



Mission Statement:

For the Kids!!!

Within the Parameters and Guidelines set forth in our BCLL Charter and in conjunction with Williamsport LL Charter. Bayville Community Little League, Incorporated is a non-profit organization whose mission is to "to promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball and Softball."

Through proper guidance and exemplary leadership, the Little League program assists youth in developing the qualities of citizenship, discipline, teamwork and physical well-being. By espousing the virtues of character, courage and loyalty, the Little League Baseball and Softball program is designed to develop **superior citizens** rather than superior athletes.

We follow the motto "Pride, Sportsmanship and Effort"!

General Guidelines

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General Guidelines for All Divisions

The following applies to **ALL Divisions**:

SAFETY

- BCLL mandates that all children wear a “heart guard” protective device during practice and game play. A few years ago these specialty devices were hard to find. Today they are available in every sporting goods store. You can purchase them at **Valley Sport & Trophy**, 36 Glen Street, Glen Cove 516-674-3840 or any other Sporting Goods Store.



- We currently have Heart Guards in stock and are available through BCLL at our Concession Stand at West Harbor.
- Remind parents of the **SUN's** potential hazards. Please remind them to use sunscreen.
- In the event of lightning, all players are to leave the field (go to cars). If after: 20 minutes no further lightning is encountered, play may resume until the allotted time limit is reached.
- Require that the parent/guardian supply a beverage for the child i.e. water, Gatorade, etc.
- All Medical Release forms are to be collected and retained by the coach. These should be handy at all times in the event of medical emergency. No uniforms will be given to players who have not submitted this form!
- No player should have a bat in hand other than the batter. The coaching staff must continuously stress bat safety.
- Although bats are supplied with the team equipment, many children prefer to use personal bats. This is fine provided the bat is Little League, Inc. approved. No bat is to exceed 2 ¼ inches in diameter. See your rule books for more specifics. Coaches are often questioned on appropriate bat length and weight. Parents can be directed to Easton's web site for a guide on bat size based on the player's height and weight. Try the web address below, select any bat, and you'll see a link for “Bat Sizing Guide”.
<http://baseball.eastonsports.com/bats/YouthBaseball.aspx>
- A bat thrown accidentally (umpire's judgment) by the batter will result in a warning. A second offense by that batter will result in said batter being called automatically out, the play being called dead, and all runners returning to their originally occupied bases.
- Any player or coach that throws any piece of equipment in anger or frustration (umpire's judgment) will be immediately ejected from the game and must leave the field.

General Guidelines for All Divisions

- A double base is used at first base for safety. Coaches must understand and explain the use of the base to their players. Clarification on proper use can be requested from the umpire on hand.
- No metal cleats are permitted.
- Helmets are to be worn at all times by batters and base runners. Any personal helmets must match the requirements of the players division. Children in the 3rd grade and above require a caged helmet.
- Athletic cups are recommended for all boys and MANDATORY to play the CATCHER position.
- **A Pete Rose rule is in effect throughout all divisions. Any child that does not slide feet first or give him or herself up but instead chooses to barge head first into an opposing player will be automatically out and immediately ejected from the game!**
- As a safety and loss prevention measure, jewelry is not to be worn by any player.
- All accidents or injuries must be reported immediately to the league's Safety Officer, Ken D'Elia.

EQUIPMENT

- All coaches will receive and sign for an equipment bag. Coach is to verify the contents of the bag upon sign out. Return the cleaned out bag at the end of the season by having it checked in by a BCLL board member.
- Do not label equipment with paint or permanent marking. Use of colored tape is permitted to identify one team's equipment from another.
- Each coach is to provide one game ball to the umpire (Rookie division and above) at the start of each game.

SPORTSMANSHIP

- Instruction on winning and losing gracefully is to be provided with each game. Taunting and trash talking is not to be tolerated. Good sportsmanship and team play is a central theme to be emphasized with the players at all times. All members of the coaching staff must set proper examples. Arguing and confrontational behavior will not be tolerated!
- At the end of each game, players and coaches are to line up and shake hands congratulating the other team on a game well played.
- Officials are not to be berated. Judgment calls cannot be questioned i.e. balls and strikes, fair or foul, trap or catch, safe or out, etc. Only the coach may discuss rule interpretation with the umpire.
- Any player or coach belittling another player, official or coach, or using profanity or profane gestures will be ejected from the game.

General Guidelines for All Divisions

TEAM SELECTION & DRAFT

- The Board is responsible for team selection for the Tee Ball and Rookie divisions. Children in these age groups are not evaluated on talent and ability. Every attempt is made to supply each team with an equal number of Pre-K and Kindergarteners (Tee Ball) or 1st and 2nd Graders (Rookie). With these levels combining to well over 200 children, the league has no choice but to discourage special requests for a particular coach or teammate. Both Tee Ball Rookie Divisions will not be given score books!
- Although Little League should never focus on winning, no team enjoys losing game after game. For the Minor and Major divisions, in an attempt to prevent imbalance, every year, a player draft is conducted to select teams. The sole purpose of the draft is to produce a competitive balance among teams. This prevents the league from accepting special requests for a particular coach or teammates.
- Siblings playing in the same division (i.e. Minor Baseball) are placed together unless specified otherwise by the parent(s).
- The Board will honor negative requests for a particular coach if received in writing during registration and prior to the draft.
- No child will be moved after rosters are distributed.

EVALUATIONS

- In an effort to prepare for next year's Minor/Major player draft, all coaches starting with the Rookie level will be asked to complete a written evaluation at the end of the season (June – July timeframe). Evaluations will be provided for players currently in the third through fifth grades. We will have a year-ending coaches meeting to complete these evaluations. Next year's players that are new to the league, will be asked to participate in a visual evaluation to be conducted by the BCLL Board and next years coaches.

GENERAL

- Smoking is NOT permitted on the fields, dugouts or spectator areas during practice or games and should NEVER be demonstrated around the children. Smoking is NOT permitted anywhere on school grounds.
- Use of profanity will not be tolerated. Board Members, Coaches, Assistants, Volunteers and Players must refrain from using any vulgarity.
- Alcoholic beverages are strictly forbidden on school grounds and public parks.
- Advance notice of any plans for disciplinary action (i.e. game suspension) to be taken by the coach against a player for not attending practices (i.e. missed three consecutive) must be communicated to the team members and their parents at the start of the season. Any such action must be fairly applied to all players regardless of ability.
- It is the coach's responsibility to make sure that the team properly disposes of any garbage from within the dugout area. You do not want to walk into a messy dugout so do not leave one behind either.
- Require that all personal equipment, bats, gloves, HATS, etc. be labeled with the player's name.

General Guidelines for All Divisions

- Parents, siblings and friends are not allowed in the dugout area. This is for players, coaches and assistants only.
- Coach must enforce that all players remain in the dugout area when not on the field.
- Players must wear their issued team uniform to play in games. The uniform includes Hat, Shirt, Pants and Socks. Shirts must be tucked into the pants.

The focus of this **Tee Ball** season will be on certain *basics*. Helping the children master these will prepare them for the Rookie Division.

- Help players determine *lefty* from *righty*. Have the child remove his/her mitt. Place a ball at the child's feet. Ask the child to pick it up and throw it to you. Repeat this two or three times. They will most likely use the hand that they are more comfortable with. This will usually apply to batting as well but verify when explaining the batting stance.
- Teach a proper batting stance... position of the feet in relation to home plate, position of the head and hands, legs bent at the knees, weight back.
- Teach the basics of the swing... head focused on the ball, both hands maintaining a grasp of the bat throughout the swing, shift of weight forward driving through the ball.
- Running to first base – teach the technique of over running the base.
- Running to second and third base - teach them to get to the base as fast as possible, stopping on the base.
- Running to home plate - teach them to get to home as fast as possible, touching it, and continuing back to the dugout.
- Teach WHERE NOT HOW to play the positions at this age. Quiz them.
- Defensively on the infield, focus on having the kids stop the ball and make a throw to first base - how to field a ground ball.
- Defensively in the outfield, focus on having the kids stop the ball and throw it to second base - how to get in front of the ball to stop it.
- Do not record outs. All batters continue around bases - one base at a time. (We have in the past allowed the last batter in each half inning to continue running around the bases – “touch them all.)
- All players are in the lineup. No subs or players on the bench. Bat seven players then switch offense and defense. Continue the batting order where you left off when you switch back to offense. This will keep the game moving. Once the game starts, late players must be added to the END of the line up.
- Coaches are expected to use the TEE to develop the proper mechanics of the swing. (Refer to slide show) Institute and instruct children to wait for your “GO” signal before swinging.
- Place all players on the field defensively. Do not exceed five infielders – pitcher, 1st base, 2nd base, 3rd base, and shortstop. All other players must be in the outfield... and we mean in the OUTFIELD.
- Rotate players between infield and outfield every inning.
- Play as many innings as time permits. The target is six innings. Games are limited to 1 ¾ hours from scheduled start.
- No leading or stealing. Players are to remain on the occupied base until the ball is hit.
- Use only the supplied balls or their equal (SOF TEE).

The focus of this **Boys Rookie** season will be on review of the *basics* (see Tee Ball) and the development of intermediate skills... not on winning! Helping the children master these will prepare them for the Minor Division.

- Review all Tee Ball basics. Those that need more time with the basics like first time players should be given separate attention.
- Educate the kids on force outs and lead runners – getting an out other than at first base.
- Start teaching the proper play on a fly ball, line drive and thrown ball.
- New to the first year Rookies will be the concept of hitting a ball that is in motion. To achieve a level of consistency with the delivered pitch, a pitching machine will be utilized. Home teams are to supply the pitching machine. Machines are to be coach operated only!
- Rookies will have outs recorded. Outs are recorded for failing to put the ball into play during the allotted number of pitches (7), via force out, catching a fly ball and tagging runners between bases. Teach all of these concepts.
- Batters will receive a maximum of SEVEN pitches per at bat. Balls and strikes will be called to educate the batter on the difference but the batter will neither be walked nor called out on three strikes until the allotted pitch count (7) has been reached in which case, the batter will return to the bench and an out will be recorded. This will be done to educate the batter on good and bad pitches.
- The Rookie Division will employ the use of umpires to keep the flow of the game moving. Umpires will make safe and out calls as well as balls and strikes. They will enforce these rules and introduce a level of officiating to the game.
- Place all players on the field defensively. Do not exceed six infielders – pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. Verify that you have catcher's equipment. All other players must be in the outfield... and we mean in the OUTFIELD.
- Rotate the children often so each child has an equal opportunity to play infield and outfield. Do not attempt to develop the *optimum* defense by keeping the best players in the infield. Instruction and every player's development need to be your sole focus.
- We encourage you to promote the catcher position. Any child that desires to attempt the position must wear the necessary protective equipment – helmet, face mask, chest protector, shin guards and a CUP. An assistant coach should back up the catcher and multiple balls should be used to keep the game moving.
- Following a universal batting order (all players are in the line up), a team will bat until three outs are recorded or four runs are scored. Once the game starts, late players must be added to the END of the line up.
- There is no bunting. Develop the ability to make contact.
- Runners will advance one base on any ground balls. Runners may advance two bases on a ball hit over the infield and into the outfield. (Umpire's discretion).
- Base runners will not advance on overthrows. We want to encourage (not penalize) fielders to throw to the proper base regardless of how awry the throw may go or whether or not anybody will catch it.
- No leading or stealing. Players are to remain on the occupied base until the ball is hit.

- A two-hour time limit is allotted for each game beginning at the scheduled start time. No inning will start within the last :20 minutes of this two-hour window. Umpires will enforce this rule. Exception – if no scheduled games follow the game in progress, attempt to complete the game or at least the inning.
- Use only the supplied balls or their equal (RIF#5).

The focus of this **Girls Rookie** season will be on review of the *basics* (see Tee Ball) and the development of intermediate skills... not on winning! Helping the children master these will prepare them for the Minor Division. The primary objectives are to LEARN and have FUN!

- Review all Tee Ball basics. Those that need more time with the basics like first time players should be given separate attention.
- Educate the kids on the defensive fundamentals of the game like force outs and lead runners – getting an out other than at first base.
- Start teaching the proper play on a fly ball, line drive and thrown ball.
- New to the first year Rookies will be the concept of hitting a ball that is in motion. With softball, coach pitch has proven to be a best practice. BCLL is attempting to obtain additional pitching machines. If provided, machines are to be coach operated only!
- Rookies will have outs recorded. Outs are recorded for failing to put the ball into play during the allotted number of pitches (7), via force out, catching a fly ball and tagging runners between bases. Teach all of these concepts.
- Batters will receive a maximum of SEVEN pitches per at bat. Balls and strikes will be called to educate the batter on the difference but the batter will neither be walked nor called out on three strikes until the allotted pitch count (7) has been reached in which case, the batter will return to the bench and an out will be recorded. This will be done to educate the batter on good and bad pitches.
- The Rookie Division will employ the use of umpires to keep the flow of the game moving. Umpires will make safe and out calls as well as balls and strikes. They will enforce these rules and introduce a level of officiating to the game.
- Place all players on the field defensively. Do not exceed six infielders – pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. All other players must be in the outfield... and we mean in the OUTFIELD.
- Rotate the children often so each child has an equal opportunity to play infield and outfield. Do not attempt to develop the *optimum* defense by keeping the best players in the infield. Instruction and every player's development need to be your sole focus.
- We encourage you to promote the catcher position. Any child that desires to attempt the position must wear the necessary protective equipment – helmet, face mask, chest protector and shin guards. An assistant coach should back up the catcher and multiple balls should be used to keep the game moving.
- Following a universal batting order (all players are in the line up), a team will bat until three outs are recorded or four runs are scored. Once the game starts, late players must be added to the END of the line up.
- There is no bunting. Develop the ability to make contact.
- Runners will advance one base on any ground balls. Runners may advance two bases on a ball hit over the infield and into the outfield. (Umpire's discretion).
- Base runners will not advance on overthrows. We want to encourage (not penalize) fielders to throw to the proper base regardless of how awry the throw may go or whether or not anybody will catch it.

- No leading or stealing. Players are to remain on the occupied base until the ball is hit.
- A two-hour time limit is allotted for each game beginning at the scheduled start time. No inning will start within the last :20 minutes of this two-hour window. Umpires will enforce this rule. Exception – if no scheduled games follow the game in progress, attempt to complete the game or at least the inning.
- Use only the supplied balls or their equal (RIF).

The focus of this **Boys Minor** season will be on quick review of the *basics* (see Tee Ball), a review of the intermediate skills and learning new aspects of the game. Although winning is not the sole focus, the children are now at a competitive age. The focus on winning throughout the season should be secondary to learning the new concepts introduced at this level. Helping the children master these new concepts will prepare them for the Major Division. There will be a play off. **Playoffs will be determined by random drawing for seeding purposes and not based on wins and losses.**

- Review all Tee Ball and Rookie concepts. Those that need more time with the basics like first time players should be given separate attention.
- This is the first level to face live pitching from an opposing player. Batters will strike out. Batters will walk.
- Umpires will officiate all aspects of the game... balls, strikes, outs, etc.
- Games will be six innings long. Games are official after four completed innings or 3½ completed innings if the home team is ahead or achieves the go ahead run in their ½ of the 4th inning prior to game stoppage.
- If the top ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning and the score will count. If the bottom ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning unless the home team is ahead or has achieved the go ahead run in their ½ of that 5th+ inning prior to game stoppage in which case the home team will be awarded the win.
- If a game is called before it has become official, a future attempt will be made to replay the game from scratch.
- A two-hour time limit is allotted for each game beginning at the scheduled start time. No inning will start within the last :20 minutes of this two-hour window. Umpires will enforce this rule. Exception – if no scheduled games follow the game in progress, attempt to complete the game or at least the inning.
- To keep the game moving, when two outs are recorded, a courtesy runner may be inserted for the catcher to allow him to suit up. The inserted runner must be the last batted out.
- Defensively, we require you to rotate your players. All players should have the opportunity to play infield as well as outfield positions. The target would be to have every player play two innings in the outfield over the course of a six inning game.
- We are allowing up to ten defensive players on the field. This is allowed to provide more playing time. Do not exceed six infielders – pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. All other players must be in the outfield... and we mean in the OUTFIELD. We do not want outfielders covering 2nd base. Rotate the bench players every inning.
- If one team can only field nine players, the opposing team can still use ten.
- A minimum of eight players is required to play. If a team has eight players, the opposing team can still use ten.
- If a team has less than eight players at the start of the game, they will forfeit that game. The teams can then be combined to play a practice game. Forfeit time is :10 minutes after the scheduled start time.

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- Offensively, we follow a universal batting order (all players are in the line up). Once the game starts, late players must be added to the END of the line up.
 - A four run rule is in effect for all innings other than the last. In the last inning teams may score unlimited runs. Umpire must declare last inning in the top of an inning if less than six innings will be completed due to rain or darkness.
 - This is the first level to introduce stealing. Runners can attempt to steal two times per $\frac{1}{2}$ inning but there will be NO stealing of home. Runners must remain on the occupied base until the ball crosses home. A single warning will be issued per team if a runner leaves the base too early. The runner will be sent back to the previous base. All subsequent early departures (umpire's discretion) from the base will result in the runner being called OUT!
 - A runner on 1st can steal 2nd base. We want to encourage catchers to throw down to 2nd. The runner cannot advance regardless of where the throw goes.
 - A runner on 2nd can steal 3rd base. We want to encourage catchers to throw down to 3rd. The runner cannot advance regardless of where the throw goes.
 - A runner cannot steal home. Even if an attempt is made by the catcher to pick off a straying runner, the runner cannot advance on an errant throw.
 - Special note. If a runner is on base and a pitched ball is **batted** into play, the ball is live. Runners can attempt to advance and can be awarded bases on errant throws – this is baseball. Example: Runner on first, batter lines single into right field, runner attempts to go to third, right fielder throws to infield cutoff man who turns and throws to third but doesn't come close, ball goes into the stands. The runner is awarded 3rd plus 1 additional base since errant throw made from the infield. What base the batter is awarded depends on his progress after achieving 1st base.
 - The Infield Fly rule is NOT in effect.
 - A batter is still out even if the catcher drops the third strike.
 - Tagging up is permitted. Teach the kids what it is.
 - A player may pitch up to **TWO** innings in a game and up to four innings in a week (Sun – Sat). A single pitch thrown to a batter constitutes an inning.
 - If a pitcher hits two batters in an inning or three in a game, he must be relieved.
 - Once a pitcher is relieved, he cannot return as pitcher in that game.
 - All pitchers are allowed 10 warm-up pitches in their first inning and 5 warm-ups in subsequent innings.

The focus of this **Girls Minor** season will be on quick review of the *basics* (see Tee Ball), a review of the intermediate skills and learning new aspects of the game. Although winning is not the focus, the children are now at a competitive age. The focus on winning throughout the season should be secondary to learning the new concepts introduced at this level. Helping the children master these new concepts will prepare them for the Major Division. There will be a play off. **Playoffs will be determined by random drawing for seeding purposes and not based on wins and losses.**

- Review all Tee Ball and Rookie concepts. Those that need more time with the basics like first time players should be given separate attention.
- This is the first level to face live pitching from an opposing player. Batters will strike out (three strikes). Batters will walk (four balls).
- 4 walks maximum in an inning. In an effort to speed game along, it will be coaches option to finish inning pitching (pitcher will still be able to return at the start of her next inning and pitch 3 innings maximum in a game).
- Pitching mound distance is 30FT as agreed upon by all coaches.
- Umpires will officiate all aspects of the game... balls, strikes, outs, etc.
- Games will be six innings long. Games are official after four completed innings or 3½ completed innings if the home team is ahead or achieves the go ahead run in their ½ of the 4th inning prior to game stoppage.
- If the top ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning and the score will count. If the bottom ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning unless the home team is ahead or has achieved the go ahead run in their ½ of that 5th+ inning prior to game stoppage in which case the home team will be awarded the win.
- If a game is called before it has become official, a future attempt will be made to replay the game from scratch.
- A two-hour time limit is allotted for each game beginning at the scheduled start time. No inning will start within the last :20 minutes of this two-hour window. Umpires will enforce this rule. Exception – if no scheduled games follow the game in progress, attempt to complete the game or at least the inning.
- To keep the game moving, when two outs are recorded, a courtesy runner may be inserted for the catcher to allow her to suit up. The inserted runner must be the last batted out.
- Defensively, we require you to rotate your players. All players should have the opportunity to play infield as well as outfield positions. The target would be to have every player play two innings in the outfield over the course of a six inning game.
- We are allowing up to ten defensive players on the field. This is allowed to provide more playing time. Do not exceed six infielders – pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. All other players must be in the outfield... and we mean in the OUTFIELD. We do not want outfielders covering 2nd base. Rotate the bench players every inning.
- If one team can only field nine players, the opposing team can still use ten.

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- A minimum of eight players is required to play. If a team has eight players, the opposing team can still use ten. Forfeit time is :10 minutes after the scheduled start time.
 - If a team has less than eight players, they will forfeit that game. The teams can then be combined to play a practice game.
 - Offensively, we follow a universal batting order (all players are in the line up). Once the game starts, late players must be added to the END of the line up.
 - A four run rule is in effect for all innings other than the last. In the last inning teams may score unlimited runs. Umpire must declare last inning in the top of an inning if less than six innings will be completed due to rain or darkness.
 - This is the first level to introduce stealing. Runners can attempt to steal two times per $\frac{1}{2}$ inning but there will be NO stealing of home. Runners must remain on the occupied base until the ball crosses home. A single warning will be issued per team if a runner leaves the base too early. The runner will be sent back to the previous base. All subsequent early departures (umpire's discretion) from the base will result in the runner being called OUT!
 - A runner on 1st can steal 2nd base. We want to encourage catchers to throw down to 2nd. The runner cannot advance regardless of where the throw goes.
 - A runner on 2nd can steal 3rd base. We want to encourage catchers to throw down to 3rd. The runner cannot advance regardless of where the throw goes.
 - A runner cannot steal home. Even if an attempt is made by the catcher to pick off a straying runner, the runner cannot advance on an errant throw.
 - Note: If a runner is on base and a pitched ball is ***batted*** into play, runners attempting to advance will be awarded one base on errant throws unless fielder retrieves ball and attempts to make a play. Example: Runner on first, batter lines single into right field, runner attempts to go to third, right fielder throws to infield cutoff who turns and throws to third but doesn't come close (dead or live ball area). Fielder makes no attempt to retrieve ball. The runner is awarded 3rd plus 1 additional base. The base awarded the batter depends on her progress and whether 1st base was achieved at the time of the error.
 - The Infield Fly rule is NOT in effect.
 - A batter is still out even if the catcher drops the third strike.
 - Tagging up is permitted. Teach the kids what it is.
 - A player may pitch up to three innings in a game and up to six innings in a week (Sun – Sat). A single pitch thrown to a batter constitutes an inning. A relieved pitcher can return as a pitcher in that game.
 - Pitchers are not removed for hitting batters. Batters hit twice are awarded 1st base but must make attempt to avoid being hit.
 - Pitchers are allowed 10 warm up pitches in their first inning and 5 in subsequent innings.

The focus of this **Boys Major** season will be on review of all of the basics, intermediate skills, more advanced concepts and learning the finer points of the game. Although winning is not the sole focus, the children are now at a very competitive age. Although the competitive nature of this level results in a focus on winning, remember that sportsmanship, fun and continued instruction should remain the top priorities. Helping the children master the game will prepare them for the Middle and High School teams. There will be a post-season play off. **Playoffs will be determined by random drawing for seeding purposes and not based on wins and losses.**

- Review all basics, intermediate skills, more advanced concepts and the finer points of the game.
- Basically, the children are playing baseball according to Williamsport rules... with a few minor exceptions.
- Games will be six innings long. Games are official after four completed innings or 3½ completed innings if the home team is ahead or achieves the go ahead run in their ½ of the 4th inning prior to game stoppage.
- If the top ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning and the score will count. If the bottom ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning unless the home team is ahead or has achieved the go ahead run in their ½ of that 5th+ inning prior to game stoppage in which case the home team will be awarded the win.
- If a game is called before it has become official, a future attempt will be made to replay the game from scratch.
- A two-hour time limit is allotted for each game beginning at the scheduled start time. No inning will start within the last :20 minutes of this two-hour window. Umpires will enforce this rule. Exception – if no scheduled games follow the game in progress, attempt to complete the game or at least the inning.
- To keep the game moving, when two outs are recorded, a courtesy runner may be inserted for the catcher to allow him to suit up. The inserted runner must be the last batted out.
- Defensively, we are allowing up to ten players on the field. This is allowed to provide more playing time. Do not exceed six infielders – pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. All other players must be in the outfield... and we mean in the OUTFIELD. We do not want outfielders covering 2nd base. Rotate the bench players every inning.
- If one team can only field nine players, the opposing team can still use ten.
- A minimum of eight players is required to play. If a team has eight players, the opposing team can still use ten. Forfeit time is :10 minutes after the scheduled start time.
- If a team has less than eight players, they will forfeit that game. The teams can then be combined to play a practice game.
- Offensively, we follow a universal batting order (all players are in the line up). Once the game starts, late players must be added to the END of the line up.
- A four run rule is in effect for all innings other than the last. In the last inning teams may score unlimited runs. Umpire must declare last inning in the top of the inning if less than six innings will be completed.

- Runners must remain on the occupied base until the ball crosses home. A single warning will be issued per team if a runner leaves the base too early. The runner will be sent back to the previous base. All subsequent early departures (umpire's discretion) from the base will result in the runner being called OUT!
- Runners can attempt unlimited stealing and advance on resulting overthrows but scoring on an overthrow during an attempted steal is not allowed.
- A runner cannot steal home. Even if an attempt is made by the catcher to pick off a straying runner, the runner cannot score on an errant throw.
- Special note. If a runner is on base and a pitched ball is **batted** into play, the ball is live. Runners can attempt to advance and can be awarded bases on errant throws – this is baseball. Example: Runner on first, batter lines single into right field, runner attempts to go to third, right fielder throws to infield cutoff man who turns and throws to third but doesn't come close, ball goes into the stands. The runner is awarded 3rd plus 1 additional base since errant throw made from the infield. What base the batter is awarded depends on his progress after achieving 1st base.
- A batter is still out even if the catcher drops the third strike.
- A player may pitch up to **TWO** innings in one game and up to four innings in a week (Sun – Sat). A single pitch thrown to a batter constitutes an inning.
- After pitching 2 innings, a pitcher may go into catch.
- If a pitcher hits two batters in an inning or three batters in a game, he must be relieved.
- Once a pitcher is relieved, he cannot return as pitcher in that game.
- All pitchers are allowed 10 warm-up pitches in their first inning and 5 warm-ups in subsequent innings

The focus of this **Girls Major** season will be on review of all of the basics, intermediate skills, more advanced concepts and learning the finer points of the game. Although winning is not the sole focus, the children are now at a very competitive age. Although the competitive nature of this level results in a focus on winning, remember that sportsmanship, fun and continued instruction should remain the top priorities. Helping the children master the game will prepare them for the Middle and High School teams. There will be a post-season play off. **Playoffs will be determined by random drawing for seeding purposes and not based on wins and losses.**

- Review all basics, intermediate skills, more advanced concepts and the finer points of the game.
- Basically, the girls are playing softball according to Williamsport rules... with a few minor exceptions.
- Games will be six innings long. Games are official after four completed innings or 3½ completed innings if the home team is ahead or achieves the go ahead run in their ½ of the 4th inning prior to game stoppage.
- If the top ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning and the score will count. If the bottom ½ of the 5th+ inning cannot be completed, the score will revert back to the prior completed inning unless the home team is ahead or has achieved the go ahead run in their ½ of that 5th+ inning prior to game stoppage in which case the home team will be awarded the win.
- If a game is called before it has become official, a future attempt will be made to replay the game from scratch.
- A two-hour time limit is allotted for each game beginning at the scheduled start time. No inning will start within the last :20 minutes of this two-hour window. Umpires will enforce this rule. Exception – if no scheduled games follow the game in progress, attempt to complete the game or at least the inning.
- To keep the game moving, when two outs are recorded, a courtesy runner may be inserted for the catcher to allow her to suit up. The inserted runner must be the last batted out.
- Defensively, we are allowing up to ten players on the field. This is allowed to provide more playing time. Do not exceed six infielders – pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. All other players must be in the outfield... and we mean in the OUTFIELD. We do not want outfielders covering 2nd base. Rotate the bench players every inning.
- If one team can only field nine players, the opposing team can still use ten.
- A minimum of eight players is required to play. If a team has eight players, the opposing team can still use ten. Forfeit time is :10 minutes after the scheduled start time.
- If a team has less than eight players, they will forfeit that game. The teams can then be combined to play a practice game.
- Offensively, we follow a universal batting order (all players are in the line up). Once the game starts, late players must be added to the END of the line up.
- A four run rule is in effect for all innings other than the last. In the last inning teams may score unlimited runs. Umpire must declare last inning in the top of the inning if less than six innings will be completed.

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- Runners can attempt to steal two times per $\frac{1}{2}$ inning but there will be NO stealing of home. Runners must remain on the occupied base until the ball crosses home. A single warning will be issued per team if a runner leaves the base too early. The runner will be sent back to the previous base. All subsequent early departures (umpire's discretion) from the base will result in the runner being called OUT!
 - A runner on 1st can steal 2nd base. We want to encourage catchers to throw down to 2nd. The runner cannot advance regardless of where the throw goes.
 - A runner on 2nd can steal 3rd base. We want to encourage catchers to throw down to 3rd. The runner cannot advance regardless of where the throw goes.
 - A runner cannot steal home. Even if an attempt is made by the catcher to pick off a straying runner, the runner cannot advance on an errant throw.
 - Special note. If a runner is on base and a pitched ball is **batted** into play, the ball is live. Runners can attempt to advance and can be awarded bases on errant throws – this is softball. Example: Runner on first, batter lines single into right field, runner attempts to go to third, right fielder throws to infield cutoff who turns and throws to third but doesn't come close, ball goes into the stands. The runner is awarded 3rd plus 1 additional base since errant throw made from the infield. What base the batter is awarded depends on her progress after achieving 1st base.
 - Infield Fly rule is in effect at the umpire's discretion.
 - Tagging up is permitted.
 - Play stops when the ball reaches the infield and a player has possession and calls time out. Umpire will grant time provided no runners are between bases.
 - A batter is still out even if the catcher drops the third strike.
 - A player may pitch up to three innings in one game and up to 18 innings in a week (Sun – Sat). A single pitch thrown to a batter constitutes an inning.
 - If a pitcher hits two batters in an inning or three batters in a game, she must be relieved and is unable to return as pitcher in that game. Hit batters are awarded 1st base but must make an attempt to avoid being hit.
 - All pitchers are allowed 10 warm-up pitches in their first inning and 5 warm-ups in subsequent innings.
 - Once a pitcher is relieved, she cannot return as pitcher in that game.

