



It is the policy of Little League to play all players regularly. Every effort should be made to play each player in each game. The following rules will be followed to maintain this policy.

Note: These rules only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules outlined in the Little League rule book will be followed.

MINOR SOFTBALL Division (8–10-year-old)

- 1) **Time Limit:** The game ends after Six (6) innings or one hour forty-five minutes from scheduled game time.
 - a) Complete Game is (4) completed innings.
 - b) No inning shall start after one hour forty-five minutes from the scheduled game time.
- 2) **General Playing Rules:**
 - a) A maximum of three (3) outs or five (5) runs scored will end the offensive team at bat.
 - b) Infield fly rule is in effect.
- 3) **Pitching:**
 - a) Innings pitched will follow the Little League rule book.
 - b) On the third walk (Or HBP) in an inning from a player pitcher, a coach pitcher will come out to finish THAT batter. If a walk occurred, the strike count will remain for the coach pitcher to complete the at-bat. If a HBP occurred, no base is awarded, the count resets to 0-0 for the coach pitcher to complete the at-bat. Upon completion of that batter, the player pitcher will return to pitching for the remainder of the inning or until they get to 4 balls again or hit the batter with the ball. In which case, the coach pitching process starts again. A coach will never START pitching to a new batter. The coach will have five balls to pitch unless the batter fouls ball five she will receive another pitch from the coach.
 - c) Runners cannot steal any base while a coach is on the field pitching.
- 4) **Offensive Play:**
 - a) Base stealing is allowed even at home plate. (*Little League Rule 7.13 Note 1: The base runner shall not leave their base until the pitched ball has been batted or reaches the batter.*)
 - b) The player's position in the batting order must change every game. No player shall bat last in consecutive games unless that player arrives late.
 - c) Any player that bats last will bat in the top 5 of the lineup the next game
- 5) **Defensive Play:**
 - a) Nine (9) players may play defense at one time.
 - b) No defensive player may be removed from a defensive position during an inning, except for an injury.
 - c) Infielders must play standard infield positions and all outfielders must start in the grass.

- d) **MLL Guidance: Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance. No player shall sit more than one (1) inning until all players have taken a turn as a substitute.**
 - i) **A pitcher may remain a pitcher as long as they have not reached the limit of innings pitched, in accordance with the Little League Rule Book.**
 - ii) **Catchers can remain catchers for the entire game.**

6) Coaches / Umpires / Scorekeepers / Field Upkeep:

- a) **There will be (3) approved coaches per team. Two (2) adult base coaches and one (1) adult coach in the dugout.**
- b) **There MUST always be at least one (1) adult coach in the dugout during the entire game. Only Approved Coaches are allowed in the dugout. Team Parents are not permitted.**
 - i) **All coaches are required to stay behind the dugout fence (not in the opening) while the team is on defense. No standing in the fence openings.**
- c) **The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.**
- d) **The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.**
- e) **The Home Team is responsible for lining the field and confirming the bases are correctly positioned prior to the game. (60 feet base distance, 35 feet pitching plate, 8-foot circle radius around pitching plate (measured from center of the front side of the plate))**
- f) **The Visiting Team is responsible for raking the field after the game and storing any necessary equipment.**