

# **Greater Fauquier Little League Baseball/Softball By-Laws**



Appendix (A) - Local Rules
A (League Age 7 – 9) Minors Division - Softball

The most current Little League Softball rulebook will govern play not specified below.

#### **Mandatory Play**

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible
  players having sat out an inning. No player shall sit out a third inning prior to all eligible players having sat out
  two (2) innings.
- All players must play two (2) innings in the infield and two (2) innings in the outfield or catcher.
- Infield positions are defined as 1st, 2nd, 3rd base, shortstop, pitcher for mandatory play purposes.
- Four coaches are allowed in this division, one coach must remain in the dugout at all times.

#### The Defense

- The defense shall field a maximum of ten (10) players. The extra player must be positioned in the outfield. All outfield players shall be positioned at least 15 feet beyond the outfield grass cut. The third baseman and shortstop must be positioned at the time of the pitch no closer than one step in from a straight line running from second to third base. The second baseman and first baseman must be positioned at the time of the pitch no closer than one step in from a straight line running from first to second base.
- A player in the outfield may not make a put out in the infield unless acting as a back-up on a run down. The outfield player must throw to an infielder for a put out.
- During coach-pitched innings, the pitcher shall be positioned even with and within three (3) feed on either side
  of the pitching plate.
- During coach-pitch innings, one (1) coach may be positioned behind the catcher to retrieve balls and improve pace of play.
- The catcher shall wear all regulation protective gear to include a catcher's mitt and be positioned properly behind the plate in the catcher's box.
- All infield players must wear a facemask.

# The Pitcher

- Player pitch will be done throughout the entire season.
- The 1<sup>st</sup> and 2<sup>nd</sup> innings are designed as player-pitch innings. During player pitch innings, if the batter receives four (4) balls from the player pitcher, a coach from the batting team will come in to pitch to the batter.
  - The coach will inherit the batter's count (e.g., If the count is three (3) balls and one (1) strike, the count remains with one (1) strike.
  - The coach will throw a maximum of three (3) pitches to the batter.
  - The batter may strike out, buy may not walk.
  - o If the batter does not hit a fair ball within the coach's three pitches, the batter is out (unless the final pitch is fouled, then the at-bat continues until the batter either puts the ball in play and or strikes out.
- For the 3<sup>rd</sup> and subsequent innings, the coach will pitch to the batters on their own offensive team.
- The coach that is pitching shall be positioned within five (5) feet of the pitcher's plate in a straight line between home plate and second base. Coaches are encouraged to throw from a standing position. Pitches should include slight arc to be delivered in a straight line to the hitter; slow pitch ball deliveries (high arc) are not permitted.
- The coach that is pitching may instruct the batter in between pitches but may not coach/instruct after delivery of the pitch.
- If a ball comes into contact the coach, after the ball is hit, the ball is considered live and in play.

# The Offense

- Each half of a player pitched inning is limited to three (3) runs or three (3) outs, whichever comes first.
- For innings other than the sixth inning, each half of a coach-pitched inning is limited to five (5) runs or three (3) outs, or when all players have batted once during the half-inning, whichever comes first.



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• In the sixth (6<sup>th</sup>) inning, each half inning shall end after three (3) offensive players are legal put out, called out by an umpire or when all players have batted once during the half-inning, whichever comes first. (No five-run limit)

## The Batter

- During coach-pitched innings, the batter shall be given a maximum of six (6) pitches. If the batter does not swing
  at the 6<sup>th</sup> or subsequent pitch, the batter shall be called out. A foul ball on the 6<sup>th</sup> or subsequent pitch cannot be
  counted as the last pitch.
- Strikes shall be called during coach-pitched innings. There are no walks or bases awarded due to the batter being
  hit by a coach-pitched ball. However, the batter will be called out upon three (3) strikes.
- Bunting is not permitted during coach-pitched innings. Bunting is permitted during player-pitched innings.

## **The Runner**

- Runners may advance one (1) base on an overthrow at their own risk with only one advance on the overthrow
  on the same play. If the defensive team chooses to try make a play on the runner taking the additional
  base which results in ANOTHER overthrow, then one (1) additional base may be taken for each
  subsequent attempt made against a runner.
- Runners cannot advance to another base once the ball reaches the pitcher and is under their control while
  positioned on the pitching mound (even during coach pitch). Runners may continue to the next base in this
  situation but must return to the previous base if they were no more than half the distance to the advancing base
  at the time of the ball entering the field. (judgment call by the umpire)
- Runners may not advance on an overthrow while attempting to steal.
- Runners are not permitted to steal during coach-pitched innings.
- Runners are not permitted to steal home.

### Starting and Ending the Game

- A maximum of six (6) innings shall be played at this level.
- No new inning may start after 1 hour 45 minutes.
- The game shall not continue after 2 hours.
- There will be no time limit in playoff games.

### Team Responsibilities, Pre and Post Game

- The home team will sit in the first base dugout.
- Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day.
- 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
- The home team is responsible for raking/grooming the field, lining the field, repairing the pitching mound, repairing the batter's box and putting away the bases.
- Although the home team has the responsibility for field maintenance prior to and after games, the visiting
  team should have volunteers to assist with getting the field ready for play and repairing the field at the end of
  the game. The home team scorekeeper shall be the official scorer and is designated as the official pitch count
  recorder for each game.
- Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the cleanup has occurred.