

2017 MINOR SOFTBALL INTERLEAGUE RULES

MINOR SOFTBALL

These Indiana District 8 Little League Interleague local rules supersede all individual league local rules and are to be used in all Interleague games played.

1. Thrown Bats: When a player throws a bat, the umpire shall issue a verbal warning to the team of the offending player. Each team shall receive only one warning. After a verbal warning is issued by the umpire to a team, each subsequent time a bat is thrown by a batter of that team, the umpire shall immediately call time, the batter is out, and no runner may advance.

2. Starting the game: A game may not be started or continued with fewer than (8) players on either team. A team that has more than (8) players present is required to play (9) defensive players and may choose to play a tenth defensive player. (See rule 4.)

3. No new inning will be started after 1 hour 30 minutes from the start (first pitch) of the game if four innings have been completed. Innings started prior to reaching the time limit shall be completed subject to Little League Rules 4.10, 4.11, and 4.12. Games ending in a regulation tie shall be recoded as such and will be deemed complete. Exception: During regular season-ending tournament play, games ending in a regulation tie shall be played until a regulation winner is determined.

4. There will be a maximum of ten (10) defensive players with no more than six (6), including the catcher, in the infield. Outfielders must begin each play with both feet completely in the outfield grass.

5. The following pitching rules will apply:

5.1. There will be no walks.

5.1.1. Exception: If a youth pitcher hits a batter with a pitch, the umpire shall immediately call time and the batter may elect to be awarded first base. If the batter elects not to take first base, the pitch is counted as a ball and the at-bat resumes. No baserunners may advance when a batter is hit by a pitch.

5.1.2. The batter will either receive four (4) balls, hit the ball, or strike out from the player pitcher.

5.1.3. If the player pitcher throws four (4) balls, the offensive manager or coach will pitch a maximum of three (3) additional pitches.

5.2. The batter will retain the number of strikes from the player pitcher. The batter will then either hit the pitch, be out on strikes, or be called out after the third pitch from the manager/coach.

Clarification: When a manager/coach pitches to a batter with a 4 ball & 0 strike count, the batter receives a maximum of (3) pitches to complete her at bat. When a manager/coach enters the game to pitch to a batter with a 4 ball & 1 strike count or a 4 ball & 2 strike count, that batter also receives a maximum of (3) pitches to complete her at bat. If the first and second pitches from the manager/coach are called balls, she is entitled to a third pitch. A strikeout at any point during the at bat – either by swinging or by called third strike – ends the at bat, regardless of the number of pitches thrown by the manager/coach.

5.2.1. The batter may not be struck out on a foul ball. If the last pitch is a foul ball, the batter will receive additional pitches until she hits the ball or is struck out.

5.2.2. The offensive manager or coach who pitches may not coach or instruct the batter.

5.2.3. If a batted ball strikes a coach pitcher, the ball is dead and there is no play (no pitch).

6. During Coach Pitch, the player pitcher must be positioned with both feet within the 8-foot radius circle, standing even with or behind the pitcher's plate.

7. Bunting: No bunting is allowed. Penalty: The ball is dead, a strike will be charged to the batter, and all runners returned to the base occupied at the time of the pitch.

8. Base stealing: A runner may not advance more than one base when attempting a steal.

8.1. A runner may not advance more than one base when attempting to steal second or third base.

8.2. A runner may not attempt to steal home.

8.3. When third base is occupied, no attempt to steal third may be made.

Note: When an attempt to steal second is made while third base is occupied, and a play on the stealing runner is made, the runner occupying third base may advance to home at her own risk.

9. The infield-fly rule will not apply.

10. All other regular Little League rules will apply.