is hereby defined as any runner standing or "dancing" off of a base for the purpose of drawing an unnecessary throw from the defense. A base runner, or any other base runners that occupy another base,



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that has baited the defense will not be allowed to advance on the play beyond the base they have originally reached safely. In this situation, the base runners may still be put out if tagged. Otherwise, they will be sent back to the original base that they occupied prior to the "baiting" offense.

- Batters will be allowed five pitches. The batter must swing on the 5th pitch or they are out. The batter is allowed unlimited foul balls on the 5th pitch.
- Batters will not be walked.
- A batted ball that hits the pitching machine is considered "dead" and all runners, including the batter, are awarded one base only.
- If a batted ball hits the offensive coach working the machine, the play is considered "dead" and the pitch is played over.
- A thrown ball that hits the machine is considered dead and batter/runners are awarded the base they are going to. A thrown ball that hits the offensive coach working the machine is considered a live ball and play continues.
- A thrown bat will result in a warning to that team. One warning will be given per game per team. The next violation will result in the batter being called out. The ball will be dead and all runners must return to their original bases.
- Runners may advance according to the following:
  - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
  - Advancement of only one base is allowed on overthrows and no additional bases can be taken on subsequent overthrows per that at-bat.
  - When ball is hit into the outfield, all runner(s) may advance at their own risk until the ball is returned to an infielder that is positioned in the infield (within the base paths). A ball that passes through the infield and makes it to the grass w/o any defensive player touching it will be deemed an outfield hit.
- Any ball that makes it to the outfield via deflection off an infielder will be deemed an infield hit.
- A maximum of 4 adults (three coaches and one manager) are allowed inside the dugout/ playing area to help ensure the safety of the players. All Coaches, and volunteers that are permitted in the dugout or on the field, must be approved by the formal Little League background check process and Chesterfield County Parks and Recreations.
- Two defensive coaches are allowed to be positioned in the outfield during all regular season games. All other coaches must remain in the dugout.



## Minor Softball (Ages 9-10)

- No new inning may start after **one hour and thirty minutes** as long as 4 full innings have been completed.
- Maximum amount of runs per any half inning shall be (5).
- Full final inning must be completed unless home team is ahead after the end of the half inning and time has expired.
- Pitchers are required to wear a defensive face mask. Each team has been issued one in their team bag.
- Teams are required to pitch at least 2 pitchers per game. One of the pitchers SHOULD be a league age 8 or 9 year old to help ensure pitcher development for the next year.
- No player shall sit out defensively for two (2) consecutive innings and **all players must play one inning at an infield position before the 4<sup>th</sup> inning.**
- No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning.
- Players may be substituted freely; however, no player (except for the pitcher) may be substituted once an inning has started except for illness or injury.
- All catching helmets must have a throat guard.
- Batters cannot square up to bunt prior to the pitch then pull back as the pitcher releases ball and proceeds to take a full swing. Batter will be called out. **NO SLASH BUNTING!**
- A courtesy runner may be used when there are 2 outs, or 4 runs, to run for the player that will be catching in the next inning. The courtesy runner must be the last out recorded (either in the current inning or last inning).

## Majors Softball (Ages 11-12)

- No new inning may start after **one hour and forty minutes**, as long as 4 innings have been completed.
- Maximum amount of runs per any half inning shall be (5) unless the 5th run is scored by the batter hitting an over the fence home run. All runners on base will be allowed to score to end the half inning.



- No player shall sit out defensively for two (2) consecutive innings.
- No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning, excluding the starting pitcher and catcher (variance to rule 3.03).
- Players may be substituted freely; However, no player (except for the pitcher) may be substituted once an inning has started except for illness or injury (variance to rule 3.0).
- All catching helmets must have a throat guard.
- A courtesy runner may be used to run for the pitcher and catcher of record. Runner must be last out recorded (either in current inning or last inning).

### Seniors Softball (Ages 13 - 16)

- No new inning may start after **two hours** as long as five innings have been completed.
- Maximum amount of runs per any half inning shall be (7) unless the 7th run is scored by the batter hitting an over the fence home run. All runners on base will be allowed to score to end the half inning.
- No player shall sit out defensively for two (2) consecutive innings.
- No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning, excluding the starting pitcher and catcher.
- Players may be substituted freely; however, no player (except for the pitcher) may be substituted once an inning has started except for illness or injury.
- All catching helmets must have a throat guard.