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South Oldham Little League

Local Rules Revised 2/19/2026

1. Duration of Games

a. Time Limits: In all divisions, each inning that is started must be completed.

- **i.** Senior Baseball – 7 innings; no new inning starts after 2 hours 15 minutes
- **ii.** Major Baseball – 6 innings; no new inning starts after 1 hour 45 minutes
- **iii.** Major Softball – 6 innings, no new inning starts after 1 hour 45 minutes.
- **iii.** Minor Baseball – 6 innings; no new inning starts after 1 hour 45 minutes
- **iv.** Minor Softball – 6 innings, no new inning starts after 1 hour 45 minutes
- **v.** Coach Pitch Baseball – 6 innings, no new inning starts after 1 hour 45 minutes
- **vi.** Coach Pitch Softball – 6 innings, no new inning starts after 1 hour 30 minutes
- **vii.** Rookie Baseball – 6 innings, no new inning starts after 1 hour 20 minutes
- **viii.** T-Ball – no new inning after 40 minutes

b. Extra Innings

- **i.** Starting in 2025, all extra-inning games will start with the last out from the prior inning on second base.
- **ii.** Major / Senior Baseball – No ties; game continues until there is a winner
- **iii.** Major Softball / Minor (AAA) Baseball / Minor Softball / Coach Pitch (AA) baseball – If tied after 1 hour 45 minutes, game may be extended for one extra inning. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time***, no game shall last over 7 innings. If tied after 7 innings, the game will end in a tie.
- **iv.** Coach Pitch Softball – If tied after 1 hour, 30 minutes, the game may be extended for one extra inning. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time,*** the game cannot go longer than 7 innings. If tied after 7 innings, regardless of time, the game will end in a tie.
- **v.** Rookie (A) Baseball – If tied after 1 hour, 20 minutes, the game may be extended for one extra inning. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time,*** the game cannot go longer than 7 innings. If tied after 7 innings, regardless of time, the game will end in a tie.

c. Tournament Games

- **i.** Tournament games will not be shortened due to weather.

ii. Tournament games cannot end in a tie.

iii. In the event of weather, all games will be pushed back 1 day with the goal to finish on Championship Saturday.

2. **Steel Cleats**

   a. Steel cleats are forbidden for all divisions, Majors and below, at South Oldham Little League**.** Steel cleats are allowed in Seniors except for pitchers, they must use turfs or molded cleats.

3. **Scorekeeping & Official Scorebook**
   a. All divisions will keep score during the games except T-ball, and all divisions except T-ball and Rookie Baseball will keep standings for seeding for the end of the year tournaments.
   b. Except in t-ball and rookie baseball, managers of each team will record their game lineups in the Game Changer application before each game. In addition, managers will exchange lineup cards with the opposing team during the pregame meeting at the plate.
   c. Except in t-ball and rookie baseball, each team will provide one scorekeeper, for a total of two people. The visiting team scorekeeper will operate the scoreboard; the home team scorekeeper will score the game in Game Changer.
   d. Managers and the umpires are ultimately responsible for ensuring the official game score record is correct and will attest to the official score after each game.

4. **Preparation for games:**
   a. Home Team – The home team shall occupy the third base dugout.
   b. Visiting team – the visiting team shall occupy the first base dugout.

5. **Conduct of Managers, Parents, and Spectators:** Through baseball, the South Oldham Little League ("SOLL") seeks to enhance the physical, mental, and emotional well-being of every child that takes part. It is the league's express goal that every player will be a better citizen and have a greater chance for success in future endeavors, as a result of their Little League experience. As such, the South Oldham Little League expects the highest degree of sportsmanship from its members.

   In keeping with this philosophy, the following Code of Conduct has been adopted to better promote fairness, teamwork, good citizenship, sportsmanship, responsibility, and respect among the members of the South Oldham Little League.

   Players will learn these values by the examples they see from those around them, and, to this end, the following rules will be strictly enforced:

- Verbal abuse of an official, coach, player, or spectator, including obscene gestures, will not be tolerated. The offender may be removed from the SOLL fields at the discretion of an umpire or a SOLL board member.
- Baseball is a game of interpretations, and as a result, disputes will occur form time to time. However, it is important that players learn respect. All disputes that are taken up with the umpire will be handled in a civil manner. Only coaches may initiate such discussions with an umpire. The coach(es) will conduct themselves with decorum and, once the umpire has made his/her final ruling, the coach(es) will make no further field protest. Off-field protests may be lodged with the Board of Directors per league policy.
- Anyone removed from the SOLL fields must leave all fields and the access roads to the fields. Such persons may remain in the SOLL parking lot.
- Coaches will refrain from complaining about perceived bad calls to players and fans.
- All discussions will be held in conversational tones. Under no circumstances will a coach, fan, or player yell at an umpire, coach, fan, or player. The lone exception to this rule is when a coach or player shouts to another coach or teammate during the course of a play as part of that play.
- Profanity is expressly forbidden at all times at the South Oldham Little League complex.
- Alcoholic beverages and the use of illicit drugs are prohibited at all SOLL activities, including events outside the South Oldham Little League complex.
- Smoking is permitted in designated areas only.

Any infraction of the above rules will result in a report being delivered to the South Oldham Little League Board for consideration of further action, as appropriate.

First Offense: Upon the reporting of a first offense by an individual, the Board of Directors, at a minimum, will provide a written warning to the offender, detailing the consequences of future infractions. Depending upon the severity of the infraction, nothing precludes the Board of Directors from banning a repeat offender from all South Oldham Little League activities, including, but not limited to, practices and games, for a period of time deemed appropriate by the Board of Directors. **Coaches ejected from a game by an umpire will serve a required one game suspension.**

Second Offense: The Board of Directors may institute a wide range of penalties for repeat offenders, beginning with the second offense, as deemed appropriate by the Board. Such penalties include, but are not limited to: ○ Suspension from all coaching activities for a prescribed period of time or number of games.

- A ban from participating in all SOLL activities for a set period of time or number of games.
- Severe violations can result in suspension from all SOLL activities for the remainder of the current season or tournament.

Third Offense: The Board of Directors may choose to apply any of the penalties prescribed for a Second Offense. In the most extreme of circumstances, the SOLL Board of Directors may hold a meeting to determine whether or not the individual should be permanently banned from all future SOLL activities. The individual in question must receive a certified letter of such a hearing at least one week prior to the meeting, and must be given the opportunity to speak at the meeting.

Physical Abuse: Physical abuse of an official, coach, player, or spectator will result in **immediate** expulsion from the SOLL fields at the direction of an umpire or a SOLL Board Member. Anyone expelled for this reason may not return to the SOLL fields or participate in any SOLL activity until the SOLL Board of Directors approves.

Any parent, coach, fan, player, or umpire who has been suspended or banned from league activities may petition, in writing, to the Board of Directors for a review of the penalty. The petition should be delivered to the league president, and the Board of Directors will meet as soon as reasonably possible to consider the petition. The aggrieved parties will have the opportunity at the meeting to present their appeal.

The South Oldham Little League strongly encourages the following:

- Applaud effort on the field, regardless of the score.
- Remember that the league exists for the players to learn and to have fun. Even though baseball is competitive in nature, winning is of secondary performance.
- Parents should be supportive of coaches. The coaches are volunteers giving of their time – and often, giving of their money – in order to coach. Parents should be a positive role model that fosters respect of the coaches among the players. Concerns about a player's role on a team should be expressed to the coach(es) in a private setting, never in public. • Umpires are "in training" as well as the players. Coaches and parents should bear in mind that many of our umpires are youngsters learning the skills of umpiring. All umpires will make mistakes occasionally, but coaches and parents are expected to accord the umpires with the respect their position within the game deserves.
- Booing, taunting, refusing to shake another coach's and/or player's hands after a game, or ridiculing another player is not acceptable behavior.

- Teach players that they have a responsibility to learn and to try their best. Effort leads to achievement and respect.
- All children, regardless of race, creed, sex,or talent, will have an opportunity to play baseball and to learn.

All participants in the South Oldham Little League programs, including coaches, managers, parents, players, Board Members, and umpires are bound by the above Code of Conduct, and, by their participation, agree to be bound by its contents.

6. **Managers / Coaches Protocol:**
   - **a.** Unless specified in the division instructions when your team is on defense, you are expected to stay in the dugout and on the concrete pad.
     - **i.** A warning may be issued by the umpire for failure to adhere to this rule. **ii.** Multiple warnings may result in an ejection.
   - **b.** Coaches should stay in the coaches' boxes (virtual boxes next to 1st / 3rd base) while on offense
     - **i.** A warning may be issued by the umpire for failed to adhere to this rule.
     - **ii.** Multiple warnings may result in an ejection.
   - **c.** Except for the Senior Baseball division, there are **no** on-deck batters.
   - **d.** Coaches should instruct in practice and reinforce in games that batters are to maintain one foot in the batters box at all times.
     - **i.** Failure by the batter to comply with this rule will result in an automatic strike being called by the umpire.
   - **e.** Coaches should verify that all catchers are wearing protective cups and that the catcher's face mask includes a "dangly" throat guard. (So-called "hockey-style" catcher's helmets do not meet this standard)
   - **f.** Head-first slides into a base, except to dive back to a base to avoid a pickoff throw, is prohibited in all divisions except Senior. Senior Division may slide head first into the advancing base.
   - **g.** The SOLL Chief of Umpires is committed to the continued development of our umpires, but it needs to be reinforced that many are "umpires in training." Coaches must ensure that conduct and interactions with umpires are respectful.

7. **Draft Procedures Before the Draft**

- The draft will be run by the SOLL Player-Agent for that division and supervised by the Vice-President of Baseball.
- The Draft will not be open to the public.
- Each team may be represented by a maximum of two representatives
- The Head Coach may designate a maximum of **one** assistant coach prior to the draft.
- The draft order will be determined by blind draw.

- Coaches' child(ren) and their assistant's child(ren) will be assessed as part of the league player evaluation process.
    - Prior to the actual draft, the head coaches in the draft will review each head coach's child(ren) and each assistant coach's child(ren) and arrive at a consensus as to where their talent suggests that they should be chosen in the draft (i.e., in which round).
    - Each team will not pick in the round(s) in which the head coach's child(ren) and the assistant coach's child(ren) have been slotted.

      Example: Team A's coach has two children, and his assistant coach has one. The coach's older son is an established All-Star and the coaches' consensus is that he would merit a first-round pick in the draft. The head coach's younger son is an average player with fair skills. The coaches' consensus is that he would be taken in the 6th round of the draft. The assistant coach's son is also all-star caliber and would be considered one of the top players in the league. The coaches' consensus is that he would merit a first round pick, like the head coach's older son. Since the team cannot forfeit two round one picks, the assistant coach's son is slotted into the next available round (the second round). **In this example, Team A will not have a first round pick, a second-round pick, or a sixth-round pick in the draft as the coach's and assistant coach's sons occupy those rounds automatically for the team.**
- Players who did not appear for the evaluations will not be eligible to be drafted. They instead will be chosen – after all the players who were evaluated are drafted – by blind draw. These will be known as "hat picks".
    - All of the names of those who were not evaluated will be put in a hat.

      Exception: Before the draft starts, players who the head coaches agree are considered "known" players by the assembled coaches and whose talent level is at least average, may be left in the draft upon a consensus decision of the coaches present. The division Player Agent or the VP of Baseball shall have the authority to make the final decision that an overall consensus exists.
- Coaches, Manager or Assistant, children that do not attend evaluations will automatically be graded in the 1st round.

The Draft

- The first order of business will be team names and those will be selected in reverse order of the draft. The last pick will get first pick of MLB team names.
- The draft will be serpentine in nature.
    - The team that drew "1" in the blind draw will choose one player first, followed by the team that drew "2", and so on, until all the teams have chosen one player.

- The second round will begin with the team that chose last in the first round choosing first. The second round will proceed in the reverse order of the first round then, with the team that drew "1" in the blind draw making the final pick of the second round.
- The draft will continue in this fashion, with all of the odd-numbered rounds beginning with the team that drew "1" in the blind draw choosing first, and the even-numbered rounds going in the reverse order.
- The draft will proceed until all players eligible to be drafted have been chosen.

- "Hat Picks" – The process will continue with the next team that is in line to make a draft pick. The process will move forward in the same serpentine manner as the first part of the draft.

Choosing Practice Times

- The VP of Baseball will identify and review the practice times available to the division, including the times available and the fields available.
- The teams will each choose one weeknight practice and one weekend practice. If there are not enough weeknight availabilities, a few teams may have to take two weekend practice times.
- Teams will initially choose just two practice times. The VP of Baseball will explain how to sign up for additional practices and when the teams will be able to do so.
- The teams will choose practice times using a "serpentine draft" format. The team that chooses first will be the team that drafted **last** in the first round of the player draft.
- The second round will be serpentine with the first pick making their second selection.

T-Ball Division Local Rules

1. The game length is 1 hour with the first 15 set aside for practice. The game will be 45 minutes or 2 innings.
2. A player will be allowed as many swings as needed for them to put the ball in play
3. Everyone plays defense. A maximum of six players may be located in the infield, as follows:

    a. 2 players in the pitcher area
    b. 1 player at first base

c. 1 player at second base
d. 1 player at third base
e. 1 player at shortstop
f. The remaining players will be spread out in the outfield. There will be no catcher.

4. Each batter / base runner will advance 1 base at a time with the last batter in the order clearing the bases.
5. Outs will be celebrated! You may choose to remove the runner from the base so long as both coaches agree.

Rookie (A) Baseball Division Local Rules

1. The game length is six innings or one hour 20 minutes. If tied after 1 hour, 20 minutes, the game may be extended for one extra inning. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time,*** the game cannot go longer than 7 innings. If tied after 7 innings, regardless of time, the game will end in a tie.

2. There is no stealing allowed.

3. Standings will not be kept during the regular season and the post-season tournament b racket will be a blind draw.

4. Runners may advance to second on an overthrow of first base, but may **not advance** on an overthrow of second or third base. The runner may not advance beyond second base, even if a play is attempted on the runner.

5. Time will be called when the lead runner is stopped, in the determination of the umpire. The umpire shall call "time" and will place any baserunners that have not yet reached the next base. Baserunners who are at least 2/3 of the way to the next base will be awarded the next base; baserunners who are not yet 2/3 of the way to the next base will be returned to the previous base. This rule will apply to the lead runner first, and then any runner "forced" back will return to the previous base. Example: With runners on first and second, the ball is hit into play. When the ball is returned to the pitcher's circle, the runner who was on second is between third and home but not yet halfway to home plate. The lead runner then will be returned to third base. Even if the trailing runner is more than 2/3 of the way to third, he will be returned to second as third base is now occupied by the lead runner.

6. There will be a five-run limit per team per inning. The run rules are as defined; 15 after 3, 10 after 4, and 8 after 5.

7. No infield fly rule.

8. Using a catcher is recommended, but not mandatory. There will be a maximum of 10 defenders aligned according to Rule 9. If the defense fields a catcher, he / she is a bonus player, and the defense will be allowed 11 defenders.

9. On defense, each team will deploy its players as such:

    a. 1 pitcher
    b. 1 catcher (OR a second pitcher)
    c. 1 player at first base
    d. 1 player at second base
    e. 1 player at third base
    f. 1 player at shortstop
    g. 4 players in the outfield. Must play in the grass.

10. The "coach pitcher" must remain in the circle around the pitcher's plate during his/her team's offensive play. The pitcher should refrain from being an additional base coach.

11. The player(s) playing the position of pitcher must start behind the coach pitching for each play.

12. Only the first baseman can make an unassisted out at first base.

13. Each batter will receive a maximum of six pitches from the "pitcher-coach" unless the last pitch is a foul ball. A batter is out after three strikes (swinging or foul ball combination) or after six pitches.

14. There are no walks or bunting.

15. All players will be in the batting order. No player shall sit more than 2 innings. If any player sits more than 2 innings, that player must play the entire next game. If the same coach allows this to happen again, then that coach will be penalized by the VP of Baseball.

16. During the regular season, the coaches will serve as the umpires. There will be one umpire assigned by SOLL for each tournament game. All coaches will act as umpires as

umpires and fairly officiate the games during the season. All game balls will be kept in the storage room at the fields, or the can be retrieved from the concession stand.

17. Two coaches are allowed in the outfield on defense and shall be no closer to the infield than the closest outfielder.

Coach Pitch (AA) Baseball Local Rules

1. Game length: The game is six innings or 1 hour 45 minutes long. No new inning may begin after 1 hour and 45 minutes. If tied after 1 hour 45 minutes, the game may be extended for one extra inning. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time***, no game shall last over 7 innings. If tied after 7 innings, the game will end in a tie.

2. A pre-game meeting will be held at home plate prior to each game to discuss any special instructions. During this meeting, the rules should not be altered. The umpires should address field conditions or special circumstances. The two teams' coaches will exchange lineups.

3. Standings will be kept for post-season tournament seedings throughout the regular season. GameChanger will be the official standings.

4. The COACH Pitcher must remain in the diameter circle around the pitcher's plate when pitching the ball and during the team's offensive play. They may NOT be an additional base coach for their offensive team.

5. The PLAYER Pitcher must be beside or behind the COACH Pitcher until the ball has been pitched.

6. Two coaches are allowed in the field with their team on defense. These coaches should be no closer to home plate than the deepest outfielder.

7. There will be a maximum of 5 runs per inning except for the 6th inning when it will be score until 3 outs.

8. The run rules are 15 runs ahead after 3 innings, 10 after 4 innings, 8 after 5 innings.

9. Teams will field up to 10 players on defense with no more than six in the infield – the remainder must start each play in the outfield grass.

10. The minimum number of players needed to start a game is 7. Substitutes may be "called up" from the Rookie Division in order to increase the roster for an individual game to a minimum of ten players. "Call Ups" **must be approved by the Player Agents of the Coach Pitch and the Rookie Coach Pitch divisions.** The head coach of the team needing to call up a player from the Rookie Division must make the request of the Coach Pitch Player Agent, and the Player Agents will facilitate the call-up. Coaches may not request specific players; the Player Agents will ensure that different players will get the opportunity to "play up" in the older Coach Pitch division during the course of the season.

    The Rookie Coach Pitch Player-Agent will – in conjunction with the Rookie Coach Pitch head coaches – identify potential players who may be "called up", with the approval of their parents. Rookie Coach Pitch players under league age six are not eligible for "call up".

    Subs called up from the Rookie Coach Pitch division must play in the outfield and bat at the bottom of the batting order.

    "Call ups" are for **one game only.**

    Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.

    Teams playing with a "short" lineup (i.e., 7, 8, or 9 players) will NOT take an automatic out when the "open" slots in the batting order come up to bat.

10. Teams that cannot field a minimum of seven players (counting roster and call-up players), will forfeit the game. In case of a forfeit, the game will still be played, with the team that has more players "loaning" the forfeiting team players when the forfeiting team is in the field. The two teams will then play a scrimmage game.

11. No player shall sit for more than two innings when their team is on defense. All players will be in the batting order, whether playing in the field or not. If any player sits more than two innings in a game, that player must play the entire next game. If the same coach allows this to happen again, then that coach will be penalized by the Vice President of Baseball and the Coach Pitch Player Agent.

12. All players will bat in a continuous batting order.

13. A batter is out after three (3) strikes (swinging or foul ball combination) or after six (6) pitches. Batters will receive a maximum of six (6) pitches, unless the last pitch is a foul ball.

14. There are no walks, bunting, or infield flies.

15. The are NO STEALS allowed.

16. Stopping Play – Time will be called when the lead runner is stopped.

17. If a batted ball hits the Pitcher Coach, time will be called. The batter will be awarded first base by the umpire. Other runners will only advance if they are forced to advance.

18. Runners may attempt to gain one (1) additional base on an overthrow of first base. The runner will not be entitled to any additional bases even if the defense chooses to make additional attempts at throwing the baserunner out. Any other runners on base may advance at their own risk and must be stopped by the defense.

19. Head Coaches and the umpire must certify the official scorebook at the end of each game or before leaving the park in a suspended game.

Minor Baseball Local Rules

1. **Game Length:** The game length is six (6) innings or 1 hour 45 minutes. No new inning starts after the 1 hour 45-minute time limit has elapsed. Innings started before the 1 hour 45-minute time limit will be completed, even if the time limit is exceeded during the inning. Exception: If the time limit was exceeded during the top half of the inning, and the home team is ahead, the bottom half of the inning will not be played.

   In the event of a tie game, a maximum of one additional inning may be played beyond the 1 hour 45-minute time limit. If the game is still tied, the game will be recorded as a tie.

   In the event of a "called" game, four (4) innings will constitute a complete/official game.

2. A pre-game meeting will be held at home plate prior to each game to discuss any special instructions from the umpire(s). During this meeting, the rules should not be altered in any way.

3. The infield fly rule will apply.

4. No coaches will be allowed on the field when a team is on defense.

5. The minimum number of players needed to start a game is 7. Substitutes may be "called up" from the 7-8 year old Coach Pitch Division in order to increase the roster for an individual game to a minimum of ten players. "Call Ups" **must be approved by the Player Agents of the Coach Pitch and the Minor divisions.** The head coach of the team needing to call up a player from the Coach Pitch Division must make the request of the Minor Division Player Agent and the Player Agents will facilitate the call-up. Coaches may not request specific players; the Player Agents will ensure that different players will get the opportunity to "play up" in the Minor Baseball division during the course of the season.

   The Coach Pitch Player-Agent will – in conjunction with the Coach Pitch head coaches – identify potential players who may be "called up", with the approval of their parents. Coach Pitch players under league age eight (8) are not eligible for "call up" to the Minor Baseball Division.

   Subs called up from the Coach Pitch division must play in the outfield and bat at the bottom of the batting order. Call ups are for **one game only.**

   Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.

   Teams playing with a "short" lineup (i.e., 7, 8, or 9 players) will NOT take an automatic out when the "open" slots in the batting order come up to bat.

6. Teams that cannot field a minimum of seven players (counting roster and call-up players), will forfeit the game. In case of a forfeit, the game will still be played, with the team that has more players "loaning" the forfeiting team players when the forfeiting team is in the field. The two teams will then play a scrimmage game.

7. There will be a maximum of 5 runs per inning except for the 6th inning when it will be score until 3 outs.

8. The run rules are 15 runs ahead after 3 innings, 10 after 4 innings, 8 after 5 innings.

9. No player shall sit for more than half of the game. All players shall bat, whether playing in the field or not.

10. The team on defense will be allowed to play ten (10) fielders, with four (4) outfielders. Outfielders must begin each play while standing in the outfield grass.

11. No fake bunting is allowed. Once a batter shows a bunt, they must either attempt to bunt or "take" the pitch. They may not "swing" at the pitch. If the batter "swings" at the pitch, the ball is "dead" and the batter is automatically out.

12. Batters are not allowed to wave the bat in an effort to distract the pitcher and/or catcher.

13. Catchers must wear protective cups and the coach / assistant coach are responsible for compliance.

14. No headfirst sliding is allowed.

Major Baseball Local Rules

1. **Game Length:** The game length is six (6) innings or 1 hour 45 minutes. No new inning starts after the 1 hour 45-minute time limit has elapsed. Innings started before the 1 hour 45-minute time limit will be completed, even if the time limit is exceeded during the inning. Exception: If the time limit was exceeded during the top half of the inning, and the home team is ahead, the bottom half of the inning will not be played.

   In the event of a tie game, a maximum of one additional inning may be played beyond the 1 hour 45-minute time limit. If the game is still tied, the game will be recorded as a tie.

   In the event of a "called" game, four (4) innings will constitute a complete/official game.

2. A pre-game meeting will be held at home plate prior to each game to discuss any special instructions from the umpire(s). During this meeting, the rules should not be altered in any way.

3. The infield fly rule will apply.

4. No coaches will be allowed on the field when a team is on defense.

5. The minimum number of players needed to start a game is 7. Substitutes may be "called up" from the Minor (AAA) Division in order to increase the roster for an individual game to a minimum of nine (9) players. "Call Ups" **must be approved by the VP of Baseball.** The head coach of the team needing to call up a player from the Minor (AAA) Division must make the request of the Minor Division Player Agent and the Player Agents will facilitate the call-up. Coaches may not request specific players; the Player Agents will ensure that different players will get the opportunity to "play up" in the Major Baseball division during the course of the season.

   Subs called up from the Minor (AAA) division must play in the outfield and bat at the bottom of the batting order. Call ups are for **one game only.**

   Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.

   Teams playing with a "short" lineup (i.e., 7, 8, or 9 players) will NOT take an automatic out when the "open" slots in the batting order come up to bat.

6. Teams that cannot field a minimum of seven players (counting roster and call-up players), will forfeit the game. In case of a forfeit, the game will still be played, with the team that has more players "loaning" the forfeiting team players when the forfeiting team is in the field. The two teams will then play a scrimmage game.

7. There is no run limit per inning; it will be score until 3 outs.

8. The run rules are 15 runs ahead after 3 innings, 10 after 4 innings, 8 after 5 innings.

9. No player shall sit for more than half of the game. All players shall bat, whether playing in the field or not.

10. The team on defense will be allowed to play nine (9) fielders, with three (3) outfielders. Outfielders must begin each play while standing in the outfield grass.

11. No fake bunting is allowed. Once a batter shows a bunt, they must either attempt to bunt or "take" the pitch. They may not "swing" at the pitch. If the batter "swings" at the pitch, the ball is "dead" and the batter is automatically out.

12. Batters are not allowed to wave the bat in an effort to distract the pitcher and/or catcher.

13. Catchers must wear protective cups and the coach / assistant coach are responsible for compliance.

14. No headfirst sliding is allowed.

15. Dropped third strike is in effect.

Senior Baseball Local Rules

1. **Game Length:** The game length is seven (7) innings or 2 hours 15 minutes. No new inning starts after the 2 hour 15 minute time limit has elapsed. Innings started before the time limit will be completed, even if the time limit is exceeded during the inning. Exception: If the time limit was exceeded during the top half of the inning, and the home team is ahead, the bottom half of the inning will not be played.

   No game shall end in a tie. All games will be played until one team wins.

   In the event of a "called" game, four (4) innings will constitute a complete/official game.

2. A pre-game meeting will be held at home plate prior to each game to discuss any special instructions from the umpire(s). During this meeting, the rules should not be altered in any way.

3. The infield fly rule will apply.

4. The minimum number of players required to start the game is seven (7). Teams playing with a "short" lineup (i.e., 7, 8, or 9 players) will NOT take an automatic out when the "open" slots in the batting order come up to bat.

   Teams that cannot field a minimum of seven players will forfeit the game. In case of a forfeit, the game will still be played, with the team that has more players "loaning" the forfeiting team players when the forfeiting team is in the field. The two teams will then play a scrimmage game.

   Players that are league age 12 from the Major Division may be "called up" to fill in for one game. The must bat at the bottom of the lineup and play in the outfield.

   Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.

5. After four (4) innings (3 ½ if the home team is ahead), a 15 run "mercy rule" applies; after five (5) innings (4 ½ if the home team is ahead), a 10 run "mercy rule" applies. The game will automatically end when a "mercy rule" is in effect.

6. All players will be in the batting order, regardless of whether they are currently playing defense. All will bat in a continuous order.

7. Catchers must wear protective cups. The team's head coach / assistant coach is/are responsible for compliance.

8. Headfirst sliding is allowed.

9. At the beginning of the season, pitchers will be given warnings regarding balks. By midseason, the umpires will be calling balks without providing warnings to the pitchers. This will be discussed as part of the pre-game coaches-umpires meeting.

ROOKIE SOFTBALL LOCAL RULES

1. Game length: The game length is six (6) innings or 1 hour 45 minutes. No new inning will start after 1 hour 30 minutes. If tied after 1 hour, 30 minutes, the game may be extended for one extra inning. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time,*** the game cannot go longer than seven (7) innings. If tied after 7 innings, regardless of time, the game will end in a tie.

2. A pre-game meeting will be held at home plate prior to each game to discuss any special instructions. This meeting will be held between the head coaches and the umpires.

3. Standings will be kept for tournament seeding purposes during the regular season.

4. There are NO STEALS allowed.

5. A runner may attempt to gain one additional base on an overthrow of first base. In no instance will a runner be allowed to gain more than one additional base on an overthrow of first base.

6. There will be a maximum of 5 runs per inning except for the 6^{th} inning when it will be score until 3 outs. The run rules are 15 runs ahead after 3 innings, 10 after 4 innings, 8 after 5 innings.

7. A team may use four outfielders (left field, left center, right center, and right field). The outfield players must be positioned in the outfield grass.

8. **Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.**

9. Minimum players to start a game is eight (8). If a team cannot field eight players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game. There will be no automatic outs for a team batting with a short lineup. Subs must bat at the bottom of the order and play in the outfield.

10. No infield fly rule.

11. No player shall sit for more than two (2) innings. All players shall bat, whether playing in the field or not. If any player sits more than two (2) innings, that player must play the entire next game. If the same coach allows this to happen again, that coach will be penalized by the Vice-President of Softball and the Player-Agent.

12. Home plate umpire will call balls and strikes. The field umpire will be placed on the field at the discretion of the SOLL Chief of Umpires.

13. Each batter will be given 6 hittable pitches to put the ball into play. After 6 pitches, if the batter fails to make contact with the ball, the batter is out. If the batter hits a foul ball on the sixth pitch or beyond, the batter will continue their at-bat. If the batter has 3 swings and misses, the batter is out.

14. Two coaches are allowed in the field with their team on defense. These coaches should be no closer to home plate than the deepest outfielder.

15. While on offense, the team will have a coach pitching and two base coaches, one at 1st and the other at 3rd. The coach pitching is NOT an additional base coach and must allow the base coaches to instruct runners.

16. No bunting is allowed.

17. Stopping play: Play is stopped when the lead runner has been stopped. If a runner hasn't reached the next base when time is called, she must return to the preceding base. It is a judgement call by the umpire.

18. If a batted ball hits the coach pitching (either off a defender's glove or directly off the bat), the play is called "dead" and the batter is awarded first base. Only runners who are FORCED to advance are permitted to advance one base. (treated like a "hit batter" situation)

MINOR SOFTBALL LOCAL RULES

1. Game Length: The game length is six (6) innings or 1 hour 45 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hour and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time,*** the game cannot go longer than seven (7) innings. If tied after 7 innings, regardless of time, the game will end in a tie.

2. There will be a maximum of 5 runs per inning except for the 6th inning when it will be score until 3 outs. The run rules are 15 runs ahead after 3 innings, 10 after 4 innings, 8 after 5 innings.

3. Standings will be kept for tournament seeding purposes during the regular season.

4. All players will bat in a continuous batting order.

5. **Base Stealing:** Stealing of bases will be permitted once the ball has reached the batter. If the runner leaves the base before the ball reaches the batter, the umpire will return the runner(s) to their original base(s). Unlimited stealing of all bases is permitted and stealing home is allowed.

6. When a runner is off the base while the pitcher has the ball within the circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled to. **Penalty:** The runner will be called out. Note: If the pitcher has the ball within the circle and makes ANY attempt at a play, this rule does not apply.

7. Defensive players: There will be a maximum of ten (10) players in the field. One pitcher, one catcher, four infielders, and four outfielders, who must start the play on the outfield grass.

8. The minimum number of players required in order to play a game is seven (7). Subs may be called up from the Rookie Softball Division with the approval of the Player Agents of the Rookie and Minor Softball divisions in order to reach 7-10 players.

"Call Ups" **must be selected and approved by the Player Agents of the Rookie and the Minor softball divisions.** The head coach of the team needing to call up a player

from the Rookie Softball Division must make the request of the Minor Softball Division Player Agent and the Player Agents will facilitate the call-up. Coaches may not request specific players; the Player Agents will ensure that different players will get the opportunity to "play up" in the Minor Softball division during the course of the season.

The Rookie Softball Player-Agent will – in conjunction with the Rookie Softball head coaches – identify potential players who may be "called up", with the approval of their parents. Rookie players under league age eight (8) are not eligible for "call up" to the Minor Softball Division.

Subs called up from the Rookie division must play in the outfield and bat at the bottom of the batting order. Call ups are for **one game only.**

Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.

Teams playing with a "short" lineup (i.e., 7, 8, or 9 players) will NOT take an automatic out when the "open" slots in the batting order come up to bat.

If a team cannot field seven players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game.

9. The infield fly rule is in force.

10. Pitching Rules:

- **a.** Any player on the roster may pitch. Exception: A player who has attained league-age 12 may not pitch in the Minor League.
- **b.** A player may pitch in a maximum of twelve (12) innings per day. If a player pitches in 7 or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in one inning.

MAJOR SOFTBALL LOCAL RULES

1. Game Length: The game length is six (6) innings or 1 hour 45 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hour and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. If still tied after one extra inning, the game will end in a tie. ***Regardless of the time,*** the game cannot go longer than seven (7) innings. If tied after 7 innings, regardless of time, the game will end in a tie.

2. There will be a maximum of 5 runs per inning except for the 6th inning when it will be score until 3 outs. The run rules are 15 runs ahead after 3 innings, 10 after 4 innings, 8 after 5 innings.

3. Standings will be kept for tournament seeding purposes during the regular season.

4. All players will bat in a continuous batting order.

5. **Base Stealing:** Stealing of bases will be permitted once the ball has **left the pitcher's hand.** If the runner leaves the base early, the umpire will return the runner(s) to their original base(s). There is no limit to the number of bases that may be stolen, and the baserunners may steal home.

6. When a runner is off the base while the pitcher has the ball within the circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled to. **Penalty:** The runner will be called out. Note: If the pitcher has the ball within the circle and makes ANY attempt at a play, this rule does not apply.

7. Defensive players: There will be a maximum of ten (10) players in the field. One pitcher, one catcher, four infielders, and four outfielders, who must start the play on the outfield grass.

8. The minimum number of players required in order to play a game is seven (7). Subs may be called up from the Minor Softball Division with the approval of the Player Agents of the Minor and Major Softball divisions in order to reach 7-10 players.

   "Call Ups" **must be selected and approved by the Player Agents of the Minor and Major softball divisions.** The head coach of the team needing to call up a player from the Minor Softball Division must make the request of the Major Softball Division Player Agent and the Player Agents will facilitate the call-up. Coaches <u>may not</u> request specific players; the Player Agents will ensure that different players will get the opportunity to "play up" in the Major Softball division during the course of the season.

The Minor Softball Player-Agent will – in conjunction with the Minor Softball head coaches – identify potential players who may be "called up", with the approval of their parents. Minor players under league age ten (10) are not eligible for "call up" to the Major Softball Division.

Subs called up from the Minor division must play in the outfield and bat at the bottom of the batting order. Call ups are for **one game only.**

Under no circumstances can a player who is not in the South Oldham Little League participate in an SOLL ballgame as a substitute player.

Teams playing with a "short" lineup (i.e., 7, 8, or 9 players) will NOT take an automatic out when the "open" slots in the batting order come up to bat.

If a team cannot field seven players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game.

9. The infield fly rule is in force.

10. The "Dropped Third Strike" rule is in force in the Major Division.

11. **Pitching Rules:**

    a. Any player on the roster may pitch.
    b. A player may pitch in a maximum of twelve (12) innings per day. If a player pitches in 7 or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in one inning.