

LEAGUE RULES FOR PRINCE WILLIAM LASSIE LEAGUE 10/14/2019

A. ADMINISTRATIVE

1. **GUIDELINES FOR TEAM SIZE.** Maximum team size is set by Division: Instructional Division – 12 players; Pigtail Division – 13 players; Junior Division – 14 players; Senior Division - 16 players.
2. **POST DRAFT ROSTER CHANGES.** Once teams have been formed, the trading of players may be allowed with the approval of both coaches and the Division Director.
3. **ROSTER DROPS.** A player who fails to show for four consecutive scheduled games will be reported to the Division Director and considered a drop out unless the coach excuses the absences. Players may only be dropped by the Division Director working in consort with the Registrar.
4. **ROSTERS.** Only those players on the final roster may play with that team. At no time may teams compete with players not registered to the League or players from other teams.
5. **NO SMOKING.** No smoking will be permitted on the field or bench area. The bench area is defined as the area within 10 feet of the bench or on-deck circle.
6. **MEDICAL/DISCIPLINE.** A player will not be permitted to play if medical reasons or disciplinary action prohibits active participation. The Division Director must be informed of disciplinary action as soon as possible after the situation occurs.
7. **SCHEDULE.** The Director of Umpires will prepare playing schedules and provide them to the Division Directors. Once the season starts it is the responsibility of each Division Director to maintain the schedules. Requested changes of the published schedule by coaches should be submitted to the appropriate Division Director at least seven days (48 hours if the team is unable to field 9 players) prior to the regularly scheduled game. The appropriate Division Director will review all requests and has final authority on decisions to reschedule games. If this rule is abused, the team requesting the change could be liable to forfeit the scheduled game as determined by the appropriate Division Director. The affected Division Director will reschedule all postponed and incomplete games and provide that information to the Director of Umpires. Any game that is played but has not been scheduled or rescheduled by the appropriate Division Director will result in a loss credited to both teams involved.

B. GAMES

The official softball rules of USA Softball are adopted and will apply except as amended by the league.

C. RULES COMMON TO ALL DIVISIONS

1. **TIME LIMIT.** USA Softball Rule 5, The Game, Section 3, Regulation Game and USA Softball Rule 5, The Game, Section 10, Time Limit Rule
 - a. REGULAR SEASON PLAY
 - 1) CLOVERDALE - Teams will play using the time limit designated for their division. In those games which are still in progress at the conclusion of the time limit, the inning in progress will be completed, plus one more inning (If one complete inning has been played since the time limit was reached, no more play will be permitted). **Under no circumstance may a game go longer than 2 hours.** A game is considered legal regardless of the number of innings completed if terminated under the provisions of this rule, or if terminated because of darkness. The game can end in a tie. No game shall proceed past 9:30 p.m. on a "school night". If a game is terminated due to darkness and a tie has not been achieved by the home team, the score will revert back to the score at the conclusion of the previous inning. That score shall be the final.
 - b. TOURNAMENT PLAY

The time limit rules shall apply with the following exceptions:

 - 1) All championship games will be played to a full 7 innings regardless of time.
 - 2) If regulation time has expired, or the 7th inning has been reached and the game is tied, then additional innings will be played, using USA Softball Rule 5, Section 11 (Tie Breaker Rule).
 - 3) USA SOFTBALL Rule 5, Section 9 (Run Ahead Rule) is modified to read: A run ahead rule must be used at all tournaments: 15 runs after three innings, 12 runs after four innings or 10 runs after 5 innings. Complete innings must be played unless the home team scores the runs ahead limit while at bat.

2. **WEATHER.** If weather interferes with the completion of a game (Time Limit), then USA SOFTBALL Rule 5, Section 3, Article D (Suspended Game), shall take effect, or as directed by the Division Director. A Suspended Game shall be rescheduled, and play will pick up from the point the game was suspended. Each team's score keeper will meet immediately with the umpire, following the suspended game to compare score books. They will compare runs, outs, the last batter's ball/strike count and the time remaining on the game clock. Deference is given to the home team scorebook. Both coaches will notify the appropriate Division Director with the details of the game. When the game resumes, each team will use the same batting lineup from the suspended game. If there are players who are not present, then they shall be removed from the lineup. Any player(s) not present when the game was suspended will be placed at the bottom of the lineup. All players that show up late (after start of the game) will be placed at the bottom of the lineup, even if they were in the original lineup of the suspended game. If the player who was at bat when the game was suspended is not present, then the next person in the lineup will come up to bat and assume the ball/strike count when the game was suspended.
3. **LIGHTNING GUIDELINES.** Prince William Lassie League will comply with the provisions of the USA SOFTBALL Guidelines for Lightning Safety. See USA SOFTBALL Safety Awareness Guide.
 - a. Unless an advanced lightning detection device is in use, if activity has been suspended due to lightning, the umpire should wait at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Unless an advanced lightning detection device is in use, each time additional lightning is observed, or thunder is heard, the minimum 30-minute waiting period should be reset. A clear sky or lack of rainfall are not adequate indicators for resuming play. The minimum 30-minute return-to-play waiting period should not be shortened. Play should not be resumed even after the 30-minute waiting period if any signs of thunderstorm activity remain in the area or if the weather forecast indicates the threat is not over.
 - b. Cloverdale Park - or any other playing or practice venue with more than one field - shall be considered to be a single playing field as regards to closure under the provisions of the USA SOFTBALL Lightning Policy, i.e. if a game is halted for lightning at one field at Cloverdale Park, all games shall be halted. If more than one umpire is present and on duty at a multiple-field venue, any umpire may make the call to stop play, remove individuals from the field, and announce a warning to the spectators. If a game is halted after 7:15pm at Cloverdale only, then the games being played on field 2 "pigtail" and 4 "instructional" are effectively cancelled and will be rescheduled. If the game has started, we will reschedule the game as a "resumed game" when it's convenient for both the league and the affected teams.
4. **PITCHING ARC.** USA SOFTBALL Rule 6C, Pitching Regulations (Slow pitch), Section 3, Legal Delivery, Article H. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground.
5. **BATTING ORDER.** The following rule shall supplement USA SOFTBALL Rule 7, Batting, Section 2, Batting Order, Article A. All players must be entered into the batting order at the start of the game and bat in that order for the entire game. Late arriving players will be added to the end of the batting order as they arrive. The plate umpire shall also be notified of the addition of the late player(s) to the lineup before that player(s) can begin play.
6. **MINIMUM PLAYING TIME.** All eligible players must play a minimum of 2 (two) innings in the field and be entered into the field by the 3rd (third) inning and bat at least once in each game. Failure of a player to play the minimum offensive or defensive requirements will result in the offending team forfeiting the game. Any game terminated in accordance with Rule 1 will not cause a forfeit if the coach is unable to comply with this rule.
7. **EIGHT PLAYERS.** USA SOFTBALL Rule 4, Player, Coaches, Substitutes, Section 1, Players, Article D, Shorthanded Rule. Amended for all Divisions. No penalty (outs) will be assessed if a team plays with eight players. If eight or more girls are present, all must play, no exceptions. At no time will a team be able to play with less than eight players. If a team cannot field eight players from that team's roster, then they are subject to forfeiting the game. If both coaches and the Division Director agree to reschedule the game, then no forfeit will be assessed. Only those players on the final roster may play with that team. **At no time may teams play with players not registered to the League or players from other teams.**
8. **SCORING A FORFEIT.** USA SOFTBALL Rule 5, The Game, Section 6, Game winner, part c. Amended for all Divisions. The score of a forfeited game shall be twelve to zero in favor of the team that is not at fault.
9. **DEFENSIVE SUBSTITUTION RULE.** USA SOFTBALL Rule 4, Players, Coaches, Substitutes, Section 6, Substitutes and Prince William Lassie League Rule 6, Minimum Playing Time. Every team will use the unlimited substitution format. Any player may re-enter the field as often as desired as long as their position in the batting order does not change. It is not necessary to report changes made in the field to the other team.
10. **COURTESY RUNNER.** Courtesy runners will be allowed for an injured batter who reaches base safely. The opponent's Coach and the umpire must be advised during ground rules before the start of the game which players

will require a courtesy runner, unless an injury takes place during the game. The substitute runner must be the person who made the most recent out, either as a batter, or as a runner. If more than one courtesy runner is needed per inning, then runners are chosen in reverse order of who made the last out (i.e., most recent out, second most recent out, etc.). However, no one may be a courtesy runner more than once per inning. A courtesy runner whose turn at bat comes while she is on base will be out. She will be removed from the base to bat. A second courtesy runner cannot be substituted at this time. A courtesy runner may be used for the catcher at any time (the courtesy runner will be the person who made the most recent out).

11. **THROWING THE BAT.** If a bat is determined by the Umpire to have been “thrown” instead of dropped after a hit ball (fair or foul) then the batter shall be given a verbal warning not to throw the bat, the coach shall also be given a verbal warning to talk to his players to not throw the bat. After **one** such warning, if another bat is in the Umpire’s opinion “thrown” by a batter then an out shall be called and any advances by the team at bat shall be void on that play, all base runners shall move back to their positions at the time of bat.
12. **ILLEGAL SUBSTITUTION.** The League will not assert the USA SOFTBALL Rule 4, Players, Coaches, Substitutes, Section 6, Illegal Players.
13. **HOME TEAM.** The home team, as designated in the League game schedule, will occupy the bench along the first-base line and is responsible for the preparation and cleanup of the field before and after the game. This includes setting up of the bases and returning them to their appropriate storage location at the end of the game. The home team is ultimately responsible to ensure that both bench areas are cleaned at the end of play however, each team will be held accountable for their own bench areas being picked up and clean at the end of the game.
14. **UNIFORMS.** Players may wear athletic pants, softball pants or athletic shorts. The length of the shorts when worn at the waist must extend below the fingertips of the player. No undergarments may be visible. All players must wear the League issued shirt during scheduled League games. In the case of inclement weather, jackets may be worn. Athletic footwear must be worn. Metal cleats are not allowed. Penalty – Player may not enter the game or participate in practice until properly attired.
15. **CATCHER.** The catchers in all Divisions must wear catcher’s mask (with throat guard), helmet, and chest protector. Shin guards are optional.
16. **CONDUCT.** The following rules shall supplement USA SOFTBALL Rule 10, Umpires.
 - a. No one may address the umpire or make disparaging remarks about the umpire or a ruling at any time during or immediately after the game. (**Exception:** The Head Coach **ONLY** may request a conference with the umpire to discuss a ruling.)
 - b. The catcher (and the team members in the bench area) shall not say “swing” or “strike” when a pitched ball is in flight. **PENALTY:** Warning for first offense; confinement to bench for second offense.
 - c. No one may make a disparaging remark about any member of the opposing team. Examples of disparaging remarks include comments about a player’s abilities (“she can’t hit”; “she’s up there for a walk”; “she’s not going to swing”, etc.) **PENALTY:** Warning for first offense; ejection for second offense. NOTE: This rule shall be interpreted by the umpire to the extent necessary to ensure orderly game proceedings. This allows this rule to be broadly interpreted to include spectators, if necessary.
17. **PLAYER OR COACH EJECTION.** The following rule shall supplement USA SOFTBALL Rule 1, Definitions, Ejected Player. Anyone ejected from a game will not only sit out the remainder of that game, but also will not be allowed to play or coach in the team’s next game to include the first game of the next season if that player or coach returns.
18. **SUSPENSION OF PLAY.** The following rule shall supplement USA SOFTBALL Rule 10, Umpires, Section 4, Suspension of Play, Article I (Slow Pitch Only). Time shall be called by the umpire when the ball is in the infield under the control of an infielder and all base runners in the judgment of the umpire are not making a serious attempt to advance to the next base. (Example: A base runner who is looking at the defensive player with the ball and is walking to the next base is not considered to be making a “serious” attempt to advance to the next base.)
19. **LAST INNING FLIP - FLOP RULE.** Regardless of visiting and home team designation at the start of the game, upon entering the last inning, the team which is behind by 12 or more runs will bat first. The team which is ahead in runs will bat in the second half of the inning, if needed. (Example: Prior to the last inning, the Team A is the visiting team and is leading by a score of 20-8. Team B will bat first in the unlimited run inning. Team A will bat second, only if Team B scores enough runs (scores 12 or more runs) to either tie the game or take the lead. If Team B ties or takes the lead by scoring 12 or more runs, Team A will then bat their half of the inning). The game can end in a tie.

- 20. BAT SHAGGER.** Either a designated adult or rostered member of the team (wearing a helmet) may retrieve a bat once a dead ball has been declared. Penalty – 1st offense – team warning. 2nd and any ensuing offenses strike on the batter. If the third out of the half inning has been called the next batter of that team shall start with a 0-1 count.
- 21. Pitcher.** All pitchers, regardless of division, are required to wear a protective face mask while occupying the pitching position, whether physically pitching or not.
- 22. Batting Trainers.** No batting trainers shall be used during games. Penalty – The offending team shall forfeit the game.

D. RULES FOR INSTRUCTIONAL DIVISION

1. **PLAYER DEVELOPMENT.** The instructional season shall be divided into 4 phases; Session I, Session II, Session III, Tournament Play.
 - a. **Session I** -Participants shall play in accordance with USA Softball & PWLL Rules with the following exceptions:
 - 1) The batter shall receive 5 pitches. If the batter is unable to bat the ball fair after 5 pitches, a batting tee must be used to complete the at bat.
 - 2) No balls or strikes shall be called.
 - 3) All offensive players must at during each half inning.
 - 4) Two defensive coaches may instruct from the field of play
 - 5) Safe/Out calls shall be made by the base coaches and defensive coaches.
 - 6) A completed game shall consist of 4 complete innings lasting no longer than 1 hour and 30 minutes.
 - b. **Session II** - Participants shall play in accordance with USA Softball & PWLL Rules with the following exceptions:
 - 1) Two defensive coaches may instruct from the field of play
 - 2) Any defensive players in excess of the 10 positioned players shall be played in the outfield.
 - c. **Session III** - Participants shall play in accordance with USA Softball & PWLL Rules with the following exceptions:
 - 1) Two defensive coaches may instruct from the field of play
2. **USA SOFTBALL Rule 5, The Game, Section 3, Regulation Game and USA SOFTBALL Rule 5, The Game.** This rule is amended to: Games will consist of a maximum of 4 full innings, each half inning will be complete when three outs have been called. Regardless of the number of innings played, no game will exceed an hour and a half. If the one- and one-half hour time limit has been reached before the completion of four complete innings the score shall revert back to that of the previous complete inning.
3. **PITCHING ARC.** Exception to Rules Common to All Divisions, Rule 3. The pitch must be delivered with a noticeable arc. A noticeable arc means a pitch that at a minimum exceeds the height of the batter's head not to exceed 10 feet while it is in flight to the plate. An offensive coach shall serve as pitcher for his/her team.
4. **PITCHING AND BASE DISTANCES.** USA SOFTBALL Rule 2, The Playing Field, Section 1, Official Distance Table. Youth Slow Pitch Division Girls 10 - U, is amended to pitching distance **25 feet**, base, **45 feet**.
5. **STRIKE ZONE MAT.** The mat will be 17 inches wide and 25 inches long. The mat will have a V shape that will allow it to abut home plate. Any legally delivered pitch with the proper arc requirement that makes contact with any part of the orange strike mat or one ball width outside of the mat (the blue section) will be called a strike.
6. **DEFENSIVE POSITIONS.** All outfielders must be in the outfield grass at the Cloverdale Field at the time the pitcher releases the ball. **PENALTY:** A warning for the first offense; a second or further violation will cause the ball to become dead and the batter awarded first base.
7. **THIRD STRIKE FOUL.** USA SOFTBALL Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is waived; a batter cannot strikeout on a foul ball.
8. **INFIELD FLY RULE.** USA SOFTBALL Rule 1, Definitions and Rule 8, Batter-Runner and Runners, Section 2, Batter-Runner is Out, Article I. The infield fly rule is waived.
9. **MAXIMUM RUNS PER HALF INNING.** The maximum number of runs per half inning is four. Once four runs are scored then that 1/2 inning is complete, and the other team will come up to bat. There shall be no maximum limit in the last inning of play.

- 10. RUN AHEAD RULE.** USA SOFTBALL Rule 5, Section 9 (Run Ahead Rule), is modified to read: A run ahead rule must be used during regular season play: If a team is leading by 12 or more runs after 3 complete innings, the game is over.
- 11. RULES COMMON TO ALL DIVISION, RULE 8. EIGHT PLAYERS.** USA SOFTBALL Rule 4, Player, Coaches, Substitutes, Section 1, Players, Article D, Shorthanded Rule. This rule is amended **for regular season play** to: No penalty (outs) will be assessed if a team plays with seven players. If seven or more girls are present, all must play, no exceptions. At no time will a team be able to play with less than seven players. If a team cannot field seven players from that team's roster, then the team is subject to forfeiting the game. If both coaches and the Division Director agree to reschedule the game, then no forfeit will be assessed. **Only those players on the final roster may play with that team. At no time may teams play with players not registered to the League or players from other teams.**
- 12. RULES COMMON TO ALL DIVISION, RULE 21, SUSPENSION OF PLAY.** USA Softball Rule 10, Umpires, Section 4 I is modified to read: **(Slow Pitch) When, in the judgement of an umpire, all immediate play is apparently completed, the umpire will call time e.g. when the ball is hit and an infielder shows control and is not demonstrating an attempt to make a play.**
- 13. OVERTHROW.** USA SOFTBALL Rule 8, Batter-Runner and Runner, Section 5, Runners are Entitled to Advance Without Liability To Be Put Out, Article G is modified to read: A thrown ball that goes out of play will result in the runner advancing one base and not two as previously ruled. If the ball goes out of bounds the runner will take the base that they were headed to and "Time" will be called by the umpire and the play is over.
- 14. RULES COMMON TO ALL DIVISION, RULE 19, LAST INNING "FLIP - FLOP" RULE.** This rule is amended to: Adopt the "flip-flop" rule for the last inning (unlimited run inning) of play. If a team is trailing by (8) Eight or more runs the team that is trailing will bat, if they do not score enough runs to tie or go ahead the game is complete. The last inning will remain unlimited. The game can end in a tie.
- 15. DEFENSIVE TEAM'S BALL RETRIEVER.** In order to speed up the play of the game, the defensive team will use an adult to stand in front of the backstop behind the catcher and umpire to retrieve pitched balls missed by the catcher and return the ball to the pitcher. The ball retriever **MUST** remain silent. **PENALTY:** A warning will be given on the first violation. On the second violation by the same offender, the ball retriever will be removed for the remainder of the game and shall be replaced by another adult.
- 16. WALKS.** USA Softball Rule 8 Section 1 The batter becomes a batter-runner Part C is waived. A batter shall not be awarded first base after four balls have been called by the umpire. An at bat shall consist of no more than eight pitches (not to include any foul balls beyond the second strike). Effect – The batter is out.

E. RULES FOR PIGTAIL DIVISION

- 1. RULES COMMON TO ALL DIVISIONS, RULE 1a (1), TIME LIMIT.** This rule is amended to: The time limit is one hour plus one more complete inning. In those games which are still in progress at one hour after the start of the game, the inning in progress will be completed, plus one more inning (If one complete inning has been played since the time was reached, no more play will be permitted). A game is considered legal regardless of the number of innings completed if terminated under the provisions of this rule, or if terminated because of darkness. The game can end in a tie. Ties will count as half win, half loss. If a game is terminated due to darkness and a tie has not been achieved by the home team, the score will revert back to the score at the conclusion of the previous inning. That score shall be the final.
- 2. PITCHING ARC.** Exception to Rules Common to All Divisions, Rule 3. The pitcher must put a noticeable arc on the ball. A noticeable arc means a pitch that exceeds the height of the pitcher not to exceed 10 feet while it is in flight to the plate.
- 3. PITCHING AND BASE DISTANCES.** USA SOFTBALL Rule 2, The Playing Field, Section 1, Official Distance Table. Youth Slow Pitch Division Girls 10 - U, is amended to Pitching distance is **35 feet**. Base distance is **55 feet**
- 4. STRIKE ZONE MAT.** The mat will be 17 inches wide and 25 inches long the mat will have a V shape that will allow it to abut home plate. Any legally delivered pitch with the proper arc requirement that makes contact with any part of the strike mat (the orange) or one ball width outside of the mat (the blue) will be called a strike.
- 5. DEFENSIVE POSITIONS.** All four outfielders must be in the outfield grass at the Cloverdale Field at the time the pitcher releases the ball. **PENALTY:** A warning for the first offense; a second or further violation will cause the ball to become dead and the batter awarded first base.

6. **THIRD STRIKE FOUL.** USA SOFTBALL Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is waived; a batter cannot strikeout on a foul ball.
7. **INFIELD FLY RULE.** USA SOFTBALL Rule 1, Definitions **and** Rule 8, Batter-Runner and Runners, Section 2, Batter-Runner is Out, Article I. The infield fly rule is waived.
8. **MAXIMUM RUNS PER HALF INNING.** The maximum number of runs per half inning is four. If four runs are scored before three offensive players have been put out that 1/2 inning is complete, and the other team will come up to bat. There shall be no maximum limit in the last inning of play.
9. **RUN AHEAD RULE.** USA SOFTBALL Rule 5, Section 9 (Run Ahead Rule), is modified to read: A run ahead rule must be used during regular season play: If a team is leading by 12 or more runs after 4 complete innings, the game is over.
10. **SUSPENSION OF PLAY.** USA Softball Rule 10, Umpires, Section 4 I is modified to read: **(Slow Pitch) When, in the judgement of an umpire, all immediate play is apparently completed, the umpire will call time. When the ball is hit the fielder(s) must make a play with the ball, either by making an attempt to make an out or returning the ball to the pitcher before time will be called.**
11. **RULES COMMON TO ALL DIVISION, RULE 19, LAST INNING FLIP – FLOP RULE.** This rule is amended to: Adopt the flip-flop rule for the last inning, (unlimited run inning), of play. If a team is trailing by eight (8) or more runs the team that is trailing will bat; if they do not score enough runs to tie or go ahead the game is complete. The last inning will remain unlimited. The game can end in a tie.
12. **DEFENSIVE TEAM'S BALL RETRIEVER.** In order to speed up the play of the game, the defensive team will use an adult to stand in front of the backstop behind the catcher and umpire to retrieve pitched balls missed by the catcher and return the ball to the pitcher. The ball retriever **MUST** remain silent. PENALTY: A warning will be given on the first violation. On the second violation by the same offender, the ball retriever will be removed for the remainder of the game and shall be replaced by another adult.
13. **DEFENSIVE COACH.** The following rule shall supplement USA SOFTBALL Rule 4, Section 7, Part B. Effect: The coach(s) cannot be on the playing field to coach their team. Effect: 1st offense – ball on the batter, 2nd offense – ball on the batter and coach is restricted to the bench area, 3rd offense – ejection.

F. RULES FOR JUNIOR DIVISION

1. **RULES COMMON TO ALL DIVISIONS, RULE 1a (1), TIME LIMIT.** This rule is amended to: The time limit is one hour ten minutes plus one more complete inning. In those games which are still in progress at one hour after the start of the game, the inning in progress will be completed, plus one more inning (If one complete inning has been played since the time was reached, no more play will be permitted). A game is considered legal regardless of the number of innings completed if terminated under the provisions of this rule, or if terminated because of darkness. The game can end in a tie. Ties will count as half win, half loss. If a game is terminated due to darkness and a tie has not been achieved by the home team, the score will revert back to the score at the conclusion of the previous inning. That score shall be the final.
2. **PITCHING AND BASE DISTANCE.** USA SOFTBALL Rule 2, The Playing Field, Section 1, Official Distance Table Youth Slow Pitch G12 - U, is amended to **46 feet** pitching distance **60 feet** bases.
3. **OUTFIELD POSITIONING.** All outfielders must be positioned on the outfield grass at the time of the pitch. **PENALTY:** A warning for the first offense; a second or further violation will cause the ball to become dead and the batter awarded first base.
4. **THIRD STRIKE FOUL.** USA SOFTBALL Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is amended to allow one courtesy foul.
5. **INFIELD FLY RULE.** USA SOFTBALL Rule 1, Definitions and Rule 8, Batter-Runner and Runners, Section 2, Batter-Runner is Out, Article I. The infield fly rule is waived.
6. **DEFENSIVE TEAM'S BALL RETRIEVER.** In order to speed up the play of the game, when directed by the umpire, the defensive team will use an adult to stand in front of the backstop behind the catcher and umpire to retrieve pitched balls missed by the catcher and return the ball to the pitcher. The ball retriever **MUST** remain silent. **PENALTY:** A warning will be given on the first violation. On the second violation by the same offender, the ball retriever will be removed for the remainder of the game and shall be replaced by another adult.

7. **MAXIMUM RUNS PER HALF INNING.** The maximum number of runs per half inning is six. If six runs are scored before three offensive players have been put out that 1/2 inning is complete, and the other team will come up to bat. There shall be no maximum limit in the last inning of play.
8. **RUN AHEAD RULE.** USA SOFTBALL Rule 5, Section 9 (Run Ahead Rule), is modified to read: A run ahead rule must be used during regular season play: If a team is leading by 12 or more runs after 4 complete innings, the game is over.
9. **DEFENSIVE COACH.** The following rule shall supplement USA SOFTBALL Rule 4, Section 7, Part B. Effect: The coach(s) cannot be on the playing field to coach their team. Effect: 1st offense – ball on the batter, 2nd offense – ball on the batter and coach is restricted to the bench area, 3rd offense – ejection.

G. RULES FOR SENIOR DIVISION

1. **RULES COMMON TO ALL DIVISIONS, RULE 1a (1), TIME LIMIT.** This rule is amended to: The time limit is one hour ten minutes plus one more complete inning. In those games which are still in progress at one hour after the start of the game, the inning in progress will be completed, plus one more inning (If one complete inning has been played since the time was reached, no more play will be permitted). A game is considered legal regardless of the number of innings completed if terminated under the provisions of this rule, or if terminated because of darkness. The game can end in a tie. Ties will count as half win, half loss. If a game is terminated due to darkness and a tie has not been achieved by the home team, the score will revert back to the score at the conclusion of the previous inning. That score shall be the final.
2. **BALL / STRIKE COUNT.** USA SOFTBALL Rule 7, Batting, Section 3, Batting Position, Article B. The batter shall assume a one (1) ball and one (1) strike count upon entering the batter's box.
3. **PITCHING AND BASE DISTANCE.** USA SOFTBALL Rule 2, The Playing Field, Section 1, Official Distance Table Youth Slow Pitch G18 - U, is amended to **50 feet** pitching distance **65 feet** bases
4. **THIRD STRIKE FOUL.** USA SOFTBALL Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is amended to allow one courtesy foul.
5. **Courtesy Runner.** There will be one courtesy runner per inning allowed. The courtesy runner may be anybody on the roster. If the courtesy runner's position comes up to the plate while she is still on base, then there will be an out for the base runner and she will come to bat in her regular batting position.
6. **TIE GAMES.** If the score is tied at the end of regulation, extra innings will be played using the one (1) pitch rule. Batters will only receive one (1) pitch. If the pitch is a ball, then the batter will walk, if the pitch is a strike or foul, then the batter will be out.
7. **MAXIMUM RUNS PER HALF INNING.** The maximum number of runs per half inning is six. If six runs are scored before three offensive players have been put out that 1/2 inning is complete, and the other team will come up to bat. There shall be no maximum limit in the last inning of play.
8. **RUN AHEAD RULE.** USA SOFTBALL Rule 5, Section 9 (Run Ahead Rule), is modified to read: A run ahead rule must be used during regular season play: If a team is leading by 12 or more runs after 4 complete innings, the game is over.
9. **DEFENSIVE COACH.** The following rule shall supplement USA SOFTBALL Rule 4, Section 7, Part B. Effect: The coach(s) cannot be on the playing field to coach their team. Effect: 1st offense – ball on the batter, 2nd offense – ball on the batter and coach is restricted to the bench area, 3rd offense – ejection.