

ROCKCASTLE LITTLE LEAGUE – Minor/Major League Softball Program

Only 1 appointed Coach will be in the draft.

Section 1: The Offensive team SHALL bat all players present; however, they must bat a minimum of nine (9). In the event a team does not have 9 or more players present at game time, that team may start with 8 players. In the Event that a team does not have 8 players and the opposing team has a full roster they may ask to borrow players to start the game. Teams must start the game with a player in the pitcher and catcher position. The remaining players positions are as desired on the field of play, provided that they do not violate any other rule in the program. Teams may use allotted time to scrimmage, but not exceed time limit.

Section 2: Pitching Prior to starting the pitch, the pitcher must take a position in which one of their feet is in contact with the pitching rubber.

A. The pitcher shall take, or simulate taking, a signal from the catcher.

B. The pitcher, before pitching and after receiving the signal from the catcher, must take a position with the shoulders in

line with first and third base, with the ball in both hands.

C. After receiving the ball from the catcher, the pitcher must deliver the ball towards home plate in no less than one

second or more than 10 seconds. The pivot foot must remain in contact with, or push off and drag away from the pitching plate prior to the front foot touching the ground. The pivot foot must remain in contact with either the pitching plate or at ground level.

The pitcher will be considered to be in the pitching position

D. The pitching position may not be assumed by the pitcher on or near the pitching plate, without having possession of the

ball.

PENALTY: Violation of rules A – D are illegal pitches. (Runners will receive a base and batters will receive a ball being call on the count.)

Section 2A: The pitch starts when the pitcher separates one of the hands from the ball after the hands are together.

Section 2B: After taking the signal, the pitcher may not step backwards with the non-pivot foot.

A. It is not considered a step, if the pitcher slides their foot on the pitching plate, provided contact with the plate is maintained.

B. Such techniques as the “crow hop” and “leap” are illegal. unless the catcher is not in position to receive the pitch. Section 2C: A legal delivery is one in which the ball is delivered to the batter with an underhand straight line of the body.

A. The follow through of the hand and wrist and the release of the ball must be forwards, past the straight line of the body.

B. A rocker action is NOT used; meaning, after the ball is in both hands in the pitching position, the pitcher re-moves one

hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.

C. No wind-up is used, meaning a stop or reversal of the forward motion.

D. There is no more than one revolution of the arm in the windmill pitch. The pitching arm may be dropped to the side and to the rear

before starting the windmill motion. The ball does not have to be released the first time past the hip.

E. The pitcher makes no continuous wind up after taking the forward step, which is simultaneous with the re-lease of the ball.

F. While in the pitching position, the pitcher may not deliberately drop, roll or bounce the ball in order to prevent the batter from striking it.

Section 2D: There shall be only 2 charged conference between the manager or other team representative from the dugout, with each and every pitcher or defensive player in an inning. The 3rd charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the inning.

Section 2E: Pitchers can only pitch a max of 12 innings per day and require one day rest.

Section 3: Batting: the batter is out after recording three strikes.

3A: Base on balls: is awarded when the pitcher delivers four balls(pitches that are considered not in the strike zone).

3B: An at bat concludes as soon as the batter puts a fair ball into play. At that point, the batter will either safely reach a base, or, if the defensive team catches or fields the ball and makes a play, the batter or any base runners may be stopped and declared out.

3C: If a batter is hit by a pitch the batter is automatically awarded first base.

The batter shall not have their entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit. EFFECT: batter Out.

A. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out, and base runners may not advance.

B. The batter must take their position within ten (20) seconds after the umpire has called "play ball". They must have both feet within the lines of the box before the start of the pitch. They may touch the line, but no part of their foot may be outside of the lines prior to the pitch.

EFFECT: The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to take their position or risk being called out. If the batter refuses to take their position after the warning they will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player will result in an out being called. D. The batter may not intentionally wipe out any portion of the lines of the batter's box.

EFFECT: The umpire will call a strike.

Section 3A: Each player of the side at bat shall become a batter in the order which their name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player they are replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn in the preceding inning.

EFFECT: Batting out of order is an appeal play which may be made by the defensive team only. If batting out of order occurs. If the appeal is made during the at bat then the correct play is place in the batting position and continues the count. If the out of order batter reaches 1st base, then the appeal is made the batter is out.

Note: At any time during the at bat if a foul tipped ball goes above the batter's head and caught by the catcher the batter is declared out; if the 3rd strike is foul tipped by the batter and caught by the catcher batter is declared out.

Note: At any time during an at bat if the catcher interferes with an at bat, the batter is awarded 1st base. (bat hitting catchers' equipment during a swing)

Section 4: Pitching distance 35 ft, bases are 60ft. Three outs or 5 runs an inning, 6 inning or 90 minutes. The official softball used in major league program shall be the 11-inch softball. 5 warmup pitches between innings

Note: NO new Inning will start after time has passed. Finish the inning of play. In the event of a tie game at the end of the Inning. A 7th inning will be played at the start of the 8th inning will go to international rule. (International rule: last batted out will be placed on 2nd base and 1 out will start the inning. The home team will get the same chance of play.)

Section 5: 10 defensive players are permitted. Before the ball is batted, no more than six players may take a defensive position on the infield. Unlimited defensive substitutions are permitted.

Section 6: Taunting If the pitcher has the ball in the circle and not on the pitching rubber, if runners advance or round the base, they have to continue forward motions until the ball is thrown or the pitcher breaks the ball from the glove. Failure to keep forward motion will result in the base runner being declared out. In general, Little League Softball rules state that when the pitcher has possession of the ball within the eight-foot circle, runners must immediately advance to the next base or return to their previous base without hesitation. Failure to do so—such as stopping or feinting—results in the runner being called out. The intent of this rule is to prevent base runners from gaining an unfair advantage by hesitating or attempting to deceive the defense.

Section 7: Bunting, slapping (chop swing), or half swing are permitted.

Section 8: A. The infield fly rule is in effect. The ball remains alive after infield fly has been called by Umpire. Runners are in jeopardy of being put out at their own risk.

Section 9: On an overthrown ball in fair or foul territory, all runners may advance at their own risk, until lead runner is stopped. If Overthrown ball goes into dugout or hits any equipment in the dugout area, Runner are award an extra base. Play is dead

Section 10: Runners must be in contact with a base while the pitcher is on the pitching rubber. **MAJOR ONLY** Runners may lead off once the ball has left the pitchers hand. **MINOR** must wait till the ball reaches the plate. If the ball is batted into play on the ground, the runner may continue to the next base without tagging up. Unless it is a pop fly or line catch has been made, then runners can tag up to go to the next base. Runner may steal bases at own risk of being put out. If a runner leaves the base before the ball is released by the pitcher, runner is declared out on judgement of Umpire. Runners may not interfere with a fielder fielding the ball – interference results in runner being out.

Note: Stealing is only permitted when the pitcher is pitching,

Section 11: Courtesy Runner maybe used for your pitcher and catcher.

Note: Courtesy Runner will be your last recorded out. In the event of no outs recorded then it will be last runner scored.

Section 12: Catcher's protective equipment must be used, helmets with mask chest protector shin guards.

Pitchers must wear face mask and chest guard; all offensive players must wear helmets with face mask while on the field. All defensive players must wear face mask while in defensive play.

Section 13: In the event of a close play at home plate or any other base runners are required to slide to avoid injury with the catcher or any other defensive player. Failure to slide will be the Umpire judgement to declared an out on the play.

Section 14: Absolutely No Steel or Metal Cheats will be used in league play or practice.

Umpires will report the outcome of the game and the score at the end of the night to league commissioner.

Section 14 A Each team must have a scorekeeper. The home team will be the official scorekeeper. The umpire will refer to the home team scorekeeper for questions. Each home team with the official score book must turn into the head ump at the end of every game.

Section 14 B Field Keeping: Both teams of the last game is responsible for dragging the field and putting up score board. Each team is responsible for cleaning their dugout. Throw away all bottles and paper in the trash cans provided. Get the dugout prepared as quickly as possible for the next team coming in to play.

Section 15: Coaches and volunteers must have a background check to be on the field or in the dugout.

One 1st base coach and one 3rd base coach is permitted on the field but must remain near the respective base during play. Other coaches must remain in the dugout or area during play.

It is Coaches responsibility to keep players in the dugout during there at bat. Teams shall have one player at the plate, one player in the on-deck area.

Sportsmanship—Coaches should...Demonstrate sportsmanship, expect sportsmanship from your players, and Encourage sportsmanship from the parents and fans.

Cursing and aggressive behavior will not be tolerated from coaches, players, or fans. You will be given a warning. In the event warning is not expected violator will be asked to leave. Coaches will be asked to help in situation if violator still does not comply then that team will be declared a forfeit. The Board will handle each situation on a case-by-case basis.