



2010 APPROVED SOFTBALL RULES

(Revised 03/26/10)

MANAGER/COACH RULES

Each team may have 1 manager and no more than 3 coaches in the dugout at any time (except Rookie division). Two 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 (Majors, International). They 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 players must wear solid grey baseball pants, proper team uniform shirt, team color or white socks. (Exception: call-ups). Player is ineligible to play without the proper uniform. (NCLL Rule)

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

STARTING TIME / LENGTH OF GAME RULES

For the first game of the day regardless of a weekday or weekend day, the 2 hour rule is in effect based upon the SCHEDULED starting time of the game. (NCLL Rule) *Example - on a 5:30pm weeknight game, no inning may start after 7:30 pm even if the game started at 6:00pm.*

Managers are responsible to get their game started at the scheduled game time. For a weekend game, the 2 hour rule is in effect for the 8:30am game so no inning may start after 10:30am. For all other games, the 2 hour rule is in effect from the actual start time of the game, determined by the Director/Umpire. The 2 hour rule is not in effect for the last game of the day including weeknights when only one game is scheduled.

No inning shall start after 10:00PM. An inning is considered to start, the moment that the third out is made, completing the preceding inning.

No pitch can be made at Zukor Park after 10:20pm. At that point the game will be in a suspended mode. All players, coaches/managers, and fans must be out of the park no later than 10:30pm.

FORFEITS (Excludes Rookies)

A game may not be started or continued with less than nine (9) players on each team (8 for International Division.) This shall not be grounds for an automatic forfeiture but shall be referred to the Board of Directors for a decision. {LL, 4.16, 4.17} Each team has 15 minutes from scheduled start time until a forfeit is called.

APPEALS (Excludes Rookies)

Any appeal must be made before the next pitch, or any play or attempted play... An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that indicates an appeal to the umpire... Ball must be live to make an appeal. {LL 7.10}

After the umpire calls “Play”, the pitcher must step on and then off the pitcher’s plate (with pivot foot first) and throw the ball or walk to the base to appeal. This is a live ball and a base runner may attempt to advance to the next base.

PROTESTS (Excludes Rookies)

Protest shall be considered only when based on violation or interpretation of a playing rule, or use of an ineligible player. No protest shall be considered on a decision involving an umpire’s judgment. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. All protests must be submitted by the manager, in writing, to the league president within 24 hours. {LL 4.19(a) (c) (e)}

EQUIPMENT & SAFETY

While running to first base, the batter must safely touch the runner’s base or may be called out for interference. (NCLL Rule). This applies to offensive interference by batter-runner. {LL 7.09(k)}

After a player has missed two (2) consecutive weeks of practices or games for health reasons, the safety director must receive a medical release note before the player returns to play. (NCLL Rule)

On-deck position is not permitted IN ANY DIVISION. Only the first batter will be permitted outside the dugout between half-innings. {LL 1.08(Notes)}. Traditional batting donut is not permitted. {LL 1.10(Note 1)}

Any part of an undershirt exposed to view shall be of a solid color (not white or optic yellow). {LL 1.11 (a) (3)}

Players must not wear watches, rings, pins, jewelry or other metallic items. (Exception for medical alert) {LL 1.11 (j)}

All batters, base runners, and child base coaches must wear a safety helmet. {LL 1.16}

Catchers must wear a mask, throat protector and catcher's helmet. Even “goalie-style” catcher’s masks must have a throat protector. {LL 1.17}

Gum chewing is not allowed during practice or games, and food is not allowed in the dugout. Players may bring plastic water bottles. (NCLL Rule)

Any manager, coach or player ejected from a game is suspended from the next physically played game. {LL 4.07}

Smoking is prohibited on the playing field, benches or dugouts. {LL XIV (e)}

Managers and coaches must be over 18 years of age. (NCLL Rule)

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. {LL 4.10(d)} (Excludes Rookies)

Only one offensive time-out will be permitted each inning. {LL 5.10(d) (Note)} (Excludes Rookies)

On a third strike, the catcher need not catch the ball. The batter is automatically out. {LL 6.05(b)}

Base runners may not leave the base until the ball has been pitched and has reached home plate. {LL 7.13} The penalties for violation by any runner are described in {LL 7.08}.

When a thrown ball goes out of play, the ball is dead. If the wild throw is the first play by an infielder, each runner advances two bases from the base occupied when the ball was pitched (batter advances to second base). In all other cases, each runner advances two bases from the position of the runner at the time wild throw was made. {LL 7.05(g)}

A pitch that goes out of play results in all runners advancing one base. {LL 7.05(h)}

A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. {LL 7.08(a) (3)} Runner must try to avoid contact with fielder. (The runner is not out for not sliding if they try to avoid contact).

Any runner is out when the runner slides head first while advancing. (This does not apply when returning to a base from a run down or pickoff situation.) {7.08(a) (4)}

Only the manager or an acting manager may confer with an umpire. (NCLL Rule)

PLAYER REPLACEMENT

Majors: When a team lose 2 players (i.e. 13 to 11), prior to or during the season, subject to approval by the Majors VP and Player Agent, the team must select a player from the International division. No call ups after May 15. A team can only call up a player league age 10 or higher from the International division. (NCLL Rule) All teams may play no more than two games before replacing a lost player on their roster. (NCLL Rule)

International: No call ups.

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 remain on the outfield grass until the ball passes home plate or is put in play. (NCLL Rule)

There is no mercy rule in this division.

No stealing or bunting is permitted.

During the course of the season, players will try to 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.

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 the most 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 week. (LL Rule). There will be no more than 6 innings pitched in a single game. (LL Rule) The calendar week for pitching is Sunday to Saturday. (LL 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 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)

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)

Base runners may advance only one base after a pitch, at own risk. However, base runners may only score after a pitch, via stolen base, wild pitch, passed ball or catcher's overthrow for a maximum of two (2) times in an inning. 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 the 2 advance (score) rule has been achieved, players may only advance (score) on a batted ball, walk, hit by pitch or catcher's interference. (NCLL Rule)

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

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)

Pitchers can pitch a maximum of 9 innings in a 2 game week and 12 innings in a 3 game week. There will be no more than 8 innings pitched in a single game. (NCLL Rule) The calendar week for pitching is Sunday to Saturday. (LL Rule) A pitcher removed from the game cannot re-enter the game as a pitcher. (NCLL Rule)

Batters may advance to second base after reaching first base on base on balls at their own risk. {LL Rule 7.05(i)}

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

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

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 maximum numbers of batters per inning shall be determined by the team with the most 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 and extra innings, 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.

A manager or coach may visit with a pitcher (at the mound) three times, but on the fourth visit in the game, the player must be removed as a pitcher. {LL 8.06(b)}