**MINOR LOCAL RULES - SOFTBALL**

RECOMMENDED LEAGUE AGES: 9-11 year olds

An 11 year old should only play Minor if no previous play

A 12 year old with no experience may elect to play in the Minor division

**GENERAL RULES:**

1. Game time limit is one (1) hour and 30 minutes, or six (6) completed innings, whichever occurs first. No new inning may start after the time limit is reached. If the time limit is reached during an inning, the home team will be allowed to complete their inning.
2. Taunting players (“chatter” or “hey batter…” or yelling at a player who is making a play) is prohibited.
3. The Home Team Manager and Coach(s) are responsible for bases and field care; before and after each game. If your game is the last scheduled game on the field, the Home Team Manager is responsible for ensuring the bases and any field equipment is secured back in the Pyramid.
4. The home team provides an adult scorekeeper and announcer for each game. No children are allowed in the scorekeeper’s booth without adult supervision. NO EXCEPTIONS.
5. The home team will keep the official scorebook.
6. On game days, the posted rules for batting cage use must be followed, and all Major teams have priority over all other teams.
7. The league will provide a minimum of one (1) umpire per game.
8. Protests must be resolved before the next pitch or play.
9. Reno National Little League does not observe the “10-run rule” during the Regular Season. (Rule 4.10 (e)(2)).
10. Number of days for replacing a lost player is seven (7). The Team Manager must promptly report the loss of a player to the League Player Agent and must advise the Player Agent of a player’s continued unexplained absence. NOTE: There will be no replacement of player lost during the last two (2) weeks of the season or during post- season tournament.
	1. Replacement Players: With the approval of the League Player Agent, a Team Manager who has lost a player may select any player who was eligible in the respective draft. Any player who refuses to move up to replace a lost player is not eligible for the remainder of the season to move up.
11. The first baseman, pitcher, and third baseman will be required to wear a facemask. The teams will have facemasks to share. If the girls do not wish to share a facemask, they are encouraged to buy their own. If the girls do not wish to wear a facemask, they cannot play those positions.

**PITCHING:**

1. 12-year olds may NOT pitch in interleague games.

1. A player may pitch a maximum of 8 innings in one week. For the first half of the season, a player may pitch a maximum of 4 innings in a game. Delivery of a single pitch constitutes having pitched in an inning. A week is defined as Sunday through Saturday. A pitching log will be submitted with Reno National.
2. Pitchers will pitch off of the pitcher plate, 35 feet from home plate.
3. The home team will be responsible for tracking innings pitched for both teams. Innings pitched will be reconciled at the end of every inning.

1. A Pitching Log will be maintained and must be filled out by each Manager at the conclusion of each game. See the current Little League Rule Book for specific pitching rules.
2. Coaches may call pitches.
3. Intentional walks are not allowed.

**BASE RUNNING:**

1. No leading off allowed.
2. Runners may advance until the ball is in the control of a player in the infield area.
3. Advancing on passed balls and wild pitches to the catcher is allowed only when a player is pitching (not allowed if the offensive coach is pitching). During the second half of the season (first week of May for Spring), stealing second and third base is allowed. The runner may only leave the base once the ball has reached the batter. Stealing of home on passed balls and wild pitches is not allowed throughout the entirety of the season.
4. Runners may attempt to advance to any base on errant throws back to the pitcher only when a player is pitching (not allowed if the offensive coach is pitching).
5. During the first half of the season, runners may advance one base per play on overthrows to any base. During the second half of the season (first week of May for Spring), runners will be allowed to advance freely.
6. Head-first slides are not allowed, except when a player is returning to a base. Non base-returning head-first slides may result in an automatic out.
7. No dropped 3rd strike.

**BATTING:**

1. There is a five (5) run rule limit per inning, except for the last inning which is open.
2. The entire team is in the batting order, even if the player is not in the field during that inning.
3. Batting order will remain the same throughout the entire game, and will not be affected by substitutions.
4. Batter is awarded first base if hit by pitch, even if there have been 3 walks permitted in the half inning (see pitching rules).
5. Slash bunting is not allowed
6. Each player will bat a minimum of once per game.
7. During each team’s first four (4) games of the regular season, batters will not walk. Rather, after four (4) balls, hitting player’s coach will pitch or soft toss up to four (4) balls to the batter. If the batter does not put the ball in play with the four (4) balls, the batter is out. A batter will receive another pitch if the batter hits a foul ball on the fourth (4th) or later pitch. In the case that one team has already completed four games and their opponent has not, the team managers will come to an agreement prior to beginning the game whether or not to use coach pitch.

During coach pitch the following rules apply:

* 3 strikes rule is in effect
* Bunting is not allowed
* Runners may not steal
* Runners may not advance on a passed ball
* A batted ball that strikes the coach pitching will result in a dead ball situation and an automatic out for the batter. Runners may not advance.
* Batter is automatically out in the event of a dropped third strike
1. On game 5 and beyond, upon four pitched balls, the batter will walk. There will be a maximum of three walks in a half inning. After the third walk, if the pitcher delivers 4 balls to a hitter prior to recording 3 strikes or a ball in play, the number of strikes will carry over and the offensive coach will deliver however many remaining strikes to the batter. If the batter fails to put the ball in play, the batter is out. (Example – if there were 2 strikes on the hitter when the 4th ball was delivered, the batter will receive one hittable pitch from the coach). The pitch being hittable or unhittable is determined by the offensive coach.

**FIELDING:**

1. The defensive team shall consist of ten players on the field, with four players in the outfield.
2. The defensive team must be position players in an umbrella formation in the outfield, at least 15 feet off the infield; use of a rover or short fielder is not allowed. Standard infield positions must be used.
3. When the offensive coach is pitching, the pitcher must remain within 3 feet of the pitching rubber.
4. Each player shall play at least one (1) inning in the infield each game. Exceptions may be made for purposes related to player safety (with prior approval of the Player Agent or Safety Officer).

**EQUIPMENT:**

1. All pitchers will need a pitching face mask.
2. All batters will need a helmet with a face mask.
3. Bats must meet Little League specifications and standards (USSSA or USA Softball bat stamps are allowed, 2 ¼ barrel diameter, BPF 1.20)
4. No jewelry is allowed (to include watches, necklaces, earrings, bracelet).

**UNIFORMS:**

1. Visors are allowed but not mandatory
2. Player jerseys and their numbers must be visible at all times.
3. Headbands and/or bows are allowed.

**MININMUM PLAY REQUIREMENTS:**

Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

Draft of players is conducted according to the Reno National Little League Player Draft Procedures. Prior “agreements” of any kind between Team Managers (or Coaches) related to draft of players are not allowed.