



TRENHOLM LITTLE LEAGUE LOCAL RULES

2025

The below rules are used to augment the Little League International Rulebook. It is highly recommended that all Little League Affiliates download the Little League International Rulebook App for the Fall 2025 season. This APP is available for FREE in the Apple App Store or Google Play Store. Click [HERE](#) to access the Little League Rules page.

Table of Contents

1. Equipment	3
2. Pitching and Catching Limits (Baseball)	4
3. Scorekeeping-Game Day Responsibilities	5-6
4. Player Pool	6-7
5. Divisional Rules	8-9
1) Rules Across All Divisions	8-9
2) Tee-Ball	10
3) Rookie Ball	11
4) Baseball Coaches Pitch Local Rules	12-13
5) Baseball Minors (Player Pitch) Local Rules	14
6) Baseball Majors Local Rules	15
7) Softball Coach Pitch Local Rules	16-17
8) Softball Minors (Player Pitch) Local Rules	18
9) Softball Majors Local Rules	19
10) Weather policy	20
2025 Board Contact List	21

1. Equipment

The list of equipment that parents can expect to provide for your child this season in Little League:

- Batting Helmet (face guards are optional for helmets)
- Fielding Glove
- Cleats
- Pants
- Athletic Cup (Baseball Only, required for catchers, recommended for all)
- Infield Face Mask (Softball Only)
- Many players provide their own bats. You may coordinate with your manager/team concerning sharing bats. A bat rule summary is below.

The league also provides the following items, one per team, to help meet certain safety guidelines: (any player may provide his/her own equipment providing it meets playing and safety requirements)

- Set of catcher's gear (Mask w/ dangling throat guard, chest protector, shin guards, mitt)
- Infield Face Mask (Softball only - required for Softball Pitchers)
- Batting Helmet (face guards are optional on batting helmets)
- Tees (for Tee Ball and Rookie Ball Division teams)
- Cones and throw down bases (for Tee Ball and Rookie Ball Division teams)
- First aid kit with ice pack
- Practice balls

Optional equipment you may wish to consider for your child:

- Mouth guard
- Catcher's gear (Mask with dangling throat guard-No skull caps. Catcher's mitt is Required for Baseball Catchers)
- Bats

Bat Rules

For comprehensive information concerning bats permitted for use by Little League, please visit <http://www.littleleague.org/learn/equipment/baseballbatinfo.htm>

Bat Rule Summary

- Tee Ball and Rookie Ball – must use a USA Baseball stamped Bat. Players may use USA bats that say “ONLY FOR USE WITH APPROVED TEE BALLS”
- CPBB, Minors, and Majors Baseball – must be a USA Bat.
 - o Solid, one-piece wooden bats without a USA stamp may be used
 - o Bats that say ““ONLY FOR USE WITH APPROVED TEE BALLS” may NOT be used
- Intermediate and Juniors Baseball – must be a USA Bat OR a BBCOR bat

- o Solid, one-piece wooden bats without a USA stamp may be used
- o Bats that say ““ONLY FOR USE WITH APPROVED TEE BALLS” may NOT be used
- Softball – Bats with a BPF of 1.2 are allowed. This includes USSSA bats or all-wood bats.

2. Pitching and Catching Limits (Baseball)

The information provided below is based directly on official Little League International rules. Information stated here is meant to summarize and emphasize key thresholds. Any conflict or misrepresentation any statements made within official rules or clarifications provided by Little League International is unintended. Please refer to the Little League International Rulebooks for the most precise information.

For player pitch divisions, each team is required to keep track of players' pitch counts and attempt to keep them at a safe level for the child. Managers and Coaches should look to their players' futures and make an effort to protect their elbows against serious injury.

Once the Little League-mandated pitch count thresholds are reached, the pitcher must be removed from the mound. Should that player be inserted back into the lineup, that player may not play the position of catcher if he/she has pitched 41 or more pitches in that game as the number of throws required by a catcher mirror that of the pitcher.

Ice is universal First Aid treatment for minor sports injuries. Ice controls the pain and swelling. Pitchers should be taught how to ice their arms at the end of a game. If the Manager or Coach is unsure how to do this, he or she can contact a Trenholm Little League Board member for further instructions. Children should not be encouraged to "play through the pain." Pain is a warning sign of injury. Ignoring it can lead to greater injury.

Pitch Counts

Player Age	Maximum Pitches in a Game
13-14	95
11-12	85
9-10	75
8	50

Exceptions:

If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Days of Rest

Number of Pitches Thrown	Days Rest Required
0-20	0
21-35	1
36-50	2
51-65	3
66+	4

Limits Concerning Catchers

A player that pitches 41 or more pitches in a game CANNOT play catcher in that same game.

A player can catch a maximum of 3 innings if they intend to also pitch in that game; If a player starts a 4th inning as the catcher (even one warm up pitch) they cannot pitch in that game.

3. Scorekeeping & Gameday responsibilities

Official Game Time

The game's Chief (Plate) Umpire or Game Coordinator will keep the official start time, beginning at the end of the Umpire Plate meeting. In the event the game is played without a League Umpire, the Managers will agree on the official start time prior to the game beginning and note such time in the official scorebook.

Field Setup and break down

Both coaches of the first game of the night are responsible for setting up the field (pulling bases, lining fields, pulling tarps), and unlocking the bathroom at Trenholm Park. **Coaches of the final game of the night are responsible for closing down fields (putting bases away, putting back tarps, turning off lights and scoreboard and ensuring press boxes are properly secured)**. Coaches should ensure the bathroom at Trenholm Park is locked at the end of the night. Both teams should make sure fields are set up and broken down as appropriate.

Scorebook

For each game, the home team will keep the official scorebook; however, both teams

should provide an official scorekeeper and keep score. Best practice here is to confirm the score after each inning to avoid challenges at the conclusion of the game.

GameChanger® must be used for scorekeeping (available for download in the Apple App Store and Google Play store)

Pitch Count (Player Pitch – Baseball ONLY)

The Home team will keep the official pitch count. The designated pitch counter is required to check with the other team between each inning to verify/double check the total pitches to avoid issues or protests. Both teams should verify that the pitch counts at the end of each game are correct.

Game Reporting

The manager for the home team is responsible for reporting the final score and pitch counts through GameChanger®.

Scoreboard Usage

Trenholm Park fields: The Visiting team has the first option at running scoreboards. In the event the visiting team chooses not to run the scoreboards, the home team may then operate the scoreboards. Games should not start until a scoreboard operator is in place.

North Trenholm Baptist fields: A mobile scoreboard will be available for use. It will be stored in the locked equipment shed. The coaches are responsible for mounting the scoreboard for display on the fence or other suitable location. A Mobile Scoreboard® app is available for download which will be used to control the score. At the end of the playing day, coaches must shut down the scoreboard and return it in the proper carrying case for storage.

4. Player Pool

To aid teams that are having difficulty getting enough players for their regular season games, the following option is available: A pool of players from existing regular season teams will be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division or one division below, who are age appropriate and have been assessed capable.

Pool players and game-time shortage of players do not apply to Tee Ball and Rookie Ball Divisions. Tee Ball and Rookie Ball cannot be pool players.

Pool players are to be used in the event a team is known to be short one or more players and is not expected to have enough players for a particular game. There must be an expected shortage of players (less than 9) before a Pool Player is invited to play.

Parents can request that players be added to the Player Pool list by responding to the electronic invitation made by the Player Agent. Players will be added to the divisional pool(s) in which players are currently rostered.

- Once the Player Agent is contacted by a manager that he/she needs one or more Pool Players, the Player Agent will reference the player pool list for that division. Players are selected from a blind list – managers may not request a specific player. The Player Agent will contact by phone the next person on the list (also ensuring that the player is not already scheduled for an overlapping game). If that player cannot play or the call is not answered (no message will be left), the next person on the list is called until a parent is reached and that player agrees to play.
- If a Pool Player arrives at the fields to play, they will play even if nine (9) or more of the team's regular players are there. Pool players must meet playing time requirements.
- If one (1) pool player is used, that player will be limited to playing right field. If two (2) pool players are used, those players will be limited to right and left fields. If three (3) pool players are used, those players will be limited to outfield positions.
- The Pool Player(s) will be placed at the bottom of the batting order.
- A player can be used as a pool player and then again that same day he/she can participate on their regular team.
- Pool Players will be used for regular season games ONLY.

Game time options for shortage of players

The following option(s) may be used in the event at least eight (8) players are not available at game time and there is not enough time to reasonably arrange for pool players to be there in time. These options may ONLY be used if needed to get a team to 8 players. These are NOT normal practices and would be done only to allow the game to be played.

- Both managers, along with a board member/divisional officer (if available) may select an eligible player from the same division that is currently at the park; the player's team must not currently be playing a game on another field. The fill-in player(s) must play right field or left field (or center field if 3 fill-in players are needed) and bat last in the line-up. If the regular player(s) shows up late, they will be replacing the player(s) filling in. The divisional officer (VP of Baseball/Softball) and Player Agent should be notified if a fill-in player is used in the above manner.

Ongoing use of pool or fill-in players

Any manager that has an ongoing issue with players not attending games (or practices) must communicate with the divisional officer and/or Player Agent to coordinate long term roster solutions

5. Divisional Rules

1) Rules Across All Divisions

The following items apply across all divisions unless otherwise addressed in divisional rules:

- There will be no protests on judgment calls by umpires. For any protest/question due to a rule's clarification, play should be stopped and addressed immediately with a Board Officer (or Board Member) on Duty. If play continues, the protested issue will be considered resolved and will not be revisited.
- Games may start with as few as 8 players and be considered a regulation game. The 9th batter is just skipped and not counted as an out. If additional players arrive after the start of the game, they are added to the end of the batting order. Games shall not be allowed to begin if a team has 7 or less players. In this case the game will be referred to the Board and the Board will decide if the game is a forfeit or will be rescheduled for a later date, taking into consideration games required for tournament eligibility. Please refer to the player pool information above.
- Prior to the start of play, each coach will have the option to inspect the bats of the opposing team. If an illegal bat is identified during the game, it shall be removed. Penalties shall be enforced according to rule 3.01 relating to illegal bats. If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.
- A continuous batting line-up must be used, meaning every player present will bat before returning to the top of the lineup.
- For divisions with a pitching circle in play, on/touching the line is considered inside the circle.
- Umpires: In the event a League-supplied umpire is not available for a game, the home team shall coordinate one or more umpires. The umpire(s) can be either the teams' manager or coaches, or any other adult. If the manager or coach umpires, an additional coach will be permitted on the field for applicable leagues. Coaches will notify families and all coaches of the need for this to occur. Note that volunteer forms must be submitted, and background checks completed by the League, for any non-player before they are permitted on the field.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.

BASEBALL: When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.

SOFTBALL: When the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.

- On a three-ball count pitch that is a strike that the batter thinks are a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

2) Tee-Ball

Tee-Ball is designed to introduce the fundamentals and rules of baseball to the most beginning of players and encourage them to fully participate and have fun. Learning the basics of the game and having fun can be stressful. On the day of games try to show up at least 15 minutes early. Parents will be looking for the coach to figure out what field they are at. Be aware that parents may not show up until the scheduled start time. During your first couple practices, let parents know that players should be ready 10 minutes prior to the game for warm ups. Fields will be set up and ready for play.

- Time Limit – 1 hour or 2-3 innings of play. Refer to Rules Across All Divisions concerning application of time limits.
- A Softtouch or Softstitch safety baseball will be used.
- No official score is kept.

Offense

- The manager and coaches from the offensive team coach bases and pitch/operate the tee. (One coach must remain in the dugout.)
- All players will bat each inning.
- The ball must be hit into fair territory for the batter and runners to advance.
- Outs will not be called. Base runners will stay on base even if the defensive team earns a put out.
- Runners will not advance on overthrows.
- All players will be hitting from a tee. The hitting tee should be placed just in front of home plate (not directly on top of home plate).
- When a ball in play is caught or stopped by an infielder or outfielder, base runners (including the batter) will advance one base. If a hit ball advances beyond the outfielders without being stopped or caught, the batter and any base runners may advance two bases.
- The manager or coach will announce when the last batter in the line-up comes to the plate. Upon putting the ball in play, the batter and runners will continue until they all reach home plate.

Defense

- All players on the team will take fielding positions every inning.
- Players are to be rotated to different fielding positions each inning. Each player must play an infield position at least one inning each game.
- Coaches from the defensive team may be in the field to help instruct defensive players. Play may be suspended to teach player(s) proper fielding techniques, as appropriate. A defensive coach will also serve as catcher to return balls to the pitcher.
- Although outs are not called, all defensive players should attempt a put-out, especially the infielders. They are NOT to automatically throw it back to the coach on the pitcher's mound unless the play has stopped. Outfielders will be instructed to throw the ball into the second baseman / shortstop. (Right fielders may be instructed to throw the ball to first base.

3. Rookie Ball Local Rules

- Time Limit – 1 hour
- A Softtouch or Softstitch safety baseball will be used.
- Score will not be kept.
- A coach from the team at bat will be delivering pitches. The coach shall deliver the ball overhand situated on one knee. If necessary, underhanded pitching is also permitted.

Offense

- A continuous batting order will be used.
- Each batter will receive six (6) pitches to put the ball in play. If the batter fails to put the ball in play, the batter shall have an opportunity to take one swing to hit the ball off a tee. The batter will be out once the limit is reached without putting the ball in play. In either scenario, foul balls will continue the at-bat until the applicable limit is reached.
- No bunting; no walks; no hit-by-pitch; no infield-fly
Base runners may not advance until the ball is hit (i.e., no wild pitches, passed balls, or steals).
- The ball becomes dead and time will be called when:
 - A batted ball comes in contact with the pitcher coach. The batter shall be awarded first base and runner(s) may only advance if forced.
 - A thrown ball comes in contact with the pitcher coach, the ball is dead. Any runner(s) who advanced at least halfway to the next unoccupied base will be awarded the next base. If the runner(s) have not advanced at least halfway they must return to the last base occupied.
 - Any runner(s) who have advanced at least halfway to the next unoccupied base shall be awarded the base they were going. If the runner(s) have not advanced at least halfway to the next base they must return to the last base occupied. (NOTE: If a base runner is injured, the last retired batter will replace the runner.)
 - When the defense has control of the ball within the baselines and the player with the ball raises his/her hands and calls "time". Any base runners at least halfway to the next unoccupied base prior to time being called may advance to the next base. Any base runners not at least halfway must return to the previously occupied base.
- Runners may advance one (1) base on an overthrown ball to any base (or to the pitcher), no matter the result of the 2nd throw. Once they have reached that next base safely, they may not advance further during the same play, even if another overthrown ball occurs.
- NO ON DECK BATTERS ALLOWED

Defense

- Up to twelve (12) players will be used on defense (6 outfielders).
- Any player returning a ball to the pitcher should throw to the coach-pitcher.
- A coach will step up to 1st base (especially at the beginning of the season until skill is developed) to accept the throw and help prevent overthrows and to encourage kids to throw to 1st.
- Three defensive coaches may be in the outfield for defensive instruction but must stay behind/deeper than the shallowest outfield player. The defensive coaches shall not intentionally interfere or assist (other than instruction) with a player on defense.

4) Baseball Coaches Pitch Local Rules

- End of game – 1 hour 20 minutes as a drop dead time limit or 6 innings. Once 1 hour and 20 minutes is reached the game will conclude at the end of the current at bat. The half inning will not be completed. Best practice is for the umpire to clearly announce to both head coaches at 15 minutes remaining that this will be the last inning.
- There is a 5-run per inning maximum.
- The 10-run rule (after 4 innings), 15-run rule (after 3 innings) applies for all Spring Season, Play-offs, and Championship. Fall Season games may continue if agreed upon by both head coaches until the time limit.
- A coach from the team at bat will be delivering pitches.
- A 10' diameter (5' radius) pitcher's circle is marked with the center at 46' from the back edge of home plate (this is the 46' rubber).
- Refer to Player Pool concerning any shortage of players for games
- Refer to Scorekeeping concerning team responsibilities for keeping and reporting official scores
- Both of the coach pitcher's feet must be completely within the pitching circle at the beginning and the end of each pitch. (Within the circle is defined as any part of the foot touching the line at the conclusion of the pitch). Note, the umpire and both head coaches may agree to allow some flexibility to this rule, especially early in the season. During post-season play, this rule must be strictly enforced.

Offense

- A continuous batting order will be used.
- Each batter will receive a maximum of six (6) pitches or three (3) swings to put the ball in play - the batter will be out once either limit is reached without putting the ball in play. In either scenario, foul balls will continue the at-bat (including on or after the 6th pitch) until the applicable limit is reached or a ball is put in play.
- Unintentional interference by the coach-pitcher on a batted ball will result in a live ball and the play continuing.
- No bunting; no walks; no hit-by-pitch.
- Base runners may not advance until the ball is hit (i.e., no wild pitches, passed balls, or straight steals).
- The ball becomes dead and the umpire will call time when:
 - o Intentional interference by the coach-pitcher occurs. This will result in a dead ball and the runner closest to home will be called out. The batter-runner may advance to first and force any other runner to advance; all other runners will return to the last base touched. Failure by a coach to attempt to move (such as to give a player an opportunity to catch a ball) is considered intentional interference. Exception: if the coach-pitcher catches a ball in self-defense, play will stop and no pitch will be called. The runners will return their bases and the batter will return to bat.
 - o A thrown ball comes in contact with the coach-pitcher, the ball is dead. Any runners who have crossed the hash marks shall be awarded the base they were going. If the runner(s) have not crossed the hash marks they will return to the last base occupied.
 - o A player injury occurs. Any runner(s) who have crossed the hash marks shall be awarded the base they were going to. If the runner(s) have not crossed the hash marks they will return to the last base occupied. (NOTE: If a base runner is injured,

the last retired batter will replace the runner.

- o When the defense has control of the ball within the baselines and the player with the ball raises his/her hands and calls “time”. Any base runners completely beyond the hash mark (i.e., ½ way line) and advancing to an unoccupied base prior to time being called may advance to the next base. Any base runners not completely past the hash mark (½ way line) must return to the previously occupied base. The awarding of “time” will be granted by the umpire. Within the baselines will be determined by the umpire, however this does not constitute having the ball simply on the infield.
- o When all runners are not attempting to advance. When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and the ball is returned to the coach pitcher.
- Runners may advance one (1) base on an overthrown ball to any base (or to the pitcher), at their own risk. Once they have reached that next base safely, they may not advance further during the same play, even if another overthrown ball occurs.
 - o Note that if a runner is attempting to advance on an overthrow and the defensive player returns to the baseline and asks for “time” with his/her hands raised prior to the runner reaching the ½ way line hash mark, the runner will return to the previously occupied base.
- No on deck batters allowed outside the dugout

Defense

- A coach from the defensive team will be stationed behind the catcher (off-set behind the batter) to assist with retrieving balls to speed up the game. Every effort should be made to have the catcher play his/her position without relying heavily on the coach assisting behind the plate. Pitches caught or blocked by the catcher should be thrown back to the player-pitcher (not just tossed to the coach behind the catcher). Coach-catchers will return the ball to the coach-pitcher.
- The player-pitcher must have at least one foot inside the pitching circle prior to the pitch. The player-pitcher may leave the circle after the pitch has left the coach’s hand.
- Up to ten (10) players will be used on defense (4 outfielders).
- Two defensive coaches may be in the outfield for defensive instruction, but must stay behind/deeper than the shallowest outfield player. Intentional interference or assistance (other than instruction) by a coach on defense will result in a dead ball and runners advancing to the next base plus one.
- Any player returning a ball to the pitcher should throw to the player-pitcher (and not to the coach-pitcher).
- Regular Season (does not apply during seasonal playoffs): No player shall be on the bench more than one (1) consecutive defensive inning. Exceptions may be made for injury, illness, fatigue, bathroom, etc. This defensive participation requirement does not apply for players arriving late to the game; however, players arriving late will still be added to the end of the batting line up.

5) Baseball Minors (Player Pitch) Local Rules

- End of game – 1 hour 30 minutes as a drop dead time limit or 6 innings. Once 1 hour and 30 minutes is reached the game will conclude at the end of the current at bat. The half inning will not be completed. Best practice is for the umpire to clearly announce to both head coaches at 15 minutes remaining that this will be the last inning.
- There is a 4-run per inning maximum.
- 8-run rule (after 5 innings), 10-run rule (after 4 innings), 15-run rule (after 3 innings) applies for all Spring Season, Play-offs, and Championship. Fall Season games may continue if agreed upon by both head coaches until the time limit.
- Refer to Player Pool concerning any shortage of players for games
- Refer to Scorekeeping concerning team responsibilities for keeping and reporting official scores

Offense

- A continuous batting order will be used.
- A courtesy runner can be used for the catcher or pitcher if there are two outs when either (or both) are on base. The courtesy runner will be the player who recorded the last out. The pitcher or catcher are designated from the prior inning, not the upcoming inning.
- No on deck batters allowed outside the dugout.

Defense

- Regular Season (does not apply during seasonal playoffs): No player shall be on the bench more than one (1) consecutive defensive inning. Exceptions may be made for injury, illness, fatigue, bathroom, etc. This defensive participation requirement does not apply for players arriving late to the game; however, players arriving late will still be added to the end of the batting line up.
- Intentional Walks are NOT allowed
- When all runners are not attempting to advance. When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and the ball is returned to the pitcher.

6) Baseball Majors Local Rules

- End of game – 1 hour 30 minutes as a drop dead time limit or 6 innings. Once 1 hour and 30 minutes is reached the game will conclude at the end of the current at bat. The half inning will not be completed. Best practice is for the umpire to clearly announce to both head coaches at 15 minutes remaining that this will be the last inning.
- There is a 4-run per inning maximum.
- 8-run rule (after 5 innings), 10-run rule (after 4 innings), 15-run rule (after 3 innings) applies for all Spring Season, Play-offs, and Championship. Fall Season games may continue if agreed upon by both head coaches until the time limit.
- Refer to Player Pool concerning any shortage of players for games
- Refer to Scorekeeping concerning team responsibilities for keeping and reporting official scores

Offense

- A continuous batting order will be used.
- A courtesy runner can be used for the catcher or pitcher if there are two outs when either (or both) are on base. The courtesy runner will be the player who recorded the last out.
- A runner may advance to 1st base on a dropped third strike at the risk of being thrown out, provided 1st base is unoccupied with less than 2 outs.
- No on deck batters allowed outside the dugout.

Defense

- Intentional Walks are allowed; however, strongly discouraged. An individual batter may not be intentionally walked more than 1 time per game. Intentional walks will add the appropriate number of pitches to the pitcher's pitch count.
- There are no balks
- There are illegal pitches; the penalty is a ball added to the count and a pitch added to the pitch count
- When all runners are not attempting to advance. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and the ball is returned to the pitcher.

7) Softball Coach Pitch Local Rule

- End of game – 1 hour 20 minutes as a drop dead time limit or 6 innings. Once 1 hour and 20 minutes is reached the game will conclude at the end of the current at bat. The half inning will not be completed. Best practice is for the umpire to clearly announce to both head coaches at 15 minutes remaining that this will be the last inning.
- There is a 5-run per inning maximum.
- 8-run rule (after 5 innings), 10-run rule (after 4 innings), 15-run rule (after 3 innings) applies for all Spring Season, Play-offs, and Championship. Fall Season games may continue if agreed upon by both head coaches until the time limit.
- A 10' diameter (5' radius) pitcher's circle is marked with the center at 40' from the back edge of home plate (this is the 40' rubber).
- A coach from the offensive team will pitch to their batters.
- Both of the coach pitcher's feet must be completely within the pitching circle at the beginning and the end of each pitch. (*Within is defined as any part of the foot touching the line)
- Coaches should avoid interfering with play:
 - o If the coach-pitcher intentionally touches a live ball or interferes with a defensive player making a play, the ball is ruled dead, the runner closest to home is ruled out, and other runners return to the last base reached prior to the interference. A batter-runner not yet reaching first base may advance to first base and force other runners to advance, as needed. Failure to attempt to move out of the way of a player or throw is considered intentional interference. Exception: If a coach-pitcher catches a batted ball in self-defense, the ball is dead, all runners return to their base, and no pitch is called.
 - o If the coach-pitcher is otherwise hit or touched by a ball, or unintentionally interferes with any part of the play, the ball is live and the play continues.
- The coach-pitcher is not an extra base coach and is not to coach base runner.
- Players may not wear a watch, or jewelry on their wrist or hands (unless it is a medical alert bracelet).

Offense

- A continuous batting order will be used.
- Each batter will receive a maximum of six (6) pitches or three (3) swinging strikes and will be out once either is reached. Exception: the batter may continue if the 6th or subsequent pitch is fouled.
- No walks; no hit-by-pitch.
- Base runners may not advance until the ball is hit (i.e., no wild pitches, passed balls, or straight steals).
- The ball becomes dead and the umpire will call time when-
 - o A batted ball comes in contact with the pitcher coach. The batter shall be awarded first base and runner(s) may only advance if forced.
 - o A thrown ball comes in contact with the pitcher coach, the ball is dead. Any runner(s) who have crossed the hash marks shall be awarded the base they were going to. If the runner(s) have not crossed the hash marks they will return to the last base

occupied.

- o A player injured. Any runner(s) who have crossed the hash marks shall be awarded the base they were going to. If the runner(s) have not crossed the hash marks they will return to the last base occupied. (NOTE: If a base runner is injured, the last retired batter will replace the runner.
- o When the defense has control of the ball within the baselines and the player with the ball raises his/her hands and calls "time". Any base runners completely beyond the ½ way line and advancing to an unoccupied base prior to time being called may advance to the next base. Any base runners not completely past the ½ way line must return to the previously occupied base.
- o When all runners are not attempting to advance. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance".
- Runners may advance one (1) base on an overthrown ball to any base (or to the pitcher), at their own risk. Once they have reached that next base safely, they may not advance further during the same play, even if another overthrown ball occurs.
 - o If a runner is attempting to advance and a defensive player recovers an overthrown ball and calls "time" within the basepaths before the runner reaches the ½ mark, the runner shall be given the base they were advancing towards.
- A courtesy runner can be used for the catcher if there are two outs when the catcher is on base. The courtesy runner will be the player who recorded the last out. A player cannot be used as a courtesy runner more than one time per game for the catcher

Defense

- Ten (10) players are to be used on defense. The 10th fielder must be stationed as a fourth outfielder. Exception: a game may start and continue with only 8 players present and available.
- The defensive player in the position of pitcher must have at least one foot inside the pitching circle prior to the pitch.
- All defensive players must wear a protective face mask.
- Two Coaches will be allowed in the outfield for defensive instruction. Both coaches must stay behind/deeper than the shallowest outfield player. A coach from the defensive team shall be allowed behind the catcher to help retrieve pitched balls and get them back to the Coach pitcher. Defensive coaches are not to interfere with a live ball.
- Regular Season (does not apply during seasonal play-offs): No player shall be on the bench more than one (1) consecutive defensive inning. Exceptions may be made for injury, illness, fatigue, bathroom, etc. This defensive participation requirement does not apply for players arriving late to the game; however, players arriving late will still be added to the end of the batting line up.

8) Softball Minors (Player Pitch) Local Rules

- End of game – 1 hour 30 minutes as a drop dead time limit or 6 innings. Once 1 hour and 30 minutes is reached the game will conclude at the end of the current at bat. The half inning will not be completed. Best practice is for the umpire to clearly announce to both head coaches at 15 minutes remaining that this will be the last inning.
- There is a 4-run per inning maximum.
- 8-run rule (after 5 innings), 10-run rule (after 4 innings), 15-run rule (after 3 innings) applies for all Spring Season, Play-offs, and Championship. Fall Season games may continue if agreed upon by both head coaches until the time limit.
- Players may not wear a watch, or jewelry on their wrist or hands (unless it is a medical alert bracelet).

Offense

- A continuous batting order will be used.
- A courtesy runner can be used for the catcher or pitcher if there are two outs when either are on base. The courtesy runner will be the player who recorded the last out. A player cannot be used as a courtesy runner more than one time per game for either the catcher or the pitcher.
- Infield fly rule will not apply in minors softball.
- If a batter is hit by a pitched ball they are awarded the base, it will not be counted as a strike if the batter does not attempt to get out of the way of the ball. This does not include a ball rolling on the ground and touching the batter at a very slow speed (this will be up to the discretion of the umpire).

Defense

- All defensive players must wear a protective face mask.
- Pitchers are not allowed to wear any type of visor on their protective face mask that is not clear
- Regular Season (does not apply during seasonal play-offs): No player shall be on the bench more than one (1) consecutive defensive inning. Exceptions may be made for injury, illness, fatigue, bathroom, etc. This defensive participation requirement does not apply for players arriving late to the game; however, players arriving late will still be added to the end of the batting line up.

9) Softball Majors Local Rules

- End of game – 1 hour 30 minutes as a drop dead time limit or 6 innings. Once 1 hour and 30 minutes is reached the game will conclude at the end of the current at bat. The half inning will not be completed. Best practice is for the umpire to clearly announce to both head coaches at 15 minutes remaining that this will be the last inning.
- There is a 4-run per inning maximum.
- 8-run rule (after 5 innings), 10-run rule (after 4 innings), 15-run rule (after 3 innings) applies for all Spring Season, Play-offs, and Championship. Fall Season games may continue if agreed upon by both head coaches until the time limit.
- Players may not wear a watch, or jewelry on their wrist or hands (unless it is a medical alert bracelet).

Offense

- A continuous batting order will be used.
- A courtesy runner can be used for the catcher or pitcher if there are two outs when either are on base. The courtesy runner will be the player who recorded the last out. A player cannot be used as a courtesy runner more than one time per game for either the catcher or the pitcher.
- If a batter is hit by a pitched ball they are awarded the base, it will not be counted as a strike if the batter does not attempt to get out of the way of the ball. This does not include a ball rolling on the ground and touching the batter at a very slow speed (this will be up to the discretion of the umpire).

Defense

- Pitchers must wear a protective face mask.
- Pitchers are not allowed to wear any type of visor on their protective face mask that is not clear.
- Regular Season (does not apply during seasonal play-offs): No player shall be on the bench more than one (1) consecutive inning. Exceptions may be made for injury, illness, fatigue, bathroom, etc. This defensive participation requirement does not apply for players arriving late to the game; however, players arriving late will still be added to the end of the batting line up.

10) Weather Policy

- The Weather Bug(R) app (available for free download in the app store) will serve as the official app to determine the distance of lightning to the playing field.
- If there is lightning within 10 miles OR you hear thunder, please STOP all games/practices immediately.
- Games/practices may resume after 30 minutes of no thunder or lightning strikes within 10 miles.
- A designated parent or parents should assist with this. Coaches will be on the field and paying attention to on-field activity and not likely accessing their weather app consistently.
- Please exercise common sense with rain and playable conditions on the fields. We do not want any injuries or excess, unnecessary field damage.
- The field and equipment committee will make the call on any cancellations based on field conditions by 4:00 PM the day of activity or approximately 1 hour prior to the first practice of the day impacted by weather.
- Once designated as CLOSED, no players or coaches should be allowed on the field. The committee will communicate if batting cages remain available or not to coaches.
- Please remember that player safety is the top priority in this situation.

6. Board Contact List (Fall 2025)

Title/Responsibility	Name	Phone Number/Email
President	Adam Schanz	281-382-4491 president@trenholmll.com
VP of Softball	Shannon Coleman	803-360-5996 softballvp@trenholmll.com
VP of Baseball	P. Brandon Bookstaver	803-640-9080 baseballvp@trenholmll.com
VP of T Ball and Rookie Ball	Adam Schanz / Julie Dockter	281-382-4491 or 843-858-1161 president@trenholmll.com playeragent@trenholmll.com
Player Agent	Julie Dockter	843-858-1161 playeragent@trenholmll.com
Safety Officer(s)	Shannon Coleman / Brandon Bookstaver	803-640-9080 or 803-360-5996 safetyofficer@trenholmll.com
Treasurer	Kristen Jerome	404-368-5355 treasurer@trenholmll.com
Secretary	Joe Terry	803-477-4063 secretary@trenholmll.com
League Information	Justin Dixon Gary Moore	803-374-7718 leagueinfo@trenholmll.com 516-306-0305 gary@trenholmll.com
Scheduling	Stephanie Martin	208-899-0142 scheduling@trenholmll.com
Fields & Equipment	Lyle Lee	803-518-4009 fieldandequipment@trenholmll.com
Scholarships	Justin Dixon	803-374-7718 leagueinfo@trenholmll.com
Canteen	Kerry Watkins	704-606-8062 canteen@trenholmll.com
Sponsorships	Blake Buchanan	803-960-0955 sponsorships@trenholmll.com
Umpires	Adam Taylor	803-451-9265 umpirecoordinator@trenholmll.com

For urgent medical issues, please dial 911 and notify the President, VP of baseball/softball, and safety officer immediately. For non-urgent medical concerns, please use the supplied first aid kit/ice pack and contact the VP of baseball/softball and safety officer, as needed.

For non-urgent questions/inquiries, please use the emails provided: leagueinfo@trenholmll.com or president@trenholmll.com.