



# Warrington–Warwick Softball Organization

## Minors Division Rules

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# 1. General

## 1.1 Introduction

The **Minors Division** is intended to build upon the softball experience gained by players in both the **Instructional** and **Low Minors** Divisions.

Players who are **9–10 years old at the start of the season** will be considered for this division regardless of prior playing experience.

All requests by players to play outside of their age division will be considered by the **Division Director** and may be approved on an individual basis.

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## 1.2 Little League Softball Rules

The rules contained in this document supplement the **official Little League Softball Rules for Intramural Play (9–10 year olds)**.

Current rulebooks and annual updates are available at:  
<http://littleleague.org/rules>

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# 2. Player Safety

## 2.1 General

Player safety is paramount and is the responsibility of the coaches at all times.

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## 2.2 Background Checks

All coaches, including:

- Head Coaches
- Assistant Coaches
- Bench Parents

are required to complete a **risk management background check** prior to the start of the season.

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## 2.3 Dugout Safety

- Only **coaches, players, scorekeepers, or board members** are allowed in the dugouts at any time. This rule will be strictly enforced.
  - Individuals in the dugout must have their **clearances on file with WWSO**.
  - There will be **no swinging of bats inside the dugout at any time**.
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## 2.4 Inclement Weather

Field status changes due to inclement weather will be:

- Posted on the **WWSO website**
- Distributed via the **text/e-mail alert system**

Coaches must use their best judgment about weather conditions during a scheduled game or practice. When in doubt, **err on the side of caution** and postpone/reschedule to ensure player safety.

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# 3. Equipment

## 3.1 Softball

A **yellow 11” circumference .47 COR, comp .375 softball** will be used.

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## 3.2 Helmet

Players must wear a **batting helmet with a facemask cage**.

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## 3.3 Face Guard

- Pitchers are required to wear a **face guard cage**.
  - All other players are encouraged to wear face guards while fielding.
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## 3.4 Bats

Aluminum or composite softball bats will be used.

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## 3.5 Cleats

Metal cleats are not permitted.

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# 4. Game Structure

## 4.1 Field Dimensions

- Base length: **60 feet** (see Appendix A)
  - Pitching plate: **35 feet from home plate** (see Appendix A)
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## 4.2 Home Team Responsibilities

- The home team is designated on the WWSO schedule.
- The **3rd base dugout** will be used for the home team.
- The home team will **field first**.

The home team is responsible for:

- Raking/dragging the field prior to the start of play as needed
  - Installing bases
  - Lining the field
  - Providing **two new game balls** to the umpire
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### 4.3 Visitor Team Responsibilities

- The visiting team is designated on the WWSO schedule.
- The **1st base dugout** will be used for the visiting team.
- The visiting team will **bat first**.

The visiting team is responsible for:

- Removing the bases
  - Raking/dragging the field
  - Returning all equipment to the shed
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### 4.4 Pitching

#### General Pitching Rules

- All players with an interest in pitching are encouraged to pitch to develop their skills.
- Pitchers must wear a **face guard at all times**.
- Pitchers must start on the **pitcher's rubber**, and a **maximum of one step** is allowed before the ball is released.
- All pitches must be released from **within the pitcher's circle**.

#### April Pitching Distance Adjustment

During April, coaches may discuss and mutually agree to move the pitcher closer to the batter (but still within the circle) to help players adjust to the pitching distance.

- All games from **May 1 through the end of playoffs** must have pitchers start on the **pitcher's rubber**.

#### Pitching Mechanics & Enforcement

- If an opposing coach observes a pitcher violating these rules, the coach must bring it to the attention of the **umpire and not** approach the pitcher.
- Corrections to pitching form/mechanics should only be made by the player's own coach.
- Violations called by the umpire will result in an **automatic ball**.

## Pitching Limits

- Pitchers are limited to **3 innings per game**.
- **Travel & Sunday Select players** (regardless of normal position) are limited to **2 innings per game**.
- Delivery of **one pitch** constitutes having pitched in an inning.
- A pitcher removed from pitching may re-enter as a pitcher **one time** in a different inning as long as they do not exceed max innings.
- There are **no pitch-count restrictions** and no limits on pitching consecutive days.

## Minimum Pitching Requirements

- A pitcher who is **less than 10 years old** must start an inning **before the 3rd inning** of each game.
- The pitcher must pitch a minimum of **3 outs or 6 batters**, whichever comes first.

## Walk Rule (April)

During April, walks will **not** be permitted.

- Once a pitcher throws **4 balls** to a batter, a coach from the batting team will pitch from the pitcher's rubber.
- The strike count continues, and the batter may still strike out swinging or looking at a called strike.

## May 1 and Beyond

All games starting **May 1 through the end of playoffs** must be pitched entirely by players, and **walks are permitted**.

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## 4.5 Batting

- A continuous batting order including all members of each team will be used.
- Late arrivals will be added to the bottom of the batting order.

Batting rules:

- Bunting is permitted and encouraged.
- Batters are out after **three strikes**.
- Fouled balls count for up to the **first two strikes**.
- If a batter is hit by a player pitch, they may advance to first if they choose. Batters are encouraged to continue their at-bat if contact was incidental. **That will be added to the count as a ball.**
- If the batter hits the ball at a coach standing in bounds on the field of play, the ball is dead and the batter is awarded first base.

Inning ends after:

- **Three outs**, or
- **Five scored runs**  
(whichever comes first)

## Bat Throwing Rule

If a player throws a bat after hitting the ball:

1. Both teams receive an initial warning and reminder regarding bat safety.
2. If a bat is thrown again at any point during the game, the offending team is assessed an **automatic out**.

## 4.6 Base Running

### Stealing

- Stealing on a pitched ball is permitted **four times per inning**.
- **Leads are not permitted.** The runner cannot leave the base until the pitched ball crosses home plate.
- The runner cannot advance on an overthrow by the catcher attempting to throw out a stealing runner (catchers are encouraged to throw to develop the skill).
- Each base stolen counts toward the four-steal limit (example: runners on 1st and 2nd both steal = 2 steals).
- With runners on 1st and 3rd: if the runner steals 2nd, the runner on 3rd may not steal home on a delayed steal. All runners must begin to steal simultaneously.

### Advancing on Overthrows

- Advancing on an overthrow is permitted **four times per inning**.
- Advancing is not allowed when the catcher returns the ball to the pitcher.
- A runner may only advance **one base**.

- The advancing runner cannot advance to the next base on an overthrow by a fielder attempting to put out an advancing runner (fielders are encouraged to throw to develop the skill).
- A runner may **not** advance to home plate.

### Circle Rule / End of Play

- If the pitcher has control of the ball inside the circle, **no advancement** may be made.
- All play ends when the ball is in the pitcher's control within the circle.
- Base runners must immediately return to their base or advance to the next base, or they will be called out.

### Sliding

- All runners must slide **feet first** for all plays.
- Any player who does not slide when there is a play at home plate will be called out.
- **No head-first slides at all.**
- The umpire has sole discretion to determine if there was a play and if a slide was required.

Additional rules:

- Continuation of a walk is not permitted.
- Little League rules govern all other overthrows regarding advancement while the ball is in play.
- The batting team must have **first and third base coaches**.

### Courtesy Runner

- A courtesy runner is only allowed for the player catching in the next inning and is **mandatory with two outs**.
  - The **last player out** will be used as the courtesy runner.
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## 4.7 Fielding

### Defensive Positions (10 Players)

- Pitcher
- Catcher
- First Base
- Second Base
- Third Base

- Shortstop
- Left Field
- Left Center Field
- Right Center Field
- Right Field

### Minimum Players / Forfeits

- A team may not start or continue a game unless they can field at least **seven players (including a catcher)**.
- Umpires will not officiate unless each team has at least seven players on the field.
- Forfeits should be avoided whenever possible; consider rescheduling before recording a forfeit.
- If unavoidable, a forfeit is recorded as a **1–0 loss** for the forfeiting team.
- Teams are encouraged to still play by loaning players when appropriate.

### Playing Time & Position Rules

- All players must play at least **two innings in the infield** (P, C, 1B, 2B, 3B, SS), and one of those innings must occur **before the 5th inning**.
- Players may play the same defensive position for a maximum of **three innings per game** (may be consecutive).
- Players may not change positions after an inning starts except for injury or pitching change.
- Pitching changes may involve two defensive moves (pitcher counts as one).

Additional:

- No player may sit out two consecutive innings except injury/illness.
- Any discipline that impacts playing time due to lack of participation must be approved by the Division Director, and the coach must inform the opposing coach prior to the inning.

### Positioning Rules

- Infielders should play their assigned position in the appropriate location.
- Outfielders must play on the grass.
- Outfielders may not make a put-out at a base unless unassisted; they may not cover a base and receive a throw to record an out.  
**Penalty:** Dead ball and runners are safe.

## 4.8 Game Duration

## Innings / Official Game

- Games are limited to **six complete innings**.
- If stopped due to weather/time/darkness:
  - A game is official after **four completed innings** if the visiting team is ahead during the regular season.
  - If the home team is ahead after the top half of the 4th, the game may also be official.
- If stopped for any reason, score reverts back to the **last completed inning**.
- Regular season games with at least **two innings played** but not “official” (per the above) will be recorded as a **tie**.

## Time Limits (Weekends vs Weeknights)

- Saturday/Sunday: no new top inning after **1 hour 45 minutes**.
  - Time between innings should be **no more than 2 minutes**.
  - Weekend games have a **drop-dead time limit of 2 hours**.
  - Weeknight games do not have a time limit and will continue as long as it is safe to play.
  - No new innings will be started due to darkness at the umpire’s discretion.
  - For timing purposes, a new inning begins when the **last out is made** in the previous inning (not the first pitch).
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## 4.9 Scoring

- Score will be kept for all games.
  - The winning coach must post the game score to the WWSO website within **24 hours**.
  - Posted scores should show a maximum run differential of **seven**.
  - Standings will be kept to determine post-season ranking.
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## 4.10 Playoffs

- A single-elimination playoff will be held at the end of the regular season.
- All teams make the playoffs.
- Brackets will be determined based on standings after the final regular season game.

Playoff game completion:

- A game must consist of **five completed innings** if the visiting team is ahead.
- If the home team is ahead after the top half of the 5th inning, the game may also be considered complete.

- There is **no run limit in the 6th inning**.
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## 5. Adult Conduct Policy

All coaches, parents, and spectators are expected to conduct themselves in a respectful and sportsmanlike manner at all WWSO events, including games, practices, and league functions. The umpire has the authority to address and report any inappropriate behavior.

If an adult (coach, parent, or spectator) displays unsportsmanlike conduct—including but not limited to arguing with umpires, using inappropriate language, or behaving in a disruptive or disrespectful manner—the following process will apply:

### First Offense

- The umpire will issue a warning and document the incident.
- The report will be submitted to the WWSO Board for review.

### Second Offense

- The individual will receive a suspension from attending or participating in WWSO games and/or events as determined by the WWSO Board.
- The individual will forfeit their Non-Par Fee and will not be eligible for reimbursement.

If the individual committing the offense is not a coach or parent, the coach or parent associated with that spectator will forfeit their Non-Par Fee.

The WWSO Board reserves the right to impose additional disciplinary action if the behavior is deemed severe or detrimental to the league.

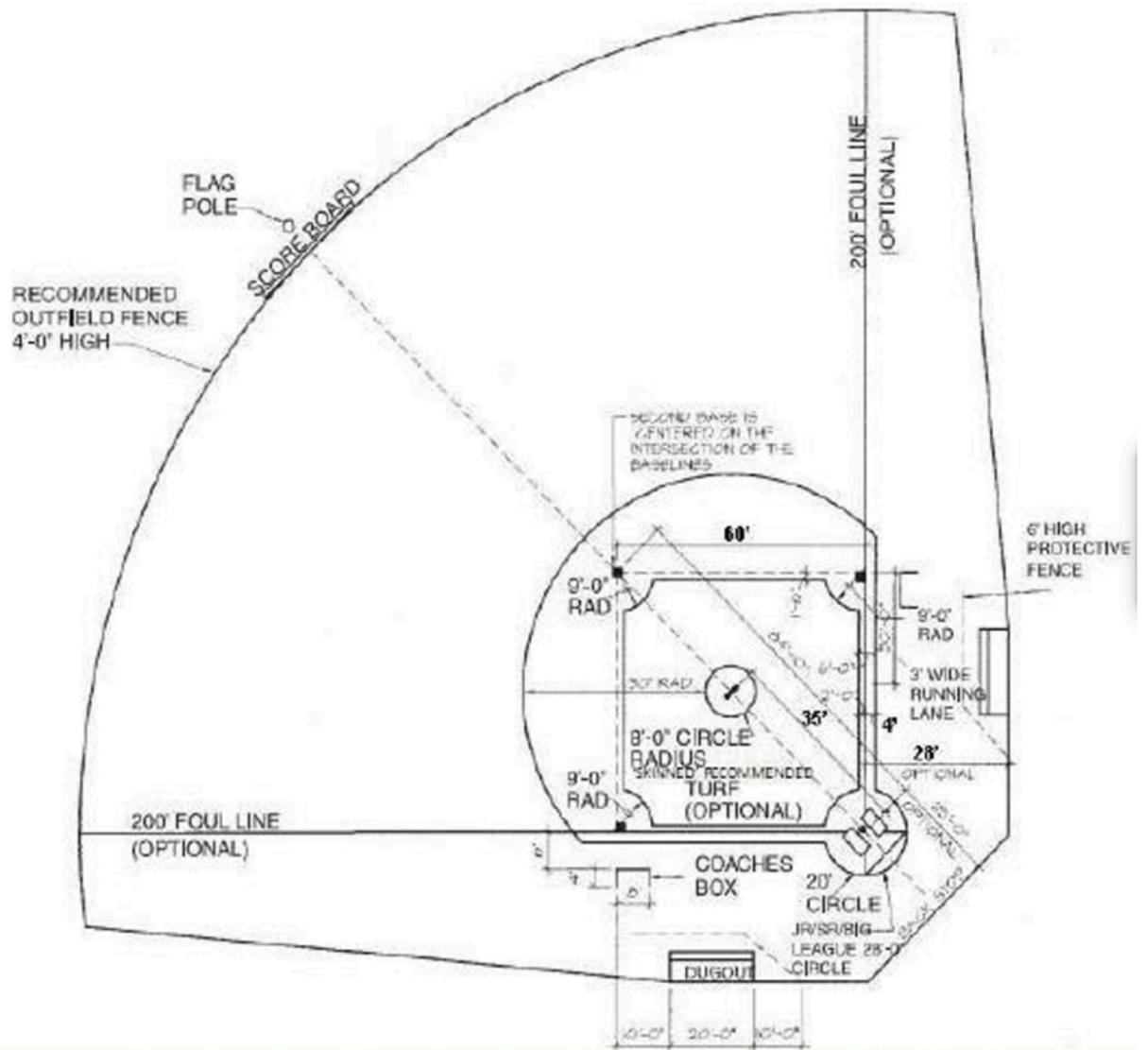
WWSO is committed to providing a positive and respectful environment for all players, coaches, umpires, and families.

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## 6. Appendix

### Appendix A – Field Diagrams

- Diagram #1 – Minors Division field layout



- Diagram #2 – Batter's box and pitching plate layout

