



Radnor Wayne Little League "RWLL"

SOFTBALL RULES - MAJORS

This document should be reviewed thoroughly by all volunteer coaches. All questions pertaining to the rules found within this document should be directed to the Softball Commissioner for Radnor-Wayne Little League via the contact information provided at the end of this document.

I. General & Local Rules

- **Rules:** Radnor-Wayne Little League (RWLL) establishes these local rules which supplement and support the Official Little League Softball Rules. Coaches must follow these combined rules as they apply to the various leagues. Coaches are not permitted to interpret, modify or change these published rules. The RWLL rules committee reviews these rules each year in the off-season, considers any changes, clarifications or written suggestions, and makes changes to the local rules as needed. League directors can help explain the rules as written and can submit suggestions to the rules committee at the end of the season. Questions about the rules should be directed to the appropriate league director, softball commissioner or RWLL President.

- **Field Preparation:** The home team will utilize the benches/dugouts on the 1st base side of the field. The home team is responsible for preparing the field for play prior to every game.
 - This includes dragging the field, installing the bases (double base on 1st), and chalking the batter's box, the pitcher's circle, and foul lines.
 - No infield practice or warm up on field after the field has been prepped.

The visiting team is responsible for post-game clean-up and storing any equipment after the game unless needed for an immediately following game. When removing bases, please replace the bases with a base plug. Lastly, rake any ruts in the infield, in the pitcher's circle, and the batter's box.

- **Out-of-play lines** will be established prior to the game, running parallel to the base lines on the playing field and 3 feet where possible (umpire's discretion) in front of the team benches. Spectators should be asked to remain behind the out-of-play lines. A batted or thrown ball that hits a fence along the out-of-play line is live and in play.
- **Safety / Equipment:** Coaches must control your players. There is no reason for players to be leaving the bench during a game. Also, no horseplay should be permitted. Accidents occur when this happens.
Equipment (New Guidance)
 - All pitchers must wear a protective face mask/guard at all times
 - Coaches should strongly encourage all players to wear a protective face mask/guard at all times while playing in the field, particularly third base and first base
 - All bats and batting helmets must comply with Little League International standards (bats must include a current 1.20 bpf stamp)
 - Metal cleats are prohibited
 - All play will be with a standard 12" regulation softball; which has maximum compression of .375 and a maximum COR of .47
- **Keep your cool:** There will be times when calls will go against your team. Don't set a bad example for the kids. There will be a breakdown in discipline if there is a loss of control. RWLL reserves the right to remove coaches from their teams if situations arise demanding action be taken.

- **Schedules:** Postponed games must be made up in the same order as originally scheduled, normally within 1 week of the postponement, as per instructions of the league director.
- **Catchers:** All catchers must wear a helmet with a mask and throat guard (unless it's a lax/hockey style mask), chest protector and shin guards.
- **Fielders Mask:** RWL strongly encourages players to have fielding masks..
- **Thrown Bat:** If a bat is thrown for any reason, except an accidental slip while swinging at a pitched ball, the umpire shall issue 1 warning per player. On any subsequent offense, the batter will be called out.
- **Sliding / Baserunning:** Runners should be encouraged to slide into bases (except 1st base) and to avoid contact with the defensive player if there is a play at the base the runner is attempting to reach. (LL Rules 7.08(a)(3)) Head-first slides are prohibited while the runner is advancing to the next base (runner is out). If the runner interferes with, obstructs, hinders, or confuses any defensive player attempting to make a play even without possession of the ball, the runner is out and the ball is dead. Also, a runner is out when intentionally trying to knock the ball out of the possession of the defensive player. (LL Rules - definition of Interference) If the defensive player has possession of the ball, and is waiting to make the tag at a base (or home plate), the runner must either slide or attempt to get around the defensive player. Obstruction should be called by the umpire if the defensive player, while not in possession of the ball or not fielding a batted ball, blocks a base or impedes the progress of the runner. (LL Rules 7.08(a)-(c), 7.06 and definition of Obstruction)
- **Warming up of pitchers:** A player must be in full catcher's gear to "warm-up" a pitcher. An adult is permitted to "warm up" a pitcher and should use their discretion as to using safety equipment.

II. Majors Rules

- Official Little League Softball Rules (major league) apply including the rules set forth in this section.
- A regulation game is 6 innings (5½ innings if the home team is ahead).
- A game is complete after 4 innings have been played (3½ innings if the home team is ahead).
 - The game is over if one team has a lead of more than 10 runs at any time after the end of 4 innings, 3½ if the home team is ahead.
 - A new inning is not to start after 1 hour and 45 minutes have elapsed
 - If 1 inning has not been played, the game is a "no game" and will be replayed from the beginning. If a game is called after the 1st inning, refer to LL Rules 4.10 and 4.11.
- A half inning ends when the offensive team has scored 5 runs or when 3 outs are made by the defensive team, whichever comes first. The most runs a team may score in a half-inning are 5.
- Every regular roster player attending the game must play a minimum of 4 full innings in the field (or 12 outs) or 3 innings (or 9 outs) if the home team does not bat in the 6th inning, unless the game is called before the 6th inning.
- A defensive player removed from the game must sit out at least 1 inning (or 3 outs).
 - PENALTY: Forfeiture of game.
 - EXCEPTIONS: In case of injury, illness, ejection, called game or for disciplinary reasons approved in advance by the league director or commissioner.
- Teams will hit a continuous batting order. Each team should bat its entire roster. If a player arrives late, they are placed at the end of the lineup for the duration of the game.
- All players attending the game must play in the infield for at least two innings, subject to the length of the game and whether or not the home team bats in the 6th inning.

- No player may sit out a second time before all other players have sat out at least once.
- Players arriving after they have missed their 1st turn at bat will be placed at the end of the order. The number of the innings that she arrives in will be subtracted from the 4-inning mandatory play rule, e.g. a player who arrives in the 3rd inning only has to play 1 inning.
- A runner can only be removed due to injury, illness or ejection and the substitute runner must be the player who last batted and is not on base.
 - EXCEPTION: In the interest of pace of play, RWLL is encouraging teams to use a courtesy runner for girls who are on base with 2 outs in an inning and will be catching the following inning. The courtesy runner should be the player who last batted and is not on base.
- A maximum of 9 players will be used in the field: pitcher, catcher, 4 infielders in the normal positions, and 3 outfielders.
- For regular season games, both teams must have 7 players on their bench or on the field before the game begins (10 min. delay allowed) otherwise the team with less than 7 players will forfeit the game. After the 1st inning, a team will also forfeit if that team (a) fails to put at least 7 players in the field, or (b) has a batter bat again before 5 other batters have batted.
 - Players from the Minors may be called up to fill in the lineup for the game.
 1. Minors players may not miss their scheduled game to play up
 2. Minors players must be added at the end of the batting lineup
 3. No team may use the same minor player more than 3 times during a season
 4. Minors players may not pitch
 5. Minors players added to the lineup follow the same minimum field play time
- For playoff games, both teams must have 8 rostered players (no call ups permitted in the playoffs) on their bench or on the field before the game begins (10 min. delay allowed) otherwise the team with less than 8 players will forfeit the game.
- Pitching rules: LL Rules 8.01 to 8.07. Pitching distance: 40 feet (LL Rule 1.07)
 - Major players may pitch no more than 3 innings per game, and no more than 6 innings per week (any 7 day period).
 - A single pitch constitutes having pitched in an inning, even if the game is called.
 - A pitcher who is removed, substituted or relieved may return as a pitcher anytime in the remainder of the game.
 1. Exception – if the pitcher is replaced and removed from the field of play during an inning, the pitcher may not return until the next inning.
 - A “hit by pitch” will apply even if the ball first hits the ground before hitting the batter.
 - A pitcher must be removed as a pitcher for the remainder of the game after **hitting 3 batters** in the game.
- The infield fly rule applies. (Runners on 1st & 2nd or 1st, 2nd & 3rd with less than 2 outs; a fair fly ball that can, in the judgment of the umpire, be caught by an infielder with ordinary effort)
- Dropped 3rd strike rule IS in effect Rule 6.05 – A Batter is out when
 - A third strike is legally caught by the catcher
 - A third strike is not caught by the catcher when first base is occupied before two are out. (basically, always if first base is open or anytime there are 2 outs)
 - A third strike not caught by the catcher must be retrieved and either tag the batter or throw to first base before the runner reaches first to record an out. If the Batter does not run to 1st and makes steps toward the dugout she is called out.
- Bunting is allowed.

- No fake bunting is allowed. Any batter who fakes a bunt and pulls the bat back to swing is immediately called out. (the batter may pull back and not bunt, but may not pull back and swing).
- **Any runners who are between bases when the pitcher has possession of the ball in the pitcher's circle must immediately return to the last base reached successfully or advance to the next base if that base is not occupied. If a runner does not immediately advance or return to a base, then that runner will be declared out.** Once time is called (signaled) by the umpire, the ball is "dead" and runners may not advance. (LL Rule 7.08(a)(5) Note 2)
- When the ball is live, runners can advance until the umpire calls (or signals) "time". The umpire will call time at their discretion when (a) the defensive team has stopped the runners by defensive play, or (b) the pitcher has possession of the ball in the pitcher's circle,
 - i. EXCEPTION if the defense attempts another play on another runner (a fake throw is considered a play). Any runners who are between bases when time is called will be directed by the umpire to the last base reached.
- Coaching the bases may be done by adult coaches or by players who must wear a batting helmet. If a base coach touches a runner while the ball is live, the runner is out (LL Rule 7.09 (h)).
- **Stealing/Leads:** If a runner leaves the bag before the pitched ball is released by the pitcher, the runner is out. Baserunners are permitted to take secondary leads after the ball is released. Stealing of any base can occur after the ball has crossed the plate.
- All teams will compete in the playoff series for the league championship. The team with the better record in the regular season / better seed will be the home team. Tie-breaker rules apply if 2 or more teams have the same win-loss records. Teams will be seeded according to the regular season standings. With a 5 team league, the teams that finish the regular season 1st will receive a bye. 2 will play 5 and 3 will play 4. After the first round of playoffs we will reseed and the 1 seed will play the lowest remaining seeded team and the 2 seed the other.
- TIE BREAKER RULES
 - a. The following rules apply to all tie breaker situations.
 - b. The rules are applied in the order listed below until the tie is broken:
 - i. Best win-loss record (% won) over the entire regular season.
 - ii. Results of the regular season series between the 2 teams in question or among the 3 or more teams in question.
 - iii. Winning run differential in the regular season games played between the 2 teams or among the 3 or more teams.
 - 1. In applying this rule to 3 or more teams, the results are considered in pairs until one or more teams break the tie. Then, the remaining teams repeat the tie breaker rules.
 - iv. Winning run differential over the entire regular season for the teams in question.

NOTE: RUN DIFFERENTIAL IS DEFINED AS THE DIFFERENCE BETWEEN THE TOTAL RUNS SCORED AND THE TOTALS RUNS ALLOWED. A MAXIMUM RUN DIFFERENTIAL OF 10 RUNS WILL APPLY TO ANY SINGLE GAME. ANY FORFEITED GAMES WILL HAVE A SCORE OF 6-0

CONTACT INFORMATION

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