



2009 APPROVED SOFTBALL RULES

(Revised 3/11/09)

New rules or changes are in bold

MANAGER/COACH RULES

Each team may have 1 manager and no more than 3 coaches in the dugout at any time (except Rookie and A divisions). At least 2 members of the manager/coaching staff must be team parents. (NCLL Rule).

One member of the manager/coaching staff can remain outside of the dugout while the team is on the field. He/she must be within arms distance of the dugout fence. When a team is at bat, with the exception of the 1st and 3rd base coaches, no one else can be outside the dugout. For safety reasons, no coach can be above the top of the fence. (NCLL Rule)

UNIFORM RULES FOR ALL DIVISIONS

All batters are required to wear a helmet with a cage and chinstrap while at bat. This rule not only applies to league supplied helmets but personal helmets as well. Base runners can wear a cage on the base paths but it is not mandatory. Helmets without cages must have chinstraps. (NCLL Rule)

All players must wear solid gray baseball pants, team uniform shirt, team color or white socks and team visor. Player cannot play without team uniform. (Exception: call-ups). (NCLL Rule)

Manager/Coaches must wear team hat and/or NCLL attire. No other baseball organization attire is permitted. (NCLL Rule)

ROOKIE DIVISION RULES

This is a non-competitive program designed to teach, develop and encourage young players. No score will be kept. (NCLL Rule)

A continuous batting order will be utilized. All players must play 3 defensive innings and no player shall sit out 2 consecutive defensive innings. (NCLL Rule)

A team shall play 10 players on the field at all times. The 10th player shall be a short center fielder, who must remain on the outfield grass until the ball passes home plate or is put in play. (NCLL Rule)

A manager or coach may warm up the pitcher on the field (if the catcher is not ready). In the bullpen, only coaches may (no managers in the bullpen). (NCLL Rule)

There is no Mercy Rule in this division.

No stealing or bunting is permitted.

During the course of the season, players will pitch and catch.

INTERNATIONAL DIVISION RULES

There is a maximum of 5 runs scored per ½ inning. This rule does NOT apply: a) 5th or 6th inning, b) in extra innings and c) in any inning in the playoffs.

When a team has a ten or more run lead, they can no longer steal any bases. Once the lead drops below 10, they may resume stealing. If a player steals a base after their team has a ten or more run lead, the runner is out.

A continuous batting order will be utilized. All players must play 3 defensive innings and no player shall sit out 2 consecutive defensive innings. (NCLL Rule)

The maximum numbers of batters per inning shall be determined by the team with more players. *(Example: If the home team has 13 and the visitors have 10, then the maximum number of batters for both teams in a single inning shall be 13)* (NCLL Rule)

Pitchers can pitch a maximum of 6 innings in a 2 game week and 9 innings in a 3 game week. (NCLL Rule). The calendar week for pitching is Sunday to Saturday. (LLB Rule). A pitcher removed from a game cannot return as a pitcher. (NCLL Rule)

A team shall play 10 players on the field at all times. The 10th player shall be a short center fielder, who must remain on the outfield grass until the ball passes home plate or is put in play. (NCLL Rule)

A manager or coach may warm up the pitcher in the bullpen or on the field (if the catcher is not ready). (NCLL Rule)

The mercy rule shall be 12 runs after 5 innings (4 ½ for the home team). (NCLL Rule)

Steal Rule: A total of 4 advances may be taken by a team in an inning of which 2 may be of home plate. However, in the event of an overthrow, runners cannot advance beyond the base that they were attempting to steal. *(Example: Runner on 1st and 2nd - both attempt to steal - the catcher throws to 3rd to try to get the lead runner but throws the ball down the left field line. The runners must remain on 2nd and 3rd. In the same situation, if the runner on 2nd attempts to steal 3rd but the runner on 1st does not attempt to steal second, the runner from 2nd base stays at 3rd and the runner on 1st remains on 1st).*

After the maximum number of advances has been reached, if a base runner attempts to advance and reaches the base safely, the play is dead and runner returns to the previous base. Otherwise, if she is tagged out by a fielder, she is out. After 2 steals of home plate has been achieved, players may only score on a batted ball, walk, hit by pitch or catcher's interference. (NCLL Rule)

HBP Rule: If a pitcher hits 3 batters in an inning or 5 batters in a game, that pitcher must be removed from the game as a pitcher. (NCLL Rule)

On a base on balls, the runner cannot advance beyond 1st base. (NCLL Rule)

The league will implement a catcher speed up rule after May 1st if deemed necessary by the Rules Committee. Managers are encouraged to have a coach ready to help the catcher with her equipment at the conclusion of an inning. (NCLL Rule)

MAJOR DIVISION RULES

A continuous batting order will be utilized. All players must play 3 defensive innings and no player shall sit out 2 consecutive defensive innings. (NCLL Rule)

Pitching rules: Pitchers can pitch a maximum of 9 innings in a 2 game week and 12 innings in a 3 game week. In a 3 game week, a pitcher may pitch NO MORE THAN 3 innings in AT LEAST 2 games and can pitch one complete game (up to a 12 inning max for the week) *Example: if a pitcher pitches 8 innings in the first game of the week (extra innings) and 3 in the second, then she can only pitch 1 in the 3rd game of the week..* (NCLL Rule)

The calendar week for pitching is Sunday to Saturday. (LLB Rule) A pitcher removed from the game cannot re-enter the game as a pitcher. (NCLL Rule)

A team shall play 10 players on the field at all times. The 10th player shall be a short center fielder, who must remain on the outfield grass until the ball passes home plate or is put in play. (NCLL Rule)

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The maximum numbers of batters per inning shall be determined by the team with more players. (*Example: If the home team has 13 and the visitors have 10, then the maximum number of batters for both teams in a single inning shall be 13*) (NCLL Rule) EXCEPTION: In the 6th inning of the game, there is no longer a maximum number of batters that may bat. The offensive team shall continue to bat until the defensive team has recorded 3 outs.