



LOCAL LEAGUE RULE BOOK

Youth Softball League serving NH towns: Auburn, Chester, Deerfield, Epping, Nottingham & Raymond. Home of the Lamprey River Lightning Tournament Team! Contact: lampreyriversoftball@gmail.com.

Only rules relevant and modified to local play are included in this rulebook. All Babe Ruth Softball rules can be located in the official handbook (check with your town manager or LRSL President if needed).

Mission Statement of Babe Ruth Softball League Inc.

The Babe Ruth Baseball/Softball program, using regulation competitive baseball and softball rules, teaches skills, mental and physical development, a respect for the rules of the game, and basic ideals of sportsmanship and fair play. In all aspects, Babe Ruth League, Inc. is committed to providing our participants the very best educational, sports experience possible. It is our fundamental belief that every child with a desire to play baseball or softball be afforded that opportunity.

Age Requirements

A player's age as of **September 1** determines the age division in which the player is eligible to play in the upcoming season. Any player that plays down a level must have board approval, granted only for special circumstances. Players requesting to play up a division must receive approval from their town manager. Please utilize USA Softball's age chart to determine division placement.

Background Check & Safety Training

Babe Ruth League requires all managers, coaches, and volunteers with consistent active engagement with players to register with our National Athletic Safety Program for Background Checks and Abuse Prevention Training. Coaches are also required to complete a one-time coaching certification course. Babe Ruth League chartered leagues are required to conduct a nationwide background check on all managers, coaches, Board of Directors, and any other persons, volunteers, or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with, players. Once a volunteer has successfully completed the background check, it is valid for a two (2) year period from the date of completion.

Code of Conduct

ZERO TOLERANCE: DISRESPECT OR THREATS

To maintain a safe and positive environment, we enforce a zero-tolerance policy regarding threats or disrespectful behavior toward umpires, coaches, players, or fans:

Verbal or physical threats = Immediate year-long ban (or longer if deemed necessary).

Disrespectful behavior (arguing, taunting, aggressive language) = Suspension or ban from games, practices, and events (e.g., jamborees).

COACHES — YOUR ROLE IS CRITICAL

Coaches set the tone for the team and the field. You are expected to:

Lead by example: show respect, composure, and integrity.

Never incite or argue with fans or umpires. Be a calming presence.

Understand that umpires do not manage fans — that responsibility falls to coaches and league staff.

If fans become disruptive, the umpire may request your help. Intervene before it becomes a bigger issue. Ensure your team and families understand these expectations.

Know that failure to uphold these duties may result in disciplinary action, including suspension or removal.

PLAYERS — RESPECT THE GAME

Be respectful to teammates, opponents, umpires, and coaches.

No taunting, profanity, throwing equipment, or arguing calls.

Consequences include ejection, suspension, or season-long ban for repeated or severe behavior.

FANS — BE POSITIVE OR BE GONE

Cheer respectfully. No yelling at umpires, players, or coaches.

No threats, harassment, or profanity.

Disruptive fans may be removed from the game, suspended, or banned from league events.

ENFORCEMENT & REVIEW

Umpires and league officials have full authority to enforce this policy.

All incidents will be reviewed by the league board.

Bans and suspensions will be issued based on severity and prior conduct. Appeals must be submitted in writing, but do not delay enforcement.

We're here to make softball fun and safe for everyone. Thank you for helping us uphold these standards.

6U Division

Rule 1: 6U is instructional level. Umpires are not utilized.

Rule 2: Managers, coaches or assistant coaches shall pitch to their own team. The pitching distance is 35 feet off the rubber but may pitch from a closer distance as long as both feet remain in the pitcher's circle. Coaches who are pitching shall be allowed to coach the batter only, base coaches must coach the runner(s). A maximum of 2 coaches shall be allowed on the field while the team is on defense, to assist in positioning and instructing the team's players, provided 1 of the defensive coaches is behind the catcher.

Rule 3: A 10" safety (i.e. "softie") ball shall be used. Note: Pink shall be an acceptable color for balls for the 6U division. All players fielding pitcher, 1st base, 3rd base (corner positions) shall be required to wear a fielders' face shield. It is HIGHLY recommended that all infielders wear a face shield.

Rule 4: Each batter shall receive 5 pitches, unless the last pitch is a foul then they receive an additional pitch, after which if the ball is not hit into fair territory, then the batter shall be provided a tee until they hit a fair ball.

Rule 5: There is no bunting, leading, stealing, no walks, no advancing on passed balls, wild pitches, overthrows, or Infield Fly Rule.

Rule 6: Teams shall use a continuous batting order with free substitution and all players shall be listed in the batting order and play defense. There is a maximum of 5 infielders to be used (no catcher), only one player at each conventional infield position with a maximum of 4 outfielders. Outfielders must stay in the outfield (edge of the grass). The pitcher shall stand to the side of the Manager/pitcher, adjacent to the pitching circle and must wear a face shield. Managers and coaches are to instruct and pitch only. An out will be called for coach interference with a play.

Rule 7: A missed base or leaving a base early is to be called to the runners' attention by coaches for the first infraction. Should the infraction be repeated, intentional or disruptive, an out shall be declared.

Rule 8: All half-innings shall end when all batters have batted.

Rule 9: Games will be no more than 6 innings and/or 1 1/2 hour time limit set by the home team's cell phone time. Games postponed or cancelled are considered complete after 4 innings (3 and 1/2 if the home team is leading). Any game called to time or darkness shall be considered a complete game, regardless of the number of innings played. Any game having played a minimum of 1 hour shall be considered complete and will not be rescheduled.

Rule 10: Score may be kept, but it is not reportable and therefore there are no standings. Ties are allowed as a final score for 6U games.

8U Division

Rule 1: 8U is instructional level. Umpires are not utilized.

Rule 2: Managers, coaches or assistant coaches shall pitch to their own team. The pitching distance is 35 feet off the rubber, but may pitch from a closer distance as long as both feet remain in the pitcher's circle. Coaches who are pitching shall be allowed to coach the batter only, base coaches must coach the runner(s). A maximum of 2 coaches shall be allowed on the field while the team is on defense, to assist in positioning and instructing the team's players, provided 1 of the defensive coaches is behind the catcher.

Rule 3: An 11" safety (i.e. "softie") ball shall be used.

Rule 4: All pitchers, 1st base, and 3rd base (corner positions) will be required to wear face shields. Individual towns/teams have the right to mandate face shield usage at other positions. It is HIGHLY recommended that all infielders wear a face shield.

Rule 5: Each batter shall receive 5 pitches, unless the last pitch is a foul, then they receive an additional pitch, after which the batter shall be declared out provided the batter does not hit the ball into fair territory. 3 swinging strikes shall constitute an out.

Rule 6: There is no bunting, leading, stealing, no walks, no advancing on passed balls, wild pitches, overthrows, or Infield Fly Rule.

Rule 7: Teams shall use a continuous batting order with free substitution. All players shall be listed in the batting order and play defense. There is a maximum of 6 infielders to be used, only one player at each conventional infield position (catcher, pitcher, first, second, short stop, third) with a maximum of 4 outfielders. Outfielders must stay in the outfield (edge of the grass). The pitcher shall stand to the side of the Manager/pitcher, adjacent to the pitching circle (face shield required) and shall be responsible for all defensive plays at the pitcher position. Managers and coaches are to instruct and pitch only. An out will be called for coach interference with a play.

Rule 8: A missed base or leaving a base early is to be called to the runners' attention by coaches for the first infraction. Should the infraction be repeated, intentional or disruptive, an out shall be declared.

Rule 9: All half-innings shall end with 3 outs, 5 runs or all batters have batted, whichever comes first.

Rule 10: Games will be no more than 6 innings and/or 1 1/2 hour time limit set by the home team's cell phone time. Games postponed or cancelled are considered complete after 4 innings (3 and ½ if the home team is leading). Any game called to time or darkness shall be considered a complete game, regardless of the number of innings played. Any game having played a minimum of 1 hour shall be considered complete and will not be rescheduled.

Rule 11: Score may be kept, but it is not reportable and therefore no standings. Ties are allowed as a final score for 8U games.

10U Division

Rule 1: Teams shall use a continuous batting order with free substitution and all players shall be listed in the batting order and play a minimum of 6 defensive outs. If due to postponement, suspension of play or any other unforeseen circumstances (other than absence or injury), a player is unable to play the minimum 6 defensive outs and have 1 at bat, that player will start the next game and be entitled to play the minimum for this game AND play any defensive outs or at bats, not fulfilled in the preceding game. The free substitution does not apply to the pitching position. Rules regarding the substitution of the pitcher and innings allowed remain as stated in the BR Rule Book. Exception to this rule can be made for disciplinary reasons as determined by the coach.

If a player in a continuous batting order becomes injured during the game and is unable to continue, she may forfeit her spot in the batting order without penalty of an out, provided the team can still field 9 or more players - otherwise rule 5 below (Use of 8 players) applies. Player may NOT return at any point in the game in the batting order or on defense after forfeiting her spot in the batting order without penalty of an out. If team thinks player may be able to return at a later point in the game, they may elect to take the penalty for an out in order to keep the player eligible to return.

Rule 2: All weekday games shall start no later than 6:00 pm, unless otherwise scheduled by LRSL. Games will be no more than 6 innings and/or 90 minutes on weekdays. Due to time, weather, etc. a game will be considered complete after 4 innings or 3 1/2 innings if the home team is winning. Five runs scored or three outs ends a half inning. The sixth inning is considered open with no 5 run maximum cap if the game reaches the sixth inning. No new inning shall be started after 7:30pm pm. This point shall be determined at the time of the third defensive out at the bottom of the inning, time checked by the home team's cell phone time. Examples: if the third out at the bottom of the fourth inning occurs at 7:29pm per the home team's cell phone, another inning will be started, pending safety. If the out occurs at 7:30pm, that will be considered a complete game. A ten-run mercy rule will go into effect after the completion of the fourth inning, or 3 1/2 if the home team is ahead.

Games will be no more than 6 innings on the weekend with the exception of double header games.

Rule 3: The maximum number of runs allowed per half inning will be five (5) with the sixth inning being open if game reaches sixth inning.

Rule 4: All make up games are the responsibility of the home team and will be rescheduled within 48 hours and played within 10 days. Games should not be canceled for weather more than 3 hours prior to the start of the game and no later than 2 hours prior to the start of the game.

Rule 5: A team may play a game with 8 players only if they use a nine-player batting lineup, with the 9th spot in the lineup being an automatic out. No pitches are to be thrown, umpire shall declare "batter" out, and game will proceed with next spot in the order. If a 9th player arrives late to the game, they may be inserted into the lineup in this spot. A late player shall not enter the game defensively in mid-inning but may bat if ready when her spot in the lineup is due up.

Rule 6: There are no limitations to stealing home.

Rule 7: Base runners should slide into home if they are being played upon at the plate, or they may be called out at the umpire's discretion for interference. Base runners and fielders must make every attempt to avoid a collision.

Rule 8: Batters should step out of the batter's box when a base runner makes an attempt to steal home, or they may be called out at the umpire's discretion for interference.

Rule 9: Fielders should be out of the runner's way at all times unless making a play on the ball, or they may be called for obstruction and runner will be awarded next base.

Runners will be called out if interference is called under the "playable ball ruling" at the umpire's discretion.

Rule 10: Base runners cannot leave their base until the ball releases from the pitcher's hand.

Rule 11: 10U does not use the third strike BRSB rule. On the 3rd strike the batter is out.

Rule 12: Player pitch with the exception of; if player pitcher walks and/or hits three consecutive batters, the offensive coach steps in to pitch for the next batter. Player pitcher resumes pitching once that batter has reached base on hit, is called out after 3 strikes, or is called out with a play in the field (player cannot be walked during coach pitch) Player pitcher is still responsible for all defensive plays including covering steals to home and receiving balls thrown by the catcher to the circle. Coach pitcher should not bring glove to the circle to enforce catcher throws to player pitcher. Coach pitcher should attempt to take a knee when ball is hit to avoid interference in play. Coach pitcher may pitch from the front of the circle. This rule will not be in effect during playoffs.

Rule 13: Pitchers must use windmill pitching motion (no sling shot or side arm pitching).

Rule 14: If a batter is hit by a pitch, regardless of if the pitch hit the ground first, a dead ball is declared and the batter awarded a base. The batter should attempt to avoid being hit by the ball.

Rule 15: In 10U, a pitcher, regardless of age, may pitch in no more than 10 innings per calendar week. This applies to all games regardless of when played and includes rescheduled and make up games. If a pitcher delivers one pitch in an inning, she shall be charged for one inning pitched. The calendar week is Monday through and including Sunday.

Rule 16: The pitching distance for 10U is 35 feet.

Rule 17: All pitchers, 1st base, and 3rd base (corner positions) will be required to wear face shields. Individual towns/teams have the right to mandate face shield usage at other positions. It is HIGHLY recommended that all infielders wear a face shield.

- **Rule 18: 10U LR Playoff Rules:**

- A pitcher may pitch no more than six (6) innings in two consecutive games. One pitch thrown constitutes one inning pitched for a pitcher. Example: If Sally pitches three (3) innings in game one, then she is only eligible to pitch three (3) innings in game two. — If Sally pitches four (4) innings in game one, then does not pitch in game two, at the beginning of game 3 she has a "blank slate" and is eligible to pitch six (6) innings. In essence, it is a rolling 6 pitches for back-to-back games that carries through (even from a Saturday game to a Sunday game, your last game on Saturday and your first game on Sunday are considered consecutive).
- Game times are 90 minutes no new inning, with the exception of the championship game, of which there is no time limit.
- In the championship game, there is still a 5-run max per inning, except in the sixth inning, which allows for unlimited runs.
- Mercy rule
- Maximum of 9 players on the field.
- In order to let all the teams participate, teams are eligible to play with less than 9 players without taking an out in the lineup.