

Tracy Little League SB Juniors Division Local Rules

Note: The Tracy Little League Board of Directors reserves the right to adjust the rules if necessary. Affected teams will be notified prior to any changes.

Equipment Requirements

Managers are responsible for ensuring that all players follow Little League equipment guidelines. Failure to meet the requirements could range from a player being called out to a manager being ejected.

Catchers

- Catchers are required to wear a face mask, dangling throat protector, chest protector, and shin guards while in the catcher's box.

Pitchers:

- Pitchers must wear defensive protective facemasks

Other Requirements:

- All bats used in the Juniors Softball Division must display a Bat Performance Factor (BPF) of 1.20.
- The official game ball will be a 12-inch softball.
- Batters and base runners must wear batting helmets equipped with protective face cages, which must not be altered in any way, including with paint, artwork, or non-manufacturer stickers.
- If a player removes their helmet and refuses to put it back on, they will be called out.
- Metal cleats are permitted in the Juniors Division.
- Managers or coaches may require all defensive players to wear face masks as needed.

Conduct and Sportsmanship

- Swearing, foul language, or derogatory/inflammatory statements by managers, coaches, players, or fans will result in immediate ejection and suspension from the league.
- Use of any noisemakers is prohibited.
- Harassment of umpires in any form is strictly prohibited and will be dealt with swiftly and severely.

Game Format

- Regular season games consist of a maximum of seven innings.
- The game clock starts after the plate meeting with the umpire and coaches ends. The umpire should tell the home team scorekeeper that time is starting.
- No new inning may begin after the two-hour mark.
- There is no hard stop.
- If a game is called by the umpire due to time limit, darkness, or weather, it shall be considered complete if at least four innings have been played, or three and a half innings if the home team is ahead.
- Games that end in a tie will result in each team receiving a tie game credit.
- Any incomplete games may be rescheduled for the next available day, as determined by the board of directors.
- Home team is in the 3rd base dugout. Away team is in the 1st base dugout.

Dugout Policy

- Sugary drinks and foods such as gum, candy, seeds, and soda are not allowed in the dugout or on the field.
- Only water and sports drinks, such as Gatorade, are permitted during games.
- Please refrain from having any snacks with nuts in the dugout as well.

Lineup Card Procedure

- Each team manager must provide an official lineup card to the opposing manager, head umpire, and official scorekeeper during the plate meeting.
- The lineup card must include each player's first initial, last name, uniform number, and fielding position if the player is in the starting lineup.
- The lineup must consist of the entire roster, using a continuous batting order.
- All players must be present at the start of the game. Late arrivals must have enough time left in the game to play six consecutive outs, or they cannot play.
- Play may start with 8 players.
- Once submitted, the lineup is official.

Scoring and Mercy Rule

- The mercy rule will be enforced: if one team leads by 15 runs after four innings or 10 runs after five innings, the game will be concluded.
- There is no restriction on the number of runs that may be scored in any inning.

Pitching Regulations

- The pitching distance for Juniors games is set at 43 feet, measured from the back point of home plate to the front of the pitching rubber.
- A pitcher may pitch up to 12 innings per day, and there is no specific pitch count limit.
- If a pitcher throws seven or more innings in a day, they must observe one calendar day of rest.
- Delivering a single pitch in an inning counts as pitching that inning.
- Each team is limited to five pitchers per game, unless illness or injury affects the fifth pitcher, in which case a sixth pitcher may be used.
- The starting pitcher may come back in to pitch, but only if they have not been removed from defensive play.
- There is no pitching affidavit requirement for regular season play.

Pitching Mechanics

- The pitcher must have their front foot planted on the rubber, with the back foot behind the rubber.
- Stepping back is not allowed. The foot on the rubber must remain in contact until the pitcher pushes off to lunge forward; the back foot may not move until the lunge.
- The pitching motion must be executed in an underhand windmill format.
- [Softball] Rules 2.00, 8.01(s), 8.05(a) – Leaping The act of leaping while delivering a pitch in softball is a legal delivery. The pitcher may have both feet off the ground at the same time as long as both feet remain in the 24-inch width of the pitching plate and the pitcher does not replant the pivot foot. The replant of a pivot foot occurs when the pitcher pushes off the playing surface from anywhere other than the pitcher's plate in the act of delivering a pitch.

Offensive Play

- On deck batters are allowed.
- Batters will receive one warning for throwing a bat; further violations may result in the player being called out regardless of which team commits the infraction. The umpire will declare the ball dead in such situations.
- The dropped third strike rule is in effect.
- The infield fly rule applies during play.
- Base runners may lead off as soon as the ball leaves the pitcher's hand.

Sliding and Bunting

- Sliding is permitted, including head-first or hand-first slides.
- Both slapping and bunting techniques are allowed.

Hurry-up Rule

- If the next inning's catcher is on base with two outs, a substitute runner (the player who made the second out) may be used.

Defensive Play

- All defensive substitutes must play six consecutive defensive outs and remain in the same batting order position.
- Players must be present at the start of the game to be eligible to play; late arrivals must have sufficient time to play six consecutive outs, or they will not be permitted to participate in that game.
- If a player fails to play six consecutive defensive outs, they must start the next game, complete their required play time from the previous game, and remain in for at least six consecutive outs.
- The manager will receive a warning for the first offense, be suspended for the second offense, and may be removed after subsequent offenses, subject to board discretion.
- The dropped third strike rule is in effect for this division.
- The infield fly rule applies during play.

Intentional Walk Procedure

- Before a pitch is thrown, the defensive manager may choose to issue an intentional walk by requesting "time" from the umpire and announcing the intent to walk the batter.
- The ball is declared dead, and no other runners may advance except those forced by the batter's award.

Coaching Staff

- At least one adult coach must remain in the dugout at all times.
- If unable to have an adult 1st base coach, a player may step in until their at-bat. Players must wear a helmet.
- No more than three adults are allowed in the dugout simultaneously.

Make-Up Games and Pool Players

- Make-up games will only be scheduled due to rainouts, and only if field availability allows.
- Failure to field a team will result in a forfeit, unless the board of directors approves an exception at least one week prior to the scheduled game.
- A list of pool players will be maintained by the player agent to fill roster spots when necessary; pool players are not permitted to pitch or play catcher.

Post-Game Procedures

- Teams are expected to clean up promptly after their game.
- Conduct post-game meetings off the field.