

## 2011 Junior League Softball ----- WMLL Local Rules

1. All National Little League rules, as described in the rulebook, apply unless specifically addressed here or by past WMLL custom. What follows are notes of emphasis.
2. **Stealing:** Stealing of all bases is allowed. Runners may leave the base at the release of the ball by the pitcher. Players detected leaving early will be called out.
3. **Dropped 3<sup>rd</sup> Strike:** Batters may advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike as provided for in the rules: (1) first base is unoccupied or (2) there are two outs. A batter forfeits the opportunity to advance after entering the dugout or any other dead ball area.
4. **Bunting:** Bunting is allowed.
5. **Players/Substitution:** Teams will play with 9 players on defense. Teams forfeit the game if they have fewer than 8 players to start. Teams that start the game with 8 players but lose one or more players during the game may continue. If the number of players drops below 8, an out is recorded each time a missing player's turn to bat occurs. All players will be included in the batting order and must play at least 2 innings in the field. Free defensive substitution of all players is allowed. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner.
6. **Time Limit:** Games will consist of up to 7 innings. A new inning may not start after 1 hour 20 min. An inning is started immediately after the 3<sup>rd</sup> out is registered on the home team. If the score is tied at the end of 7 innings or at the time limit, the game is a tie. Games will end promptly at 1 hour 30 minutes unless the outcome is still in question.
7. **Runs Scored:** A maximum of 7 runs can be scored per half inning.
8. **Sliding:** On close plays at 2<sup>nd</sup> base, 3<sup>rd</sup> base or home plate, the runner is required to slide or to avoid collision with a defensive player who has the ball while located within the batter's box area or within the vicinity of another base. If a contact is made and the runner did not slide, the umpire shall call the runner out for offensive interference. The runner has the primary responsibility to avoid a collision with the defensive player. No headfirst sliding is allowed. Players should be taught and encouraged to slide properly.
9. **Hit Batters:** A batter will be awarded first base when hit by a pitch unless the ball is called a strike or the umpire decides an attempt should have been made to avoid the ball. Please note: a ball that bounces and then hits the batter is no different than any other pitched ball that hits the batter. The ball is dead immediately on hitting the batter.
10. **Play Stoppage:** Play stops when the pitcher has control of the ball in the circle area, approximately a 10-foot circle centered by the pitcher's plate. Runners that are not in stride toward the next base will be returned to the preceding base.

11. **Pitching:** Pitching rules and requirements are explained in the rulebooks. Pitching distance is 40 feet. Windmill-style pitching is not required. Pitchers may pitch in a maximum of 3 innings in a single game, or 4 innings in a game that is part of a doubleheader with a total of 6 innings for the doubleheader. One pitch in an inning will count as a full inning pitched. Once a pitcher is removed from pitching, she cannot return as a pitcher in that game.

12. **Ball:** 12-inch hardball.

13. **Inning Switch:** Coaches are encouraged to hustle players on and off the field. The first pitch of a half inning must be delivered not longer than 60 seconds after the third out of the previous half inning. **Penalty:** the umpire may call a strike on the batter if the violation is by the offensive team, or a ball on the batter if the violation is by the defensive team. The umpire may continue to call strikes or balls each 20 seconds until the first pitch is delivered.

14. **Bat throwing:** A player will receive one warning each game for accidentally throwing the bat. For any subsequent instance of throwing the bat in that same game the player will be called out. The warning and out can be on the same at bat. If a hitter is called out for throwing the bat the ball will be dead and any runners must return the base, which he/she occupied prior to the pitch. Note: this rule applies to accidental bat throwing, not to bat throwing in anger or protest.

15. **Callups.** Teams that expect to have fewer than 10 players available for a game may “call up” a player or players from the Major League. The League Coordinator will maintain a list of players interested in playing up. Callup players must bat at the end of the order and may not pitch without the approval of the League Coordinator. No team may call up the same player for more than two games in the regular season. No team may call up the same player for more than one game in the League tournament.