

Senior (13-16 year olds) Local Rules

*Basic Little League Rules are to be followed as outlined in the Official Little League Softball Rule Book
Also, the following Local rules must be followed:*

1. Evening games start promptly at 6:30 p.m. unless otherwise stated. They are a regulation 7 inning game. In the event of a doubleheader, each game will be 5 innings long. Tie games are the only reason for extra innings to be played.
2. No inning is to start after 8:30 p.m. Saturday/Sunday games have a 2 ½ hour time limit.
3. A team must be able to field 9 players at game time (8 in a pinch and can borrow player from other team to make 9 but that player CAN NOT PITCH) or the game is forfeited after 10 minute grace period. (Note: scrimmage games are encouraged in that case so that the kids get to play softball.)
4. Home team takes the 1st base side.
5. Jewelry cannot be worn during a game. A player caught wearing jewelry will be warned. If the player fails to remove the jewelry, the player will be ejected from the game.
6. If, after five (5) innings, (four and one-half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs *MAY* concede the victory to the opponent.
7. There is a 6 run maximum per inning in the first 6 innings, with unlimited runs beyond the 6th inning.
8. All players must wear official uniforms, including shirt (tucked in), pants, at all games. Sweaters and jackets may be worn under the shirt, at the discretion of the player's coach, but must be a solid color *other than* white or gray. In very cold weather, or under extenuating circumstances, jackets may be worn over the shirt – subject to the approval of the player's own coach. No metal cleats are allowed.
9. Every player should be in the batting line-up for the entire game. Players arriving after the start of the game must bat in the last position.
10. No more than 9 players may be used defensively in the field. It is a scrimmage game if one team fields 8 players, then other may field 9.
11. Every player must play a minimum of 2 innings on defense within the first 6 innings of the game.
12. Players are forbidden to throw any equipment, argue with the umpire, swear, or use any other inappropriate behavior. Any player ejected from a game will not be allowed to play in the next physically played game that the player attends. The player must sit on the bench in full uniform during that game in order to be eligible to play in the following game.
13. Any manager/coach ejected from a game will be suspended for the next game (ex: will not be allowed to attend the next physically played game.) If the same manager/coach is ejected a second time in that same year, the manager/coach will no longer be able to participate in the Intertown program.
14. *Pitchers are allowed to pitch a maximum of 30 innings in a calendar week.* Delivery of a single pitch constitutes having pitched an inning. A player may pitch in a maximum of 10 innings in one day. If a player pitches in less than 5 innings, no rest is required. If a player pitches in 5 or more innings, one day of rest is required. The penalty for abuse of this rule in manager suspension for one game on the first offense, and suspension for the remainder of the season for the second offense.
15. Pitchers will wear a helmet while warming up on the infield while infield practice is going on.
16. Base coaches may include one adult and one player, or 2 adults.
17. There **MUST BE** one adult coach in the dugout at all times.
18. The hitter, baserunner and base coaches (except the adult base coach, if any) must wear helmets.

19. Unlimited re-entry is allowed . Pitchers MAY re-enter the game after leaving to assume a defensive position.
20. There is NO BALK in softball. However, every effort must be made to insure that the pitcher's pivot foot stays in contact with the rubber from the start of the windup until delivery of the ball. If a pitch is made, it is either a ball or a strike; if no pitch is made there is no penalty.
21. Head first slides are allowed. Players must avoid contact, if possible, when there is a play at the base that the runner is going to. The runner will be called out if the runner violates this rule.
22. The infield fly rule IS enforced as called by the umpire
23. The batter is out when the catcher does not catch a 3rd strike WHEN FIRST BASE IS OCCUPIED and there are less than two outs.
24. Base runners shall not leave their bases until the pitched ball is *released* from the pitcher's hand.
25. Little League equipment can ONLY be used for Little League sponsored events, and ONLY by Little League participants. Equipment used for non-sponsored events or by non-Little League participants is not covered by Little League insurance. It is the responsibility of the manager to enforce this rule.
26. Home team provides the game ball; visitors supply the back up ball.
27. Pitching distance must be 40 feet.
28. Batter may advance to on a dropped 3rd strike.
29. Please contact Mark Shahin (342-0359) or email me with the scores.