



Minor A Softball Special Rules

Goal: Building upon what was learned at Minor B through re-enforcing the basics and fundamentals of softball including hitting, fielding, throwing and base running. At this Minor A level players are introduced to the fundamentals of pitching as this is a kid pitch level. Sportsmanship and fair play are stressed to players, coaches and parents/guardians.

Umpires: Leagues should attempt to have two umpires whenever possible. One behind home plate and one in the field. DSUA does not provide umpires at this level, the home team will provide umpires from their local league.

Game Clock: The game officially begins when the first pitch of the first inning is thrown. It is important to note this time as games need to be completed in 120 minutes if no other mutually agreed upon decision was made prior to the start of the game (refer to Completion of Game below for future clarification on this)

Field Players: Defensively, no more than nine (9) players will be on the field at any one time. Defensive players will include the following: 4 infielders (1st, 2nd, 3rd and short stop), pitcher, catcher and 3 outfielders. Teams may play a game with a minimum of 8 players on the field per LLI. If a team must play with 8 players, the 9th position will be passed over and the lineup will start over, no penalty will be assessed. All girls must play a minimum of 6 defensive outs on the field.

Batting Order: The batting order is a continuous lineup. Once a line up is provided to the opposing coach, it can only be changed if there is a late arrival or a player is unable to bat due to illness or injury. All girls must bat (1) time during the course of the game. If a player does not bat at least one time during the course of a game, that at bat must be made up at the next game.

Base Running: Players can advance one (1) extra base on an overthrown live ball at Minor A. Players are not allowed to take their foot off the bag until the pitch crosses home plate. There is no leading off the bag allowed at this level. Sliding is also allowed. Sliding MUST BE FEET FIRST, head first slide is an automatic out.

Stealing: Stealing of bases is allowed. Teams are not permitted to steal more than two (2) bases, including home, per inning. A steal is allowed when a ball is considered a “live ball”. Once a ball is declared as a “dead ball” by the umpire, offensive players can no longer attempt to steal bases (see below for the difference between a live and dead ball). If a player is in between bases when the ball is declared dead, the runner must return to their last legally occupied base.

Dead Ball: a ball can be declared as “dead” one of two ways. 1) by the pitcher being in the pitchers circle and having control of the ball or 2) by the umpire declaring the ball as “dead”. In both scenarios, the umpire will communicate that the ball is dead.

Live Ball: A ball is considered live once the ball a) the umpire calls “play”

b) the pitcher, with ball in hand, batter in the box and catcher ready to receive the ball shall be considered live.



Pitching: Minor A division will be kid pitch. There are no walks. Upon the fourth ball being pitched in the count, a coach will enter the circle to finish the strike count or until a ball is batted into play, whichever comes first. Home team provides three (3) balls to the umpire to be used for the game. Players either hit or strike out after three (3) missed attempts to hit the ball. Kids will continue to pitch until one of the following occurs:

- 1) the batter hits the ball and puts it into play
- 2) the batter swings and misses at 3 balls, resulting in an out
- 3) the pitch count reaches four (4) balls prior to the batter hitting the ball in play and/or striking out
 - a. Once four balls have been thrown the umpire will signal for a coach to come out and finish up the batter. Coaches will pitch to their own players. The strikes count from when the kid was pitching remains in effect for the incoming coach. (ex. Count is 2 strikes and 4 balls a coach comes in and the batter has one (1) remaining strike when coach comes into pitch)
- 4) There no advancements to first base on a dropped third strike at this level.

Hit by Pitch: Batters that are HBP will be awarded a base, regardless of the batter's attempt, or lack of attempt. If the ball bounces first it is a NOT a dead ball (rule 6.08b LLI Rule book), and a base is awarded.

Scoring: There is a maximum of 5 runs allowed per team per inning. Last inning allows for unlimited runs. Official score or team statistics are kept at this level as there are league tournaments. The last inning of the contest will be unlimited runs. This will either be the 6th inning or the mutually declared last inning by the coaches.

Completion of Game: Games are limited to six (6) innings or 120 minutes, whichever comes first. Four (4) innings must be completed in order for a game to count. If the game clock reaches 105 minutes and the game has not been completed, coaches and umpires will make an announcement that 15 minutes remain in the game. The teams will continue to play until either one of the following occur:

- 1) the 120 minute timeframe has been reached and the game comes to a hard stop. At this point the last fully completed inning will be used to determine the final score of the game.
- 2) a mutually agreed upon decision was made prior to the start of the game between the two coaching and officiating staffs that at the 120 minute mark the game will continue on until that current inning is complete.

***Coaches can opt to end the game earlier (after 4 innings) or opt to bypass the 120 minute hard stop time in favor of completing the inning. This must be discussed prior to the start of the game and mutually agreed upon by coaching representatives of both teams. The last inning of the game must be announced and mutually agreed upon by both teams, as teams can score unlimited runs in the last inning of the game. The bypassing of the 120 minutes is subject to field availability. No new inning will be started after the 120 minute time limit has been reached.



Coaches responsibility: When a team is on field, coaches from that team are not permitted to be on the field with their defensive players. When a team is up to bat, coaches from that team are to allowed to have a 1st base coach and 3rd base coach providing guidance to their players. A base coach needs to be in place prior to the first pitch of the inning being thrown. Base coaches can not trade out places with another coach until the following inning. It is also the responsibility of the coaches to keep track of the game clock. There must be one adult in the dugout at all times.