

2023 District 2 Rules

Games Called Because of Weather/Other Circumstances

If a league is going to cancel a game, they need to notify the other league by 5pm

Time Limits

Majors and below-Time limit is 1.75 hours. No new inning can start after 1 hour and 45 minutes.

50/70 and Juniors- Time limit is 2 hours. No new inning can start after 2 hours.

Mercy Rules

Majors and below- Mercy rule is 10 runs after 4 innings- The 15 runs after 3 innings DOES NOT apply

50/70 and Juniors- Mercy rule is 10 runs after 5 innings. The 15 runs after 4 innings does apply

Pitching Rules

All pitching rules will follow the rule book. There are special pitching rules for 9/10 Softball only.

Junior Level- Each league will decide if they will allow 15-year-olds playing in Junior league to pitch.

Weather Policy

We follow MHSAA policy for thunder, lightning, and heat index. If thunder and/or lightning is present, play or practice will be stopped for 30 minutes. After that time if thunder/and or lightning happens again the 30 minutes restarts.

We will the MHSAA guidelines for Heat for regular season.

We will not practice/play when temperature is below 40 will windchill.

5 Run Rule for 9/10 Little Major Baseball and Softball for Interleague Only

There will be a 5-run rule per inning for teams that are participating in interleague at 9/10 baseball or softball.

There is an option for unlimited last inning when the last inning is declared. This must be declared by both managers.

Keep in mind, time limits are still in place regarding starting a new inning.

2023 Interleague Rules for Minor Softball

NOTE: These rules apply even if two Westwood teams are playing each other.

Phase 1: May 1st through May 14th

- Bat through the line up. Everyone bats. 1/2 inning is not over until all batters on team have had an at bat.
- 5 GOOD pitches per batter. If after 5 good pitches from the machine the batter does not get a hit, the coach can toss up to 3 pitches. If there is still not a hit, the player would advance to first.
- Batters or base runner can be “out” if fielder makes a play to get them out. Example: fielder applies a tag on the base runner or a force out is made, or fly ball caught.

Phase 2: May 15th through May 28th

- Implement 5 outs. Everyone still bats. 1/2 inning is over after 5 outs.
- 5 GOOD pitches per batter. If after 5 good pitches the batter does not get a hit, the batter is out.
- Batters or base runner can be “out” if fielder makes a play to get them out. Example: fielder applies a tag on the base runner or a force out is made, or fly ball caught.

Phase 3: May 29th through remainder of season

- Implement 3 outs. Everyone still bats. 1/2 inning is over after 3 outs.
- 5 GOOD pitches per batter. If after 5 good pitches the batter does not get a hit, the batter is out. Fouls balls count as strikes. Fouls ball with 2 strikes, batter continues their bat.
- Batters or base runner can be “out” if fielder makes a play to get them out. Example: fielder applies a tag on the base runner or a force out is made, or fly ball caught.

A few more things to keep in mind:

- A batted ball that hits the pitching machine is dead. Runner advances. We don't want player in the area of the pitching machine for safety.
- No bats inside the dugouts.
- Any time players are in the dugout, there should also be an adult inside monitoring.

2023 Coach Pitch Ground Rules for D2 9/10 Softball

All regular Little League pitching rules are in effect EXCEPT when the following situation occurs:

The current pitcher walks 2 consecutive batters and reaches a 4-ball count on the third batter...

A designated 'coach pitcher' from the hitting team enters the field of play to pitch to the current batter AND the pitcher remains on the field to field the position of pitcher. When the third consecutive walk occurs the count will be reset to 0 balls 0 strikes.

The 'coach' should be identified prior to the start of the game.

It would be preferred that this coach is not one of the base coaches so they may continue to coach the bases and hitter when/if the ball is put into play.

The 'coach' pitches to the batter while the pitcher fields the position. Balls and strikes are called. The current batter may NOT walk or be hit by pitch, but they may strike out.

After the batter puts the ball in play or strikes out, the regular pitcher returns to pitch to face the next batter, unless the third out is recorded.

The process begins again. If the pitcher walks 2 consecutive batters and reaches a 4-ball count on the third batter, the 'coach' enters the field to pitch again.

*If a batted ball strikes the 'coach' it will be considered a live ball and be played as such.

*The 'coach pitcher' is not allowed to coach the hitter—only the base coaches may coach the hitter.

*Stealing will NOT be in effect while a 'coach' is pitching and the ball will be considered 'dead' (i.e. no running on a ball that is not caught in return from the catcher) until it is put into play.

*Hit By Pitch is not a walk. It will be treated as a "neutral" which means it does not impact the walk count. Example: If you have walked first batter, hit the second batter with a pitch, and walk the third batter, you have two walks on you.

*Runners may advance on the 4th ball to the "third batter"—it is treated just like a normal pitch. It is when the coach is pitching that runners cannot advance.