SOFTBALL ADDITIONAL GUIDELINES AND RULES

Local Little League Rules

Huguenot Little League, Inc. (HLL) plays under the latest edition of the "Official Regulations and Playing Rules" of Little League, Inc. (Official Rules) for all baseball and softball divisions within HLL. All managers and coaches must be familiar with the Official Rules as well as HLL guidelines.

Section I - General

- HLL is governed by an elected Board of Directors acting under the authority of the Constitution of HLL.
- Divisions, age ranges and team sizes:

Division	League Age	Target Team Size
4 - 6 Coach Pitch	4 - 6	8-10
7 & 8 Advanced Coach Pitch	7 – 8	12
Minor League	9-10	12
Major League	11– 12	12
Senior League	13 – 16	12 - 15

- If any preseason scrimmages are played the outcome will not impact league standings.
- Home team will occupy the first base side dugout.
- Set up of the field will be completed by the Home Team. If the game being played is the last game of the day, the away team will break down the field and store equipment in the lock boxes.
- Playoff seeding will be determined by the final regular season standings. In the event of a tie, the playoff seeds will be determined using the following tie-breakers: 1) head to head results 2) coin flip.

Section II – Orange Book Extensions

Softball – Applicable to all Age Divisions

- Huguenot Little League chooses to bat the entire roster in all divisions of play.
- Face guards on batting helmets are required for Minor Divisions and below and are strongly recommended for Major & Seniors Divisions.
- Pitchers are required to wear a defensive face mask. Each team has been issued one in their team bag.

- No player shall sit out defensively for two (2) consecutive innings.
- No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning, excluding the starting pitcher and catcher.
- Players may be substituted freely; however, no player (except for the pitcher) may be substituted once an inning has started except for illness or injury.
- All catching helmets must have a throat guard.
- NO SLASH BUNTING - Batters cannot square up to bunt prior to the pitch then pull back as the pitcher releases the ball and proceeds to take a full swing. Batter will be called out and no advancement of baserunners.

Coach Pitch (Ages 4-6)

- No new inning shall start after 1 hour.
- A half inning shall end when the entire lineup has batted one time.
- No outs or runs will be recorded, however, if the fielders make the play and get the runner out, that runner will be removed from running the bases any further.
- The defense shall field a maximum of twelve (12) players consisting of five (5) infielders and with the remaining players positioned in the outfield.
- Each player must play at least one infield position per game. This shall not include the catcher's position.
- All outfield players shall be positioned in the outfield grass.
- Pitchers shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and must wear a batting helmet or defensive face mask.
- The catcher (if used) shall be positioned standing at the backstop and inline with home plate and the pitcher's mound wearing a batting helmet to protect head from potential thrown bats.
- Catchers are not a required position.
- If the batter has not successfully hit the ball after three pitches from the coach, the batter shall complete their turn at bat by hitting from a tee.
- Balls and strikes will not be called in this division. All batters will continue to bat off the tee until the ball is put in play.
- Runners may only advance one base at a time per at bat. No additional bases on overthrows.

Advanced Coach Pitch Softball (Ages 7-8)

- The Coach of the offensive team shall deliver the pitch while in contact with the mound. The mound is measured at **35 feet** from the back tip of the plate to the front of the mound.
- No new inning may start after 1 hour and 30 minutes.
- The maximum amount of runs per any half inning shall be (5). This includes the last inning of play.
- Both teams bat in the final inning regardless of the score unless the home team is ahead.
- Two defensive coaches are allowed to be positioned in the outfield during all regular season games. All other coaches must remain in the dugout.
- Coaches will NOT be allowed on the field during a defensive inning during the playoffs.
- Head coaches/managers are required to exchange lineups with written out defensive rotations for 6 innings PRIOR to each game.

- Each player must play as close as possible, half of their innings in the infield and the other half in the outfield. (aim to meet this requirement by the 4th inning). No player may play the infield the entire game.
- No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning.
- The defense shall field a maximum of ten (10) players consisting of six (6) infielders and four (4) outfielders.
- Outfielders must begin the play 5 feet into the grass/outfield.
- The player pitcher must wear a batting helmet with a face shield or a defensive face mask.
- Batting helmets must have a full metal face mask (ext. rule 1.16)
- Prior to each pitch, the player pitcher must be positioned within the pitching circle, behind the pitching mound, but can be off to the side of the coach pitcher. Once the pitch is released, she may move to a position in front of the coach pitcher in order to better field the ball.
- The catcher shall wear all Little League regulation protective gear (catcher's glove optional) and be positioned properly behind the plate. All catching helmets must have a throat guard (no exceptions). Catchers should play in position and receive all pitches from the coach delivering pitches.
- There is no infield fly rule in this division.
- No stealing or leading off. If a runner leaves a base before contact with the bat she will be sent back to that base unless forced forward by a hit. When this occurs the runner will only advance the number of bases obtained by the batter.
- One warning will be given per team when a runner leaves the base before contact with the bat. Any subsequent violation will result in the runner being called out.
- There shall be no "baiting" by runners. "Baiting" is hereby defined as any runner standing or "dancing" off of a base for the purpose of drawing an unnecessary throw from the defense. A base runner, or any other base runners that occupy another base, that has baited the defense will not be allowed to advance on the play beyond the base they have originally reached safely. In this situation, the base runners may still be put out if tagged. Otherwise, they will be sent back to the original base that they occupied prior to the "baiting" offense.
- Batters will be allowed three swinging strikes or five total pitches. The batter must swing and make contact on the 5th pitch or they are out. The batter is allowed unlimited foul balls on the 5th pitch. Strike outs occur after 3 swing and misses or after the fifth pitch with no contact made.
- No Bunting.
- Batters will **not** be walked.
- Once the ball is in play, it is the responsibility of the coach pitcher to leave the field in a manner that does not affect the ongoing play. If the coach pitcher fails to leave or in their judgement interferes in any way; the batter is out.
- A batted ball that hits the coach pitcher is considered "dead" and the pitch is played over. A batted ball comes in contact with the coach pitcher. No pitch is counted, and all base runners must return to the base previously occupied.
- The coach pitcher will apply the courtesy of making sure that the defensive team is in position before making a pitch. The batter will not receive any benefit from the coach pitcher doing this.

The umpire, in his/her judgment, shall nullify any hit, returns any runners that advance, and call a strike on the batter.

- A thrown bat will result in a warning to that team. One warning will be given per game per team. The next violation will result in the batter being called out. The ball will be dead and all runners must return to their original bases.
- Runners may advance according to the following:
    - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
    - Advancement of only one base is allowed on overthrows and no additional bases can be taken on subsequent overthrows per that at-bat.
    - When a ball is hit into the outfield , all runner(s) may advance at their own risk until the ball is returned to an infielder that is positioned in the infield (within the base paths). A ball that travels beyond the 60 ft base paths w/o any defensive player touching it will be deemed an outfield hit.
- Any ball that makes it to the outfield via deflection off an infielder will be deemed an infield hit.
- A maximum of 4 adults (three coaches and one manager) are allowed inside the dugout/ playing area to help ensure the safety of the players. All Coaches and volunteers that are permitted in the dugout or on the field, must be approved by the formal Little League and Chesterfield County Parks and Recreations background check process.

Minor Softball (Ages 9-10)

- No new inning may start after **1 hour and 30 minutes** as long as 4 full innings have been completed. (3.5 innings if the home team is winning). On weekends: no new inning may begin after 1 hour and 45 minutes as long as 4 full innings have been completed. Note: managers and umpires during pre-game meetings during weekend games may elect to alter the time limit to 1 hour and 30 minutes.
- LL Rules allows 8 warm up pitches for pitchers 1st inning and 5 pitches each subsequent inning **OR** a maximum of 1 minute. Too slow getting out on defense = no warm up or throw down.
- Maximum amount of runs per any half inning shall be (5).
- Full final inning must be completed, unless the home team is ahead after the end of the half inning AND time has expired.
- *To promote pitcher development across the minors division, managers must ensure within the first 4 innings that a minimum of 2 pitchers pitch at least one inning each. An inning pitched is defined as being pitcher for a minimum of 3 consecutive outs or 5 runs occur in one half inning.*
    - *Pitchers must be assessed prior to draft in order to pitch for their team. Exceptions may be granted only by the division director AND softball vice president.*

Majors Softball (Ages 11-12)

- No new inning may start after **1 hour and 45 minutes**, as long as 4 innings have been completed. (3.5 innings if the home team is winning).

- Maximum amount of runs per any half inning shall be (5) unless the 5th run is scored by the batter hitting an over the fence home run. All runners on base will be allowed to score to end the half inning.
- Pitchers are required to wear a defensive face mask. Each team has been issued one in their team bag.
- *Pitchers must be assessed prior to draft in order to pitch for their team. Exceptions may be granted only by the division director AND softball vice president.*
- LL Rules allows 8 warm up pitches for pitchers 1st inning and 5 pitches each subsequent inning **OR** a maximum of 1 minute. Too slow getting out on defense = no warm up or throw down.

Seniors Softball (Ages 13 - 16)

- No new inning may start after **1 hour and 45 minutes** as long as five innings have been completed. (4.5 innings if the home team is winning).
- Maximum amount of runs per any half inning shall be (7) unless the 7th run is scored by the batter hitting an over the fence home run. All runners on base will be allowed to score to end the half inning.
- *Pitchers must be assessed prior to draft in order to pitch for their team. Exceptions may be granted only by the division director AND softball vice president.*
- LL Rules allows 8 warm up pitches for pitchers 1st inning and 5 pitches each subsequent inning **OR** a maximum of 1 minute. Too slow getting out on defense = no warm up or throw down.