

2023 HCLL LOCAL SOFTBALL RULES

***. Age Determination:**

The player's age as of January 1st of the current season determines which age division they will play in.

12U SOFTBALL (Major Division)

1. Time Limit:

Game time limit is 1 hour 45 minutes or 6 innings. An inning cannot start after the time limit expires. Time limit starts at **scheduled** game time or 5 minutes after the end of the previous game. Home team is required to keep the time in the official score book. Tie score after the time limit expires or 6 innings is a tie. If time expires during an inning, you will complete the full inning unless the home team is winning after the middle of the inning.

2. Player Pitching:

Players will pitch at 40 feet from home plate, and use a 12 inch ball. All other rules default to the Little League International softball rules.

3. Team / Playing Time:

The legal batting order will consist of (9) or more players, everyone bats. Eight (8) players must be present to begin or continue the game. An out(s) will not be taken for teams batting less than (9) players when those spots are due up. Late arriving players will be added to the bottom of the batting order.

- The defensive team will consist of (9) players, provided (9) players are present, with 6 infielders and 3 outfielders. The integrity of the infield must be maintained.
- The batting order will consist of **ALL** players present.
- **ALL** players will play a minimum of (3) innings or **1/2** the game in the field. Players in the field should be rotated with extra players on the bench every inning.

4. Five (5) Run Limit:

Five (5) runs per inning limit. When the (5th) run crosses home plate the inning ends regardless of the number of outs or runners left on base.

5. Ten (10) Run Rule:

If after 4 complete innings (3 1/2 innings if the home team is ahead) either team is ahead by 10 or more runs, the score is frozen and the time limit is played unscored. Coaches are encouraged to move players around to different positions so that everyone has a chance to develop skills.

6. Base Stealing:

Base stealing is allowed. Players may leave the base when the ball crosses the plate.

7. Miscellaneous:

- The dropped 3rd strike rule **is** in effect.
- Infield fly rule **is** in effect.
- Home team is required to keep the official score book.
- Play stops when the lead runner is stopped and time is called.
- All other rules default to the Little League International softball rulebook.

10U SOFTBALL (Minor Division)

****To start the season, we will attempt 'Player-Pitch' only without coach-pitch. We reserve the right to implement the coach-pitch option at any time, per agreement by all head coaches.****

1. Time Limit:

Game time limit is 1 hour 30 minutes or 6 innings. An inning cannot start after the time limit expires. Time limit starts at **scheduled** game time or 5 minutes after the end of the previous game. Home team is required to keep the time in the official score book. Tie score after the time limit expires or 6 innings is a tie. If time expires during an inning, you will complete the full inning unless the home team is winning after the middle of the inning.

2. Player / Coach Pitching:

Players and coaches will pitch at 35 feet from home plate, and use an 11 inch ball.

- Batters hit by a player pitch are awarded first base.
- Batter can strike out, but not walk.
- If the batter has not struck out, been HBP, or put the ball in play after a 4-ball count, the coach will pitch up to (2) pitches to the batter. If the batter does not put the ball in play after (2) pitches, an out is called unless the second pitch is a foul ball.
- Coach picks up count where it is, where the first pitch can be the 3rd strike and is an out.
- Batted ball that hits the coach is a "Dead" ball; the batter will take 1st base, and runner(s) will advance (1) base only if forced to the next base.

3. Team / Playing Time:

The legal batting order will consist of (9) or more players, everyone bats. Eight (8) players must be present to begin or continue the game. An out(s) will not be taken for teams batting less than (9) players when those spots are due up. Late arriving players will be added to the bottom of the batting order.

- The defensive team will consist of (10) players, provided (10) players are present, with 6 infielders and 4 outfielders. The integrity of the infield must be maintained.
- The batting order will consist of **ALL** players present.
- **ALL** players will play a minimum of (3) innings or 1/2 the game in the field. Players in the field should be rotated with extra players on the bench every inning.

4. Five (5) Run Limit:

Five (5) runs per inning limit. When the (5th) run crosses home plate the inning ends regardless of the number of outs or runners left on base.

5. Ten (10) Run Rule:

If after 4 complete innings (3 1/2 innings if the home team is ahead) either team is ahead by 10 or more runs, the score is frozen and the time limit is played unscored. Coaches are encouraged to move players around to different positions so that everyone has a chance to develop skills.

6. Base Stealing:

Base stealing is allowed when a player is pitching, not when a coach is pitching. Players may leave the base when the ball crosses the plate.

7. Miscellaneous:

- The dropped 3rd strike rule is **not** in effect.
- No infield fly rule.
- Home team is required to keep the official score book.
- Play stops when the lead runner is stopped and time is called.
- All other rules default to the Little League International softball rulebook.

8U SOFTBALL (Coach Pitch)

1. Time Limit:

Game time limit is 1 hour 20 minutes or 6 innings. An inning cannot start after the time limit expires. Time limit starts at **scheduled** game time or 5 minutes after the end of the previous game. Home team is required to keep the time in the official score book. Tie score after the time limit expires or 6 innings is a tie. If time expires during an inning, you will complete the full inning unless the home team is winning after the middle of the inning.

2. Player / Coach Pitching:

A coach will pitch starting inside the circle with both feet and may follow through with one foot outside the circle. The minimum pitching distance is 27 feet from the plate. The pitch shall be delivered with as little arch as possible. Each player will get 6 pitches or 3 swinging strikes. If the 6th or subsequent pitch is fouled off, the batter will get an additional pitch(es) until a ball is put in play or the batter strikes out. Batter can strike out but not walk. If a batted ball hits the coach/pitcher, the ball is dead and it is ruled a no pitch. If a batter is hit by a pitch, it will not count as a pitch.

3. Team / Playing Time:

The legal batting order will consist of (9) or more players, everyone bats. Eight (8) players must be present to begin or continue the game. An out(s) will not be taken for teams batting less than (9) players when those spots are due up. Late arriving players will be added to the bottom of the batting order.

- The defensive team will consist of (10) players, provided (10) players are present, with 6 infielders and 4 outfielders. The integrity of the infield must be maintained.
- The batting order will consist of **ALL** players present.
- **ALL** players will play a minimum of (3) innings or **1/2** the game in the field. Players in the field should be rotated with extra players on the bench every inning.

4. Five (5) Run Limit:

Five (5) runs per inning limit. When the (5th) run crosses home plate the inning ends regardless of the number of outs or runners left on base.

5. Ten (10) Run Rule:

If after 4 complete innings (3 1/2 innings if the home team is ahead) either team is ahead by 10 or more runs, the score is frozen and the time limit is played unscored. Coaches are encouraged to move players around to different positions so that everyone has a chance to develop skills.

6. Base Running:

- Base stealing is not allowed!
- On an infield overthrow, the base runners can attempt to take one at-risk base, then the umpire should call the play dead when the runner is safely at the next base or is tagged out.

7. Coaching:

- No fielding coaches. **One** coach may stand outside the dugout while on defense to coach defensive players. One coach may stand behind the catcher to help speed up the game. This coach **SHALL NOT** instruct any players or coach any players.

8. Miscellaneous:

- No infield fly rule.
- Home team is required to keep the official score book.
- Play stops when the lead runner is stopped and time is called by the umpire.
- No bunting is allowed.
- Infielders are not allowed to play closer than 35 feet from home plate until the ball is in play. This does not apply to the pitcher.
- The pitcher can stand anywhere inside the circle and have one foot outside the circle before the ball is in play. The pitcher may stand 5 feet behind the circle if concerned about safety.

- All other rules default to the Little League International softball rulebook.

6U SOFTBALL (Coach Pitch)

1. Time Limit:

Game time limit is 1 hour 10 minutes or 3 innings. An inning cannot start after the time limit expires. Time limit starts at **scheduled** game time or 5 minutes after the end of the previous game. Home team is required to keep the time in the official score book. Tie score after the time limit expires or 6 innings is a tie. If time expires during an inning, you will complete the full inning unless the home team is winning after the middle of the inning.

2. Coach Pitching:

- The coach-pitcher does not have to remain in the circle while pitching and may move closer to the batter to encourage hitting.
- The batter will receive a maximum of 6 pitches. If the batter has not hit after 6 pitches, they are out unless the 6th pitch is fouled off, in which case the at-bat continues.
- Batter can strike out, but not walk. If a batted ball hits the coach-pitcher, the ball is dead and it is ruled a no pitch.
- Each coach-pitcher should have the mindset of playing defense for the opposing team. Coach-pitchers are expected to stop the ball if necessary to back-up an attempted throw to the player-pitcher.

3. Team:

Each team will bat through their entire roster each time at bat. However, runs will not count after the 3rd out or the 5th run of the inning, whichever occurs first. When the last batter comes up, assume there are two outs. Late arriving players will be added to the bottom of the batting order. The integrity of the infield must be maintained, and at a minimum, a team must have a pitcher, catcher and 1st baseman. All outfielders must stay in the grass until the ball is hit.

4. Playing Time:

- ALL players will play the entire game.
- **Mandatory:** Each player must play at least one full inning in the infield.

5. Five (5) Run Limit:

Five (5) runs per inning limit. When the (5th) run crosses home plate the inning ends regardless of the number of outs or runners left on base.

6. Base Running:

- On an infield overthrow, the base runner(s) only get the base they are advancing to.
- If a runner is not half-way to the next base when time is called, the runner must return to the previous base.

7. Coaching:

- Only two (2) coaches will be allowed on the field when playing defense. They must coach from the outfield grass. Any other coaches must remain behind the fence.
- An additional defensive coach shall assist the catcher. This coach shall ensure catcher safety and assist in speeding up play.

8. Miscellaneous:

- Play stops when the lead runner is stopped and time is called by the umpire, or when the ball is possessed by the player-pitcher and she has both feet within the pitcher's circle. Time may also be called by the umpire when a defensive player attempts a throw to the player-pitcher and the ball passes through or is in the vicinity. This is strictly a judgment call by the umpire. It is the coach-pitcher's responsibility to back-up the player pitcher in an attempt to assist the defensive team in stopping play. Possession of the ball by the coach pitcher will also result in a dead ball.

- No bunting is allowed.
- Infield players are not allowed to play closer than 40 feet from home plate until the ball is in play. This does not apply to the pitcher.
- The player-pitcher can stand anywhere inside the circle and have one foot outside the circle before the ball is in play.
- No infield fly rule.
- Home team is required to keep the official score book.
- All other rules default to the Little League International softball rulebook.