

West Seattle Little League

Juniors Softball Manager Information

****Make sure everything has been put away and locked up before leaving the field****

Juniors Softball Instruction Guidelines

WSLL uses the [Youth Baseball Skills Matrix](#) within our softball divisions to outline the necessary skills, team concepts, and practice construction suggestions for coaches. Outlined are: 1) Instruction Guidelines (links to appropriate matrix for that division and a checklist of Concepts Learned by the end of the season); 2) Game Guidelines; and 3) Rules

Skills Matrix Stage 2 – Progress (ages 12-14)

- Teach more advanced rules associated with Majors
- Coaches develop their own practice plans, but ensure each practice covers: 1) having fun through Deliberate Play!; 2) skill development as outlined in [USA Baseball Coach "C" Certification](#); 3) Situational plays

Concepts Learned:

- Objective of the game, basic rules, positions, and terms.
- [Relax, Ready, Move \(page 10\)](#) pre-pitch routine
- [3Bs \(Ball, Base, Back-up\)](#)
- Force out vs. tag out
- Tagging up
- Cut-offs
- Anticipate the ball coming to you. Where is the play?
- [Aim small, miss small](#)
- Communication (pop-up, IF/OF, and rundowns/pickle)
- Bunt Defense

General Game Guidelines

Home Team:

- Occupies the 3rd base dugout
- Sets up and breaks down the field before and after game play.
- Provides official scorekeeper
- Provides umpire & umpire indicator. The umpire shall call balls and strikes from behind home plate. Umpire gear will need to be retrieved from Bar-S prior to the game.
- Provides the game ball

Away Team:

- Occupies the 1st base dugout
- Encouraged to help with field prep/breakdown
- Provides field umpire

Pre-Game Plate Meeting:

- The manager from each team meets with the umpire ~10 mins before the start of the game.
- Provide lineup cards to home plate umpire
- Discuss ineligible pitchers
- Discuss time-limit constraints (if applicable)
- Discuss players arriving late or leaving early

Juniors Softball Playing Guidelines

- 12" Softballs must be used.
- Bats must be no longer than 34", not more than 2 1/4" diameter and printed with a BPF 1.20.
- Pitching distance for Junior is 43'
- Dropped 3rd strike rule is in effect.
- No 5 run rule.
- No slug/slash bunting. Dead ball, automatic out.
- No infield pre-game warm up, only in the outfield.
- Headfirst slides are allowed.
- Pitchers may be warmed up by a player or coach. Players must wear a catcher's helmet and mask and use a catcher's mitt.
- Continuous batting order. All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.
- Time Limits: A normal game is seven innings. No time limit for games, unless the field is scheduled for another game that day.
 - Weeknights- No time limit. Only limit is darkness. Games can end in a tie due to darkness.
 - Weekends - Schedule imposed time limit. No new inning may start 30 mins prior to the next scheduled game.
 - Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play has been completed.
- Any Interleague play will follow District 7 Softball rules.

Juniors Softball Official Local Rules

- The Junior Softball Division will follow the official regulation and playing rules as defined by Little League International, with the following exceptions to Minimum

Playing Times, Substitutions and Batting Order. These exceptions apply to Regular Season games only, and are allowed as they constitute an increase above the minimum playing times required by Little League International.

- Increase minimum play to 9 defensive outs (3 inning) minimum. - 6 of the 9 defensive outs (2 innings) must be consecutive.
- Both starters and substitutes may re-enter the game on defense - Note a pitcher may not re-enter the game once a pitcher has been removed.
- Continuous batting order - All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.
- A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an 'out' for each at bat.
- The Juniors Division End of Season (EOS) tournament will follow the official Little League International Tournament rules and playing time minimums.
 - Minimum playing times will follow LLI rule 3.03.
 - Continuous batting order - batting lineup consists of all players in attendance.
 - Seeding will be based on the results of the regular season standings. Teams will be ordered based on:
 - Win-Loss Record (0.5 wins for each tie)
 - Head-to-head matchup results
 - Runs allowed (all games)
 - Runs allowed (only in head-to-head matchups)
 - Teams may play two games in one day.
 - Pitch counts, days rest, and run limit excessive scoring rules apply.
 - The winner of the EOS Tournament will represent the League in the District 7 Tournament of Champions.

Injured Player Rule

- Per Rule 4.04 Note 2: When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
- If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batter order and the game continues.