

Bethpage Baseball Softball Division Rules

(Amended 02/10)

The following local rules supplement the Official Regulations and Playing Rules of Little League Softball by which our League's Baseball program operates.

GENERAL RULES

1. All scores & innings pitched must be posted on the website before your next game. Penalty will result in winning team receiving a loss for the game in question and/or the losing team forfeiting their next scheduled game.
2. Weeknight games will start at 6:00 P.M. (Unless otherwise noted)
3. Time limit – no inning will start after 8:00 P.M. until May 15th, thereafter 8:15pm. This is up to the umpire's discretion.
4. Time limit for weekend games is 2 hours if there is a game following your game. No Inning will start after two hours. If no game follows, keep playing.
5. If team is going to be short girls, you may borrow players from the higher grade on the next lower division. The player must bat at the end of the line-up and can only play in the outfield. (Micros: This division is instructional. We want to play the games. Both managers to cooperate if opposing team needs players.)
6. Majors Innings are 3 outs or 6 runs scored, whichever occurs first. (Minors: 3 outs or 4 runs scored.) However, 3 outs must be made in the last innings and there is no run scored limitation. Both Managers and the umpire must agree before the inning begins that it will be designated the "last inning".
7. Only the manager or acting manager of the game may approach the umpire for any reason.
8. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
9. Balls and strikes will not be argued. Umpires calls are final. **There is a zero tolerance rule regarding complaints directed at child umpires. Adults are not allowed to question their calls during a game.** Managers are responsible for behavior of the parents and spectators of their team.
10. Micros Coaches are encouraged to be on the field to instruct their players.
11. NO NEGATIVE CHANTING

PITCHING:

1. Majors: Regulation 12" softball will be used. (Minors and Micros 11")
2. Majors Pitcher's mound distance will be 40 feet. Minors: 36 Feet
3. Pitchers are restricted to 9 innings per week (Week is Sun. to Sat). If the pitcher throws **1 pitch it will constitutes an inning.**
4. Both 11yr olds & 12 yr olds may pitch an official game.
5. If a player pitches more than two innings, she may NOT pitch in the next game, regardless of the time in between.
6. Pitcher may not pitch for a school team & LL team on the same day.
7. A pitcher will be removed if she hits **3** batters in an inning or **5** in a game. A hit batsman is up to the umpire's discretion.
8. All players are eligible for re-entry.
9. Once pitcher motions for pitch, all dugouts must be quiet.

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Micros Pitching:

1. All pitching will be from pitching machines from 32 Feet.
2. Pitching machines must always be attended by a coach
3. Players must never operate pitching machine.
4. Ball will be 11" machine compatible. Speed will be determined by the coaches but not to exceed 35MPH Pitching machines will be stored in the sheds at the softball fields for which each micros coach will have a key. Coaches will be responsible for setting up and storing the equipment.
5. Equipment must be stored after each game when there is no other micros game following.
6. Coach will also be responsible for maintaining the machine as needed. (Gas, and or charge battery).
7. In the event of a pitching machine failure, coach will pitch.
8. The last 4 games of the season the girls will pitch. The coaches are encouraged to begin to develop pitchers early in the season at practice.

FIELDING:

1. 10 Players in the field and you must play 4 across in the outfield.
2. A team **must** field at least 8 players (6 inning game). If one of the 8 players gets injured, the team still can play with 7 fielders.
3. **Minors and Micros: Outfielders must play 4 across.**
4. **Micros:** Players must play a minimum of 4 innings in the field, two of which must be in the infield.
5. **Micros:** Pitcher should stand to the right or left of the pitching machine.

BATTING:

1. Universal batting will be in effect throughout the entire season.
2. On a dropped 3rd strike the batter is out. Runners may advance at their own risk.
3. Infield fly rule will be called at the discretion of the umpire.
4. Base runners may tag up on fly ball outs and advance to any base.
5. Bunting is allowed in Majors and Minors Only.
6. All players must wear helmets with face masks and chin straps.

Micros BATTING:

1. Each child gets five pitches. There are no walks. (if they foul off the fifth pitch – they are not out).
2. A child can take up to two bases on a hit.
3. Innings are 3 outs or 4 runs scored.

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BASE RUNNING:

1. Bases will be set at 60 feet.
2. Runners may not lead, but may steal when the ball passes over home plate.
3. Each team may steal second base 3 times per inning. (No restriction for stealing third base & home).
4. Time is out when the ball is returned to the pitcher on the mound.
5. A runner more than half way to the next base when time is called will be awarded that base. A runner less than half way will return to the previous base.
6. When stealing 3rd base, no runner may advance to home on a overthrow from the catcher.
7. When stealing of 2nd base a runner may advance to 3rd base at her own risk.
8. If the opposing team's catcher is on base after two outs have been recorded that player will be replaced with a courtesy runner. The courtesy runner will be the last batter out. (The catcher will then re-apply her equipment & be prepared to play as soon as the third out is recorded).
9. **Minors:** Each team may steal second base 3 times per inning. (No restriction for stealing third base). team may steal home twice per inning.
10. **Minors:** When stealing 3rd base, no runner may advance to home on an overthrow from the catcher.
11. **Micros:** Bases will be set at 55 feet.
12. **Micros:** A child can take up to two bases on a clean hit to the outfield.
13. **Micros:** No advancing on overthrown balls.
14. **Micros:** No stealing of any base, or tagging up.
15. **Micros:** No infield fly rule.
16. **Micros:** Leading allowed after pitch crosses plate.

MERCY RULE:

1. The 13 run mercy rule will be in effect after 4 innings, 3 ½ if the home team is ahead.
2. If the Visiting team is ahead by at least 13 runs after 4 innings, the home team will bat.
3. If the home team comes within 12 runs or less, the game will continue.

