

Special Playing Rules Governing Non-Competitive Divisions

Minor B Softball

PITCHING: Although we are trying to develop a young pitcher we are also trying to keep the game moving at a faster pace.

During the first half of the season the player will throw a maximum of 4 pitches per batter. The intent is to allow as many players as possible the opportunity to pitch but then for the Manager to scope it down in the 2nd half of the season to the 3 or 4 that are doing well so they can be allowed to throw more pitches that would be of a higher quality. They then follow the rules outlined below. If a team already has a fairly high quality pitcher then allow them to pitch multiple innings so they get enough pitches. One other change from below – when the coach comes in the count should be no more than 1 strike. This gives the batter an opportunity to adjust to the timing change of player vs. coach and have at least two chances. During the 2nd half of season if we want to change this to what is written below we can.

Allow the player to throw until the batter gets a hit, strikes out or get 4 balls (a regular major league at bat minus the actual BB). Once the player pitcher reaches 4 balls the Coach will come into pitch and the strikes on the batter will roll over to the coach, regardless if there is 2, 1 or zero strikes. The Coach will finish throwing a **maximum of 4 (FOUR) pitches** unless the last pitch is a foul.

- **Example-** 3 bad pitches by the coach, the coach will need to tell the batter she's only getting one more pitch. After the 4th pitch and the young lady does not swing, even if the coach throws one in the dirt, the player will sit down and the batter will be counted as an OUT.
- **Example** – Batter has two strikes at the time the coach comes into pitch. The coach throws a perfect strike the batter chooses not to swing. The pitch should be called Strike 3 and the batter counted as an out.

The pitcher and the Coach should pitch from the 35' pitcher's plate for every pitch.

No pitcher can pitch more than 2 innings in a single game, and the two innings should be pitched consecutively. This rule is in place to encourage the development of more pitchers.

BATTING: We always encourage our kids to hit, but we must also introduce them to the fact that every plate appearance is not a successful one.

Strike Zone – Just below the knees to the armpit area and 1 ball width on both the inside and outside portion of the plate.

UMPIRE - The Offensive Coach (team batting) will call balls and strikes on his/her batters from behind the mound of the opposing team's pitcher. Please have the coach that will come in and pitch to the kids, be the same coach that is calling balls and strikes. We hope to speed up the game by having the coach call balls and strikes on his own players.

Hit Batter: A batter who is hit with a pitch should be encouraged to shake it off and continue batting, the pitch will be considered a ball. If a Coach pitching hits the batter; the pitch will not count as 1 of the 4 pitches the batter gets from the Coach. If the batter is hit with a pitch and is reluctant to hit his next at bat, she may be skipped in the batting order without any penalty.

MINIMUM Number of players: A team will be able to play with 8 original roster players and it is not recommended to borrow players from the other team. 7 or fewer players, it is recommended to borrow from the other team in order to complete a defensive team.

DEFENSE – Teams may field 10 Players – 4 Outfielders. The Defensive team may have One uniformed Manager or Coach on the field to assist (coach) his team, but will need to do so Outside of Fair play, between 1st and RF Foul pole and 3rd base and LF Foul pole.

Game Time Limit: Play until time expires. For games during the week they will be 90 minutes. For weekend games they will be 120 minutes.

RUNS, BATTING ORDER OR OUTS: The innings will be played until 5 runs, 3 outs, or the offensive team has completed going through the entire batting order. (9 batters or a full roster line-up) If one team is short handed that team will be able to send a total of 9 players to the plate, which will result in a player or two batting twice in the same inning. (Please do not have the same batter hit twice in every inning). Once any of the three have been attained, the inning will be over.

BASE RUNNING: To avoid circus play please pay particular attention to this Rule. When the ball is hit in the outfield and runners continue to the next base, once the ball comes into the clay area, the runners should be held at the closest base. Note – this rule will need to be enforced by the coaches. The kids will keep running until the coaches tell them to stop. This will help the kids from panicking and making an errant throw as well as preventing possible injury.

1st Base Overthrows – Runners may attempt to **advance 1** base on an infield play at 1st base. Again this rule is to help **avoid circus play**. If a throw in an attempt to get the runner at 2nd base is wild and goes into center or left field, the play should be ruled dead with the runner on 2nd. This should also be discussed between managers prior to the start of the game.

NOTE - If there is a physical play at the plate, where the catcher or pitcher has the ball and is about to try and tag the runner, the runner must slide. If the runner does not slide into the plate the runner will be called OUT regardless if he reaches safely or not.

Speed up Rule: Optional rule - if your catcher is standing on one of the bases with 2 outs, you may opt to switch the runner with the player who made the last out of the last inning OR the player that made the 1st out in the inning. You may not substitute any other player for this rule and again this is optional.

No Stealing is allowed however on April 7th we will take a vote to see if you want to support Stealing of home only. We'll need 75% of the managers to agree to institute stealing home for the remaining games.

WE POLICE OURSELVES, SO IT IS RECOMMENDED FOR THE MANAGERS TO MEET PRIOR TO EACH GAME TO AGREE ON THE RULES.

Minor C Softball

BATTING:

- **The batting order will consist of the entire roster, however only eight (8) batters will hit per inning regardless of the number of outs or runs.**
- Each coach will pitch to his / her own team. For baseball the coach should kneel down on one knee where he/she has the best chance of throwing strikes.
 - For most players this is about 30-35 feet from home plate.
- No walks.
- **Each batter is permitted a maximum of (7) pitches per batter, unless he 7th pitch is fouled.**
- To speed up the game, it is required to have an additional coach behind the catcher to retrieve wild pitches and passed balls.

FIELDING:

- **No more than Ten (10) players will be used in the field.**
 - Pitcher
 - Catcher
 - 4 Infielders (1B, 2B, SS and 3B)
 - **You cannot play with five (5) infielders**
 - 4 Outfielders
 - **The 10th player must be used in the outfield**
- All outfielders must play on the grass
- To accelerate the learning process, all players should be rotated to play in several positions. Be keep safety in mind when playing kids at first base and catcher. All kids can play all other positions – including pitcher.
- A player should not play more than two innings in each position. First base and catcher are the exceptions.
- No player shall have exclusive infield or outfield play.
- Players may not sit more than two (2) innings.

BASE RUNNING:

- No stealing.
- No advancing on errors / overthrows.
- Clean hits to the outfield, the runners may advance extra bases. Once the ball gets back into the infield – even if not controlled by a player – runners must hold.
 - Exception: if the **batter** is only a step or two from 3rd base, let him enjoy the home run.

SPEED UP RULE:

- Set up your lineup so your catcher for the next inning either does not hit or is one of the first three (3) batters
- If your catcher is on base when the 7th or 8th batter comes to bat, let another kid run so you can get your catcher ready. Don't put your fastest runner in. Let a player who doesn't get on base often be the pinch runner. It becomes a 'win-win' for everyone.

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