

## REGULATIONS AND PLAYING RULES

### GIRLS' MINOR DIVISION (8, 9, 10 year olds)

The Minor Division is a competitive player pitch league using an 11" regulation softball. Fundamentals taught in the Rookie Division will continue to be stressed. However, players will be introduced to skills such as pitching, bunting, base stealing, position play, defensive strategies and more detailed rules of the game. Umpires are used and balls and strikes are called. All teams participate in a league tournament at the end of the season that will determine the league champion.

### PLAYER SELECTION

1 - All first time and returning 8, 9 and 10 year old players in the division will be evaluated at a tryout and assigned to teams via a players' pool (blind draft). Managers' daughters will be assigned to their team. Sisters will be assigned to the same team at parent request. The Minor Division Player Agent will make the final decision regarding player placement.

2 - A manager may request that 1 coach and that coach's daughter be placed on the manager's team roster. No additional coaching requests will be honored.

### ROSTERS

1 - All players will be listed on a team roster provided to managers by the Minor Division Player Agent. Roster additions will be made by the player agent only and manager(s) will be notified if player additions are needed.

### GAME PROCEDURES

1 - Game play will be according to the current Official Regulations and Playing Rules of Little League Softball, unless otherwise amended in the BCB Minor Division Rules.

2 - Games will be 6 innings or 90 minutes, whichever ever occurs first. No new inning will be started after the 90 minute time limit. However, the current inning is to be completed. 3 innings will be considered a complete game if stoppage occurs due to weather.

3 - Rainouts and suspended games will be rescheduled through the league office. Games suspended before being considered complete will begin at the point of suspension.

4 - At least 6 roster players must be present to field a team for a game. A 15 minute grace period will be granted prior to a forfeit being registered.

5 - A maximum of 5 runs may be scored per half-inning before 3 outs are recorded.

6 - A 10 run mercy rule will be in effect after 4 innings.

7 - Managers may freely rotate defensive players, except pitchers.

8 - Managers must keep a scorebook with pitching log and log pitchers in the league office after each game.

9 - The home team will be the official scorekeeper. Both teams must document innings pitched for BOTH teams and verify and initial the opposing team's scorebook. Scorekeepers are encouraged to verify the score after each inning.

10 - A maximum of 3 adults, including the manager, are permitted in the dugout at one time. This rule is superseded in emergency situations.

11 - An 11" circumference regulation softball will be used for all games. Home team managers are to supply the umpire with 2 new softballs before the start of each game.

12 - Between half-innings managers will have 4 minutes to position players and have the correct batter in the box. Umpires may begin to call balls and strikes after the 4 minute time limit.

13 - The Minor Division Player Agent reserves the right to make the final determination on any rules or interpretations that may arise throughout the season.

14 - No appeals/protests are allowed on judgment calls. Umpires rulings are final. Concerns about umpires must be directed to the Minor Division Player Agent within 24 hours after a game.

15 - Only managers, coaches and players are permitted in the dugout.

16 - The defensive team will use 10 players

### **GAME DAY LINE-UP CARDS**

1 - 15 minutes prior to the start of each game managers will exchange line-up cards listing only those players, with numbers, who are physically present. Any player arriving after the start of a game will automatically be added to the bottom of the batting order. Managers must notify opposing manager/scorekeeper immediately of late arriving player(s).

## **EQUIPMENT / SAFETY**

- 1 - **NO JEWELRY** of any type is permitted to be worn by players on the playing area. Types of jewelry include, but are not limited to, earrings, necklaces, rings, barrettes and bracelets. Medically necessary jewelry is permitted.
- 2 - It is recommended that all players wear protective mouth guards while at bat or in the field.
- 3 - All players must wear helmets with protective facemasks and chinstraps while at bat or running the bases. No player will bat or run without a chinstrap properly attached to their helmet.
- 4 - Catchers must wear full protective gear to include helmet with facemask and throat protector, shin guards and chest protector.
- 5 - No metal cleats are permitted. Players must wear plastic molded cleats or athletic shoes.
- 6 - Face guards for pitchers and corner infielders are recommended.
- 7 - A double first base will be used.

## **BEHAVIOR / DISCIPLINE (PLAYERS)**

- 1 - Teams are required to exhibit sportsman-like conduct by shaking hands after each game.
- 2 - Chatter must be positive and directed at your team only. Derogatory statements and chants used to distract or intimidate opposing players are not permitted.
- 3 - A manager may bench a player for disciplinary reasons including, but not limited to, poor sportsmanship, obscene language, fighting and lack of attendance. The manager must notify the umpire and opposing manager/scorekeeper immediately if a player is benched during a game. "Suspended" will be written on the line-up card. The manager must notify the Minor Division Player Agent within the following 24 hours of the decision to bench a player.
- 4 - Throwing/slinging of bats, helmets, gloves, and balls in disgust is not permitted. Coaches are to warn players against such behavior. Players may be subject to disciplinary action (benching) by the manager or ejection from the game by the umpire.

## **BEHAVIOR / DISCIPLINE (ALL PARTICIPANTS)**

**1** - Unsportsmanlike behavior including taunting and harassing by/of managers, coaches, players, or spectators will NOT be tolerated and offender(s) will be subject to ejection by the umpire, Officer of the Day, or Minor Division Player Agent. The umpire, Officer of the Day, or Minor Division Player Agent has the authority to eject unruly managers, coaches, players and spectators. If ejected, the person must leave the BCB complex immediately. If the same person is ejected from a second game he or she will be suspended from the BCB complex pending a meeting with the BCB President, Vice President of the Girls' Program and Minor Division Player Agent. Refusal to leave the area may result in forfeiting of the game and contacting of the Boardman Police Department.

**2** - Cause for immediate manager, coach or spectator ejection from the BCB complex includes, but is not limited to, touching, pushing, hitting, belittling or intimidating an umpire. Being ejected will result in a suspension from the BCB complex pending a meeting with the BCB President, Vice President of the Girls' Program and Minor Division Player Agent. Refusal to leave the area may result in forfeiting of the game and contacting of the Boardman Police Department.

**3** - No person other than managers, coaches, players and umpires is allowed on the playing field or in dugouts during games. A person other than those listed above is subject to the penalties of rules **#1** or **#2** if he or she enters the playing area. This rule is superseded in emergency situations.

## **BATTING**

**1** - All players, whether playing defensively or not, will bat in a continuous rotation as designated by the team manager before the game. Batting order will not change once game is started unless a player becomes sick or is injured.

**2** - Any player arriving after the start of a game will automatically be added to the bottom of the batting order. Managers must notify opposing manager/scorekeeper immediately upon late arrival of player(s).

**3** - Bunting is permitted from the beginning of the season.

**4** - Managers/coaches should instruct players to drop bats after making contact with the ball. Throwing/slinging of bats will result in the following:

First offense – umpire issues warning to team and batter.

Second offense – All subsequent incidents will result in batter being called out.

**5** - There is no on-deck circle/area. All players must remain in the dugout unless at the plate. All other players are to remain seated in the dugout.

## **BASE RUNNING**

- 1 - Runners must remain on the base until the ball crosses the plate.
- 2 - Base stealing will be permitted after the first 5 games of the season are completed. Base stealing will not be permitted when leading by 10 runs or more.
- 3 - Runners may steal one base at a time (one base per runner). Stealing of home will not be permitted until the 10<sup>th</sup> game for both teams.
- 4 - After stealing a base, runners may not advance on an overthrown ball from the catcher.
- 5 - Runners may advance one base on an overthrow landing outside of the field of play.
- 6 - The infield fly rule is not in effect.
- 7 - The batter may not advance if the catcher drops the third strike.
- 8 - Runners must slide at home plate or give themselves up if the catcher has the ball; runner is out if she crashes into the catcher.
- 9 - If a defensive player is injured after the ball is put into play, base runners may advance only one base and time will be called to attend to the injured player.
- 10 - Players removed due to injury can reenter the game, but must do so at the same batting position.

## **PITCHING**

- 1 - A facemask is recommended.
- 2 - Pitchers may pitch a maximum of 3 innings per game and a maximum of 6 innings per calendar week with a mandatory 1 calendar day rest between games. If a player pitches in more than one inning, one calendar day of rest is mandatory.
- 3 - One pitch thrown to a legal batter in an inning constitutes a full inning.
- 4 - There are no exceptions for pitching rules if a game is rained out or called and rescheduled.
- 5 - The pitching week is Monday through Sunday.

6 - The manager or coach may come out twice in one inning to visit the pitcher, but the third time out the player must be removed as a pitcher. A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out the player must be removed as a pitcher. A manager or coach who is granted a defensive time-out will be charged with a visit to the pitcher.

7 - A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the same inning as she was removed.

8 - Pitchers are granted 5 pitches between innings and if entering game in relief.

9 - A pitcher's feet must both be within the 24-inch length of the pitcher's plate.

10 - A pitcher's pivot foot must be in contact with the pitcher's plate.

11 - A backward step may be taken with the hands being brought together.

12 - A pitcher may not crow hop: step, drag, or hop off the front of the pitcher's plate, replant the foot and push off from the new starting point.

13 - Once an infielder has control of the ball in the pitching circle the play stops. Runners may advance to the base which they were trying to reach at their own risk.

### **PLAYING TIME**

1 - In a game that lasts at least 4 innings, every player will bat in continuous order and play at least 3 outs in the field each game. If for any reason a player does not make it into a game on defense she must start the next game and play at least 6 outs. **Exception:** A player who does not play in a 10 run rule shortened game will start the next game, bat at least twice and play 6 consecutive outs defensively.

2 - Every player must play at least 6 defensive outs in a regulation game (6 innings).

3 - A player may not play more than 9 outs in the same defensive position.

4 - Managers must be aware of player's abilities and not subject her to injury if she cannot adequately defend herself at an infield position.

### **DUGOUT CLEAN UP**

1 - No glass containers are permitted in the dugout. Managers, coaches and players will clean up their own trash in dugouts after each game. Dugout floors are to be swept.

**MANAGER / COACH(S) SIGNATURES**

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*PRINTED NAME*                      *POSITION*                      *SIGNATURE*                      *DATE*

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*PRINTED NAME*                      *POSITION*                      *SIGNATURE*                      *DATE*

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*PRINTED NAME*                      *POSITION*                      *SIGNATURE*                      *DATE*

The manager and all coaches must sign a copy of these rules at the managers/coaches meeting.