

DISTRICT 20 SOFTBALL COMBINATION

2011 RULES AGES 9-10

Official rules of play are in the Little League Rule book. Amendments to the Little League Rules:

**Immediately after each game, winning manager phones or emails score, pitchers name, age
And innings pitched to the Combo Coordinator** JEFF APPLEMAN 610-758-9950 applemanj@dnb.com

8-year olds are allowed on a team; maximum is 4 per team, they must be at least second year players.

Week-day games start at 5:45 PM. Weekday games involving HLS teams start at 6 PM

Weekend games start time is listed on the schedule.

Pre-game field times: teams divide available practice time evenly

Host team practice ends 30 minutes before game starts.

Travel team practice ends 10 minutes before game time.

Last 10 minutes is for field prep time, exchange lineups, ground rules, questions.

Home team supplies two umpires and two game balls.

10 run rule is in effect after any full inning from the 5th inning on (4 1/2 innings if the home team is ahead).

Postponement / cancellation: Teams report to the field unless they get a call to cancel. To postpone a game due to the weather conditions, host team manager calls traveling team manager at least 1 ½ hours before game start time. Managers agree to reschedule any postponed game for the next available rain date or within 7 days. Coordinator decides when and where to play any game not scheduled within 7 days. Game location may change; home team will not change for any rescheduled game. Umpires, coordinator, and refreshment stand must be notified of postponement and date / time of rescheduled game.

Both teams must make every attempt to have field playable and avoid canceling game.

Any team unable to field 8 players within 15 minutes of scheduled game time will forfeit that game.

Game may start with 8 players, but cannot proceed with less than 8 players.

Players, manager, and a maximum of 3 coaches allowed in dugout for the entire game.

All continued games start at the point game was suspended. Pitching and mandatory play requirements must be fulfilled for the week game was originally scheduled.

Batting:

Batting order is continuous and includes every player. Player arriving late is added to the end of batting order.

Each half inning is 3 outs or 10 batters whichever comes first. 6th inning on, all innings are 3 outs only.

The 10th batter must be announced. When the 10th batter is up, there will automatically be 2 outs. Play is finished when an out is made, or after an attempted play the ball is in the possession of the pitcher in the circle. The 10th batter cannot be walked, hit by pitcher or put on base by catchers interference.

Courtesy runner may be used if catcher is on base with two outs. Courtesy runner is last person called out.

Play ends when the ball is in the secure possession of the pitcher in the circle.

Collision rule: Base runner must avoid the tag, slide, or give-up as out in order to avoid a collision. If there is a collision, runner is called out. If the collision is deliberate, umpire may expel the runner from the game. On the other hand, a fielder that does not have the ball may not block the base to create a collision. If that happens, umpire awards the base runner the base she would have reached if she had not been impeded.

Defense:

Free substitution applies for all defensive fielding positions due to using continuous batting order.

Each player must play at least 6 defensive outs in a game.

Defensive team may insert a 4th outfielder as the 10th player.

Defensive team, while in the field has the option to use a defensive coach. (first half only)

Catchers interference is to be called.

Pitching :

Pitching week is Monday thru Sunday.

Pitcher may pitch maximum of 6 innings in a game or in a week. Proper rest between games must be observed. Exception; if a third game is played during a week, a pitcher may pitch up to 3 innings in that 3rd game only, if proper rest is observed. These would be innings 7 to 9 for that week.

Strike zone extends from middle of shins to top of shoulders and to the inside edges of both batters boxes.

Protest must be lodged with the umpire before the next pitch and play is continued. Formal protest must be written and given to coordinator within 24 hours. Protest must cite the rule that was broken and provide full details. Protest committee consists of coordinator and 2 officials from neutral leagues.

Conduct code:

Coaches must sign code of conduct. Umpires are asked to enforce it.

Any player, manager, or coach ejected from a game is suspended for the next 2 games. Notify coordinator of any suspension.

Fans on the playing field for any reason other than injury, are ejected from the game.

No one is permitted behind backstop.

No smoking, observe host team rules. Each team cleans up its dugout after each game.

Players and fans may cheer for their team only, until pitcher steps on the rubber and is ready to pitch. Badgering any player on the opposing team is not permitted.

Un-sportsmanlike conduct, profanity, or abusive language, from any player, coach, manager or fan is not tolerated. Managers / coaches are responsible for actions of their team and fans, and may be penalized for offenses.

First offense—manager gets a written warning

Second offense—manager is suspended for this game and next 2 games.

Third offense—manager is suspended for rest of season.

Fan may be asked to leave field for any offense.

Rosters are frozen after first half.

Infield fly rule is in affect