

SC District 7 Interleague Softball Rules

District 7 Softball will abide by the Official Regulations and Playing Rules of Little League Softball except as follows:

1. Prior to a game starting, it is up to a League Representative to decide if a field is playable. Once a game starts, the umpires and board members of the respective league control the stopping of a game for weather or field conditions.
2. Recite the Little League Pledge prior to each game.
3. Both managers will meet with the umpires at home plate prior to game time to ensure playing rules are clear.
4. All teams will use a continuous batting order in all divisions.
5. Each player should play defensively at least every other inning. Players should not sit out two innings in a row.
6. Team coaches are responsible for the behavior of their players as well as that of the parents of their players. Coaches are responsible for advising all parents of the league's Code of Conduct Policy. A team may be forced to forfeit a game if any of its fans violate that Policy. It is also strongly recommended that parents be provided copies of the playing rules to eliminate confusion during interleague play.
7. If a game ends because of the 10 or 15 run rule and is considered an official game, the game may be played out to the time limit with the scorebook (and scoreboard) stopping at the time of the 10 run rule. This is to encourage players getting further development. Either Coach can STOP if they wish.

Game Time Limits: All games in all age groups are 1 hour 30 minutes with a HARD STOP at the time limit. The game schedule allows for 15 minutes between games.

Exception: *Due to a curfew imposed at their park, games played Greenville Tech Northwest will have a 1 hour 15 minute time limit.*

- If a game is ended because of time.** (1) If the home team ties, it ends in a TIE. (2) If the visitors are at bat we revert to the last inning. (3) If the home team is losing in the current inning, we revert back (4) If the home team is batting and winning **THEY WIN the game.** It will be considered a complete game if after 3 1/2 innings (home team ahead) or 4 innings (visitor is ahead).
8. There are NO on-deck batters in Little League. In between innings, the only batter allowed outside of the dugout with a bat is the lead-off hitter for the inning.
 9. Coaches are allowed to warm up their pitchers in between innings.
 10. Face masks are encouraged for all players but are not required.

The following local rules apply only to a specific division within Softball.

Coaches Pitch

1. There will be Ten (10) players on defense, four (4) outfielders, one (1) pitcher who must wear a helmet and one (1) catcher who must wear all approved equipment.
2. With regards to a player's bat, if a player is unable to hold and swing effectively an approved softball bat, player may be allowed to use an approved tee ball bat during their at bat.
3. Outfielders must have both feet on the grass, no foot or part of their foot should be in the dirt. The umpires will monitor the positioning of the outfielders and request they move back if necessary.
4. Teams will bat the entire line-up. Team must have 9 players to start and end a game or the game ends and the League Representative will decide if the game is a forfeit.
5. If a pool player is being used from another team, that player MUST bat last in the line-up and play in the outfield.
6. Free substitution on defense. Each player should play at least 1/2 of defensive outs.
7. Pitcher's circle will be a 10' diameter circle around the rubber. Pitcher coach should try to pitch from within circle - obviously some players will need more help. If the Pitcher Coach needs to get closer, s/he may move closer and pitch from anywhere. Player pitcher must have one foot inside of the circle until ball is batted.
8. Pitcher coach will not pitch to a batter until the umpire has signaled OK.
9. Ten batter limits in each inning or 3 outs - whichever comes first. When tenth batter comes to bat, there are automatically 2 outs. Batter is retired if she is recorded out (traditional out). If the batter is not out she stays on base until the 3rd out is made or that 10th batter scores. So it is possible to have up to 13 batters each inning. Example: 10th batter single, 11th batter single, 12th batter single, 13th batter single and the 10th batter scores, the inning would end.
10. The infield fly rule is NOT in effect.
11. Defensive team may have 2 coaches in the OUTFIELD. One coach/parent must remain in the dugout at ALL TIMES. One coach/parent behind the catcher to help speed up the game (this can be a parent that has filled out a required volunteer form).
12. The ball becomes dead and the umpire will call time when...
 - a. A batted ball comes in contact with the pitcher coach, the ball is dead and is treated as a foul ball. If in the umpire's judgment the contact was intentional, he may rule the batter out.
 - b. A thrown ball comes in contact with the pitcher coach, the ball is dead. Runners will advance one base past the base they last occupied before the contact.

- c. A player injured. Play is stopped! Umpire's discretion as to where runners would have ended up.
 - d. When an infielder has control of the ball within the infield, in fair territory, raises her hands and requests TIME verbally, at the discretion of the umpire, time will be called. Time will NOT be granted if the infielder is outside the foul lines, behind the bases, or appears to be making an attempt at a play on a runner.
 - i. **NOTE: Outfielders must throw the ball to an infielder. THAT is the ONLY way to get time. If an outfielder comes into the infield to make a play, they must still get the ball to an infielder for time to be called.**
 - ii. NOTE: Time happens whenever the "Umpire" says time, not the player.
 - iii. **NOTE: There are no overthrows. Players must retrieve balls if overthrown and get back into the field of play and call time as stated above for play to stop.**
13. Each batter will receive 6 pitches - unlimited last pitch as long as batter continues to foul off pitch.
 14. Bunting is not allowed. There will also be no walks. No stolen bases.
 15. If a catcher is not in the Catcher's Box, she will not be able to make a play on a foul ball. If a team chooses to have the catcher in the grass or next to the fence, they will not be able to catch a foul ball. They will however be able to make a play after a fair ball has been hit.
 16. No appeal plays. If the umpire sees it, he puts the kids back, just as if they left early.
 17. Run for Catcher anytime. With 2 outs, a courtesy runner for the Catcher is MANDATORY. The runner is the LAST player who made an OUT.
 18. If the **defensive** team so chooses, the inning may start without a catcher in position, provided the adult catcher is there to retrieve and return pitches.

Minors

1. 1 coach is allowed outside of the dugout to give signs to the catcher. It is preferred that they sit in the doorway of the fenced dugout if possible. Any live ball that hits unattended equipment (buckets, chairs, etc.) outside of the dugout results in immediate dead ball, with players returning to the last occupied base unless forced.
2. Teams may play with 10 players on defense, leveraging four outfielders.
3. Outfielders must have both feet on the grass, no foot or part of their foot should be in the dirt.

4. Run for Catcher anytime. With 2 outs, a courtesy runner for the Catcher is MANDATORY. The runner is the LAST player who made an OUT.
5. We have a 5 run limit per inning.
6. There is a 15 run rule after 3 innings and 10 run rule after 4 innings.

Majors

1. 1 coach is allowed outside of the dugout to give signs to the catcher. It is preferred that they sit in the doorway of the fenced dugout if possible. Any live ball that hits unattended equipment (buckets, chairs, etc.) outside of the dugout results in immediate dead ball, with players returning to the last occupied base unless forced.
2. We will play 9 players on defense. (Three Outfielders)
3. Outfielders must have both feet on the grass, no foot or part of their foot should be in the dirt.
4. Run for Catcher anytime. With 2 outs, a courtesy runner for the Catcher is MANDATORY. The runner is the LAST player who made an OUT.
5. There is a 15 run rule after 3 innings and 10 run rule after 4 innings.
6. There is NO limit to runs scored per inning.

Last edited Feb 13, 2024

Removed the prohibition on post-game handshakes.

Added pre-game plate meeting requirement for managers and umpires.

Clarified Time rule in CP. Added that the player must verbally request TIME.

Added rule allowing an inning to start without a CP player catch in place to speed things up.

Removed the penalty for slinging bats, which was only in CP. This action and subsequent penalty needs further discussion before implementing across the District

Updated Game Time limits for 1 hour 30 minutes for all age groups, with noted exception for Northwest games prior to curfew.