



Lower Perkiomen Little League “Softball” Supplemental Rules and Policies 2023



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INTRODUCTION:

The issues addressed in this document are for the purpose of emphasizing rules the league is conforming to or identifying those Little League rules that Lower Perkiomen Little League is modifying, in the interest of creating a better playing environment for our children. Lower Perkiomen Little League is interested in your opinions and/or comments regarding the Rules, Guidelines, and Comments included in this document. All comments should be referred to the League Vice-President and will be addressed before the Rules Committee.



SECTION A – LEAGUE PROCEDURES:

UMPIRES

- i. Study the “Official Regulations and Playing Rules” and the supplemental rules and practices, policies, and courtesies for the league in which you are working and carry a copy of the rulebook with you.
- ii. Chest Protectors, broom, shin guards, facemasks with neck guard, ball/strike/out indicators and brushes are available in the storage bin at the field or the umpire closet in the garage behind field 1. Please return equipment to the storage bin or umpire closet at the conclusion of your game.
- iii. NEVER use profanity while umpiring a game. The use of tobacco and/or alcoholic beverages in any form is prohibited on the playing field, benches, and dugouts. Little League Baseball Official Regulations and Playing Rules, section XIV(a).
- iv. The actions of players, managers, coaches, umpires, and league officials must be above reproach.” Section XIV(a).
- v. Umpires are responsible for handling the game balls. The home team is responsible for supplying a minimum of (2) clean unused game balls to start the game. Teams will coordinate supplying additional balls as required by the umpire.
- vi. If you are unable to attend a game for which you are scheduled, please call or e-mail the Umpire-in-Chief as early as possible to allow for time to find a replacement.
- vii. Prior to the game, the umpire(s) and a representative of each team shall review the:
Ground rules, exchange lineup cards, and inspect the field to ensure that there are no unsafe conditions. The plate umpire shall verify that all completed lineup cards are identical and players are properly equipped. Umpires, managers, or league commissioners DO NOT have the authority to change or supersede a Little League or LPLL Supplemental Rule.

When an injury incapacitates a player, and in the umpires judgment the injury is serious, the umpire shall call "time" immediately. The likely outcome of the completed play will be determined at the discretion of the umpire.

POLICIES, PRACTICES & COURTESIES

- i. A minimum of two adults must be always present at each LPLL activity. This may include a member of the coaching staff and a parent/guardian. Two adults MAY coach the bases if there is one adult in the dugout to supervise the players on the bench.
- ii. Rainouts will be rescheduled by the Master Scheduler. Games will be rescheduled as allowed by available field time, not all games are guaranteed to be rescheduled beyond the minimum number of games required by each division.
- iii. Both the Home and Visiting teams are responsible for raking the infield, mound, and home plate areas following conclusion of the game.
- iv. HOME team is responsible for lining the field prior to game and both coaches responsible for returning field equipment after the game.
- v. Games should begin during the week at 5:45. The Plate Umpire shall declare to the managers the OFFICIAL start time of the game and will be responsible for curfew decisions. **No new inning shall start after 7:35 with a hard stop at 8:00.**

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- vi. Weekend games - no new inning shall start after 1 hour and 50 minutes from start time with a hard stop at 2 hours and 5 minutes with exception of the last scheduled game of the day on the field\.
- vii. Games being played on unlit fields will be called due to darkness as determined by either the plate umpire or the league official on duty. Games will be halted IMMEDIATELY. Rule 4.11(d) will be in effect.
- viii. Teams will have access to the batting cages prior to the start of the game and should conduct pre-game warmups in the outfield on the side of their respective dugout, avoiding the infield to allow for field preparation.
- ix. The HOME team is the OFFICIAL SCORER of the game.
- x. In case of inclement weather, the decision to play is the responsibility of the League Officer on-duty. Once the game(s) has started, the HOME PLATE UMPIRE alone is responsible for weather/darkness related decisions (Rule 3.10b) - The Umpire may consult with the League Official before making a decision. The league official on duty may cancel or “call” a game due to darkness or weather for games where an LP umpire is not assigned.
- xi. Pitchers may not wear gray or white supplemental gloves under their fielding glove, light colored turtlenecks, or light-colored sleeves, if the apparel, in the umpire's judgment, will impair the batter's view of the ball.
- xii. If an umpire is not present within 5 minutes of the scheduled starting time, the HOME team shall be responsible for recruiting a replacement umpire. The home team manager may elect to ask the visiting manager for a volunteer.
- xiii. The LPLL Executive Board will address all VALID protests within 7 days of protest submission. Protests must be filed properly, according to Rule 4.19.
- xiv. If a game cannot START because a team does not have enough players, the commissioner and Player Agent shall be notified as soon as possible to determine an outcome.
- xv. Players that are not present at game time may not be included in the starting lineup. Players arriving after the exchange of lineups must be added at the END of the batting order upon their arrival. The plate umpire and opposing team shall be notified immediately upon the arrival of such players.
- xvi. The plate umpire and opposing team shall be notified immediately when a player must leave a game (either temporarily or for the duration of the game). A team will NOT be assessed an out for an injured player that is not able to return to the lineup.
- xvii. The “10 Run Rule” (Rule 4.10 (e)) shall be adhered to at all levels of play.
- xviii. Any girl wanting to “play up” a division will need to attend the evaluation for that division and be approved by both the VP of Softball and Player Agent. No girl regardless of talent will be permitted to play 2 ages above their division. For example a 9 year old will not be permitted to play Majors.
- xix. For regular season contests, teams may borrow players of similar draft positions from other teams in their divisions if they have less than 9 girls available for a game. For playoffs, if teams have less than 9 or the roster is lowered to less than 9 during game due to injury or someone leaving early, the team with less than 9 players will need to take an out at the 9 spot in the batting order. This is at the discretion of VP Softball for any questions or disputes.

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RULES OF CONDUCT:

- 1) A Player must call his/her Manager/Coach if he/she is unable to make a game or communicate via text or Team Snap app. If a player cannot reach the Manager/Coach, that player should attempt to make contact with another player on the team roster to communicate their absence.
- 2) A player who missed the previous game shall be played as usual. However, after a player misses CONSECUTIVE games without giving notice to a manager/coach, the player and manager will discuss his/her future in L.P. with the Commissioner of his/her league, the Player Agent, and the President of the League.
- 3) Managers, Coaches, and Umpires shall NOT PERMIT spectators to stand behind the backstop, the fences between the dugouts, the bullpen area, and inside the roped area of the dugouts.
- 4) Players shall not crawl over fences or onto the top of a dugout at any time!
- 5) A player may not leave the field area without receiving permission from his/her manager or coach.
- 6) Players must be in full uniform. Shirrtails are to be tucked in and hats always worn. Managers and Coaches are responsible for the appearance of their players and should make every effort to ensure that the uniforms remain in good condition.
- 7) The use of profanity by player, managers, coaches, and parents will not be tolerated.
- 8) Players, managers, spectators, and coaches may not intentionally agitate or distract any player on the field or in a dugout, nor may they agitate an umpire. Any coach or player in violation of this rule is subject to removal from that game, and a 1 game suspension.
- 9) Our umpires at Lower Perk Little League are VOLUNTEERS. Verbal abuse of the umpires, by managers, coaches, players, or parents WILL NOT BE TOLERATED. Violation of this code will result in possible disciplinary action, to be decided by the board.
- 10) Consumption of alcoholic beverages is prohibited in all areas and is governed by local ordinances.
- 11) The presence of pets is governed by local ordinances. Pet owners are responsible for immediately cleaning up and disposing of their pet's waste and always controlling their pet.
- 12) A player who throws equipment in anger or frustration, or uses obscene or indecent language, or behaves in an unsportsmanlike manner, may be ejected from the game! (Rule 4.07)
- 13) NO FOOD WILL BE ALLOWED IN THE DUGOUTS, other than food provided by/for the team.
- 14) A player's future in Lower Perkiomen Little League may be jeopardized by his/her conduct, OR the conduct of that player's parent(s) or family. If these rules of

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conduct are repeatedly violated, the manager may address the situation with the Board of Directors to

determine if any further action is required.

15) The "Minimum Play Time" guidelines stated in each league's supplemental rules guidelines may be waived, if in the opinion of the manager, the player has repeatedly violated the Lower Perk, or team, general rules of conduct. All disciplinary actions must be reported in writing by the manager to the League Player Agent prior to such action if possible, otherwise immediately following application of disciplinary measures.

16) Home and Visitor Managers are responsible for trash collection and recycling after the game.

SAFETY

- i. First aid kits will be stored in the designated storage containers at each field. The home team is responsible for notifying the Officer on Duty if First Aid Kits need to be restocked.
- ii. All equipment must be always kept off the playing area.
- iii. For obviously serious injuries, (sprain or broken bone...), DO NOT MOVE THE PLAYER. Contact the league official on duty. Call 911 for an ambulance. Report all injuries to league officials and file an incident report. Incident reports are available in the snack stand.
- iv. During batting practices and games catchers are required to wear chest protector, shin guards, a catcher's helmet with a dangling throat protector and catcher's mitt. League provided catchers equipment will be stored in the storage bin at each field and should be returned at the conclusion of the game.
- v. Watches, jewelry, earrings etc., must be removed prior to the start of at practices or games. "MEDICAL ALERT" bracelets must be taped to the player's wrist.
- vi. A HEADFIRST slide into any base in an AUTOMATIC OUT at all levels, unless the slide is back into a base already attained.
- vii. No on deck batter will be allowed.

SOFTBALL DIVISION:

Unless otherwise specified below, all rules and regulations listed in the publication "2021 Softball Official Regulations and Playing Rules" will be strictly followed during League play.

Perkette League – Softball:

Perkettes is a developmental league where the goals will be to teach the fundamentals of softball. The month of April will feature clinic style practices and 1 team practice during the week. Games will start towards the end of April and follow the rules listed below.

1) Games shall consist of 3 innings.

2) An inning shall end when the offensive team has batted around. Neither the offensive nor defensive team shall leave the field until the last batter has reached the

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appropriate base. If the defensive team records 3 putouts in an inning, the bases shall

be cleared of all runners, and the batting order will resume until all offensive players have batted in that inning. A batter or runner who is legally putout must be removed from base.

3) Pitching Rules:

- A coach/adult will pitch TO HIS/HER TEAM from the mound area. The adult/pitcher must make every attempt to NOT Interfere with the defensive play.
- A maximum of SIX pitches will be delivered to each batter.
- A batter may only reach base by a batted ball.
- Player/pitcher must stand with one foot in mound area, and MAY NOT be positioned in front of the Adult/Pitcher.
- If the player has not reached base after SIX (6) pitches, the player must then hit the ball from the TEE.

4) Managers and coaches should use their discretion in awarding the appropriate number of bases to a batter, based upon the merit of the hit. (e.g., If a player hits a ball to one of the infielders, the manager/coach should instruct the players to take one base; if a batter hits a ball into an outfield gap, the manager/coach should instruct the player to take 2 bases; if a batter hits the ball well past the outfielders, the manager/coach may instruct the player to take 3 or 4 bases, again based on the merit of the hit, and NOT on any miscues by the defensive team.) Batters will be awarded a ground rule double when a batted ball rolls or bounces beyond the field of play in the outfield. The field of play is limited to the level playing field.

5) No offensive runners shall advance on an overthrow to any base

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All players shall bat and field the entire game. Fielders shall be placed in the following manner:

- Normal Pitcher position
- 4 infielders (standard positioning)
 - It is recommended that any girls not in an infield position are located in the outfield grass area and working on a drill with a coach- throwing, catching, fielding grounders, etc.

ROOKIE LEAGUE -SOFTBALL:

- 1) The Rookie target age shall be 7 to 8.
 - 2) An 11-inch softball will be used for this division.
 - 3) Players shall bat and field the entire game. Fielders shall be placed in the following manner
 - Normal Pitcher/Catcher positions
 - 4 infielders (standard positioning)
 - Remainder of players shall assume OUTFIELD positions and must play at an equal and consistent depth (well beyond the infield cutouts).
 - 4) INFIELD FLY RULE will not apply in Rookie League.
 - 5) BUNTING- Bunting will be allowed after pitching begins on or after May 1
 - 6) Helmets with "WIRE CAGE" Masks MUST be used during games and practices.
 - 7) All infielders including pitchers must wear a face mask while in the field.
 - 8) The offensive inning shall end when three (3) outs are reached, or when the team bats all the way through the order. In the event the two teams have an unequal number of players, both teams will bat through their order. The batting order shall consist of all players present for a game. ▲
- A maximum of five runs may be scored per inning. There are no walks in the Rookie League
- 9) STEALING BASES: There will be NO base stealing in the ROOKIE LEAGUE.
 - 10) ADVANCING ON A PUTOUT: If the ball is thrown out of play, the runner shall only be allowed one base.

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11) Pinch runner must replace next inning's catcher if on the base with two outs.

12) Pitching will be from a Blue Flame or pitching machine AT A PREDETERMINED SPEED until May 1. The following rules will apply when MACHINE or BLUE FLAME is pitching:

- A maximum of six (6) pitches will be delivered to each batter. NO WALKS.
- If a sixth pitch to the batter is not hit, it will be recorded as a strikeout. If there is a foul on the sixth pitch, play will continue until a fair ball is hit or the batter is retired.

13) Following May 1, a combination of pitching machine and pitchers can be used based on the development of pitching during the season. Coaches are encouraged to develop at least 2 pitchers per team.

- The pitching distance will be 30 ft
- The NO WALK RULE (see below) will be in effect while a player is pitching.
- NO WALK RULE: If a pitcher progresses to a four-ball count, the pitcher steps aside and the coach will be utilized. The count remains intact and the at bat is finished with either a strike-out or a hit. If a pitcher hits three batters (non- consecutively), she will be replaced (at the defensive team's discretion) by either a substitute player or the pitching machine for the remainder of the inning.

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MINOR LEAGUE – SOFTBALL:

- 1) The Minor League target age shall be 9 to 10.
- 2) An 11-inch softball will be used at this level.
- 3) There are NO OFFENSIVE SUBSTITUTES. The batting order will consist of all players present for the game.
- 4) Pitching will be performed at 35 ft.
- 5) Pitchers can pitch 4 innings per game.
- 6) ALL PLAYERS MUST PLAY A MINIMUM OF 4 INNINGS PER GAME. This mandate is based on the following criteria:
 - 12 Players (or less) on the Roster
 - 6 Inning games
 - If a player does not play 4 innings, based upon the above, he/she must play the entire next game.
- 7) Standard Fielding Positions:
 - Pitcher/ Catcher
 - Infield Positions
 - 3 or 4 outfielders (coaches discretion based on # of girls at game and team can choose different options)
- 8) 5 Runs or 3 outs, whichever happens first. Last inning must be declared by both teams prior to the last inning should time limit or darkness become an issue and will become unlimited runs.
- 9) Play is dead once the ball is in control within the pitching circle. Umpire can decide where to place runners based on when control of the ball occurred within the pitching circle.
- 10) On a batted ball put into play it is a “live” ball until the ball returns to the pitching circle.
- 11) INFIELD FLY RULE will not apply in Minor League.
- 12) Helmets with "WIRE CAGE" Masks MUST be used during games and practices.
- 13) Players playing the P, 1B, and 3B position must wear an infield face mask.

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14) STEALING BASES:

- Max 3 steals total of 2nd and 3rd base each inning. No advancement on overthrow- free throw for catcher.
- There are NO STEALS HOME directly from 3rd unless a play is made on the runner at 3rd. (i.e Pitcher/ Catcher throws to 3rd, pitcher runs at runner)
- All pitched balls are “live”. There is no uncatchable rule. A runner can steal on any pitched ball.
- If the catcher does not attempt to throw the runner out, the runner can only advance one base.
- There are NO leads. A runner cannot attempt to steal a base until AFTER the ball has crossed the plate.
- The throw from the catcher to the pitcher is considered a DEAD BALL. If the catcher overthrows the pitcher on a routine throwback to the pitching circle, a baserunner CANNOT advance.
- Sliding is REQUIRED at home plate. A collision with a catcher can result in an out (umpire’s discretion).

15) Pinch runner must replace next inning’s catcher if on the base with two outs in any inning.

16) Season open until May 1st, no batter can be walked home and after 3 walks coach must replace pitcher when the count hit 3 balls. Pitcher can load the bases, but not advance a run home via walk. Coach will enter game and assume current batter count (3-2, 3-1, etc) and pitch to the completion of the AB. Pitcher will start with a fresh count on the next batter.

- May 1st through the playoffs, there is no coach pitch. Pitcher is responsible for the entire AB regardless of how many walks or runs may result. Inning is complete with 5 runs or 3 outs.
- Coach may enter the game only when the following occurs:
 - Pitcher walks 3 consecutive batters and reaches 3 balls on the next hitter.
 - Bases are loaded and pitcher reaches 3 balls on hitter.
 - Coach will pick up the count and the at-bat end with a ball in play or a strikeout.
 - The Coach will continue to re-enter the game once pitcher walks 3 batters.

- Batter will get base if hit by pitch.

MAJOR LEAGUE – SOFTBALL:

1) The Major League target age shall be 11 to 12. 10-year-olds (based on skill level as determined by commissioner and VP of Softball) could play up to Major Division.

2) A 12-inch hard softball will be used for this division.

3) There are NO OFFENSIVE SUBSTITUTES. The batting order will consist of all players present for the game.

4) ALL PLAYERS MUST PLAY A MINIMUM OF 4 INNINGS PER GAME. This mandate is based on the following criteria:

- 12 Players (or less) on the Roster

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- 6 Inning games
 - If a player does not play 4 innings, based upon the above, he/she must play the entire next game.
- 5) A maximum of five runs may be scored per inning during innings one (1) through five (5). Any subsequent innings have no limitation on the number of runs scored.
- 6) Infield fly rule is in effect.
- 7) Dropped 3rd strike rule shall be enforced. Batter is out if 1st is occupied with less than 2 outs. Batter becomes a runner on dropped 3rd strike if 1st is unoccupied with less than 2 outs. If 1st is occupied and there are 2 outs, the batter becomes a runner and the defense must put her out on a dropped 3rd strike.
- 8) Pitchers can pitch 4 innings per game
- 9) Pitching will be performed at 40 feet
- 10) Stealing of any base (1st to 3rd) is allowed, but the runner must not leave until the ball is released by the pitcher. No steals of home until May 1st and then a limit of 3 per inning.
- 11) If a play is made at 3rd such as pitcher running at runner or catcher or pitcher making a pick off throw, then the runner can advance home if they choose.
- 12) Pitch runner must replace next inning's catcher if on base with two outs in any inning.
- 13) Players playing the P, 1B, and 3B position must wear an infield face mask.

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SOFTBALL:

The International Tournament

This tournament culminates in the Little League World Series in North Carolina. The team selected represents the best of Lower Perk. Typically, this team is comprised of primarily 12-year-olds.

The 10–11-Year-Old International Tournament

This is an International tournament. If player numbers are sufficient to have an International Team and an 11-year-old team, LPLL will send an “11-Year-Old” team to this tournament.

The 9–10-Year-Old State Tournament

This is a State-wide tournament. Traditionally this team is comprised of 10-year-olds.

Manager Selection:

Managers of Tournament Teams are selected by the LPLL Board of Directors. Candidates submit their names to the Softball Player Agent at the initiation of the selection process. Interviews with the candidates may occur at the discretion of the Board either formally or informally, regardless, each candidate will be afforded equal opportunity before the Board. Managers will not only be selected based on their managerial skills, but also on their ability to represent Lower Perk in a “professional” manner.

Player Selection:

Players interested in participating in the tournament teams shall participate in a player evaluation that will be scheduled by the Player Agent and usually occurs towards the end of May. At a minimum, interested players must be willing to commit to attending all practices and games if selected to participate on a tournament team. Each manager of the league, from which the players are selected, will rank all players in attendance at the evaluation and they should include their in-season performance into the rankings. A manager may not select players from their regular season team and will submit a separate ranking prior to the eval for their team. The top pick of each manager will be assigned 10 points; the second pick will be assigned 9 points, and so on. The ten players receiving the highest number of votes will be chosen for the team. In addition, the selected manager of the tournament team shall have one or two discretionary picks. These picks may represent the next two players in the voting process, or they may be selected to fulfill specific roles on the team. If an insufficient number of managers exist in a league, the Board will assign additional evaluators.