



SOFTBALL MINORS A DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”). The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors A Division is not considered competitive. The primary focus of managers and coaches should be on the development of the players. However, scores and standings will be kept and there will be a postseason tournament in this division.
2. The Minors A Division will use a 11" ball and a 35-foot pitching distance.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Each team can have *only* one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, only one of them may be a base coach on offense and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Managers shall use the official SLL line-up card. Managers shall provide a complete 6 inning lineup to the opposing manager or scorekeeping before the game that lists the batting order ANY defensive positions for each player in each inning. The lineup must comply with the Line-Up Rules listed below. In the event the lineup needs to be changed due to a player's absence or injury, the opposing scorekeeper and manager shall be notified of the change. Any such changes must still comply with the Line-Up Rules listed below.
7. Scores must be submitted by the winning team (or home team in the event of a tie) to the SLL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:30 **from the scheduled game time** (regardless of whether the game starts late).
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is NOT in effect.



4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

LINE-UP RULES:

1. Ten players will play defense. (P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF). Outfielders must be positioned at least 20 feet behind the fringe (10 feet at Vistas Park).
2. **Players must play at least four defensive innings during the game, and may not sit out consecutive innings. During both the regular season and the tournament, every player on the team must sit at least one defensive inning in a game (unless the team has less than 12 players on the lineup for that game). In no event shall a player sit a second time before every other player on the roster has sat out an inning**
3. A player can only play the same position for a maximum of two innings per game.
4. **Each player must play at least two innings at one or more of the following positions: P, 1B, 2B, 3B, SS. Playing catcher does *not* fulfill this requirement.**
5. Each player may play a maximum of four innings at any combination of the following positions: P, 1B, 2B, 3B, or SS.
6. **An uncorrected violation of these line-up rules shall result in a forfeit. But the opposing team has the responsibility to notify the manager and umpire of a violation to permit any potential violation to be corrected. A protest may be raised only after a manager refuses to correct the illegal lineup. Thus, an opposing team is not permitted to remain silent about the violation and then protest the game. Repeated violations of this rule will result in additional disciplinary action against the manager, including but not limited to, suspension.**
7. The player/pitcher must start each pitch by standing inside the pitching circle behind the front feet of the pitching machine. The player/pitcher must never cross over from left to right or right to left in front of the pitching machine.

PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty. The last three batters in the order may not be among the last three batters in the order in consecutive games.
2. A team may play with as few as 6 players. Having less than 9 players will not be considered a forfeit.
3. Provided the batter has not struck out (see #3 below), the batter is given seven pitches to make contact with the ball. If no fair ball has been hit after seven pitches, then an out is recorded and the at bat concludes.
4. Three strikes is an out (provided that any foul ball will not be considered a 3rd strike).
5. If the 7th pitch (and any subsequent pitch) results in a foul ball, another pitch is allowed.
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base, even if there is an overthrow (see #8 below).
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is in the possession (glove or bare hand) by any defensive player. When the ball is in the possession of a defensive player, the batters and runners may advance or return to the closest base at their own peril but may not advance beyond the next base under any circumstances, even if there is an overthrow (see #8 below).
8. A base runner may never advance on an overthrown ball. This rule is intended to encourage defenses to attempt put outs.
9. Stealing of bases is not allowed.
10. No bunting and no half swings are permitted.
11. Batted balls striking the pitching machine or the pitching coach are live balls regardless of whether they bounce foul. Balls settling under the pitching machine are immediately dead balls and time is called.



12. The batter must keep one foot in the batter's box during the entire at bat pursuant to Orange Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.
13. Defensive shifts that move an infielder from his/her traditional position to the other side of the infield are not permitted. This rule is not intended to restrict the positioning of defensive players within their traditional positions. For example, managers are free to move their short stop deeper into the hole or closer to the bag, but in no event shall the short stop be permitted to cross over second base and play on the right side of the infield while playing the short stop position.

PITCHING MACHINES:

1. **THE PITCHING MACHINE WILL BE SET AT LEVEL 2 AT ALL TIMES. THIS MAY NEVER BECHANGED.**
2. Before the start of each game, both managers must agree that the machine is in good working order and the pitches are being pitched at the correct speed and as accurately as possible. The machine shall not be adjusted for different players, but may be adjusted at the beginning of an inning by agreement of both managers if it is no longer consistently throwing strikes.
3. Teams must use the pitching machine assigned to the field on which their game is scheduled. In the event of malfunction, teams may use the backup machine, if available. At no times shall a pitching machine not owned by the league and labeled for game use be used.
4. If the pitching machine is unavailable or is malfunctioning or erratic because of high winds, play will commence without delay with an offensive coach or manager pitching to his/her team. No rescheduling or postponements of the game due to pitching machine issues will be allowed.

OFFENSIVE COACHING POSITIONS:

1. One coach operating the pitching machine.
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout.

DEFENSIVE COACHING POSITIONS:

1. One coach behind the umpire helping shag balls and return them to the offensive coach.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.
4. One coach will stay in the dugout.

APPROVED BATS:

1. All bats must be approved under Orange Book regulations. **The league does NOT sticker softball bats.**
2. Information on approved bats is contained at www.summerlinsouthll.org.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



SOFTBALL MINORS AAA DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”). The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The Minors AAA Division will use a 11" ball and a 35-foot pitching distance, and will be traditional kid pitch.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at anytime.
4. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Managers shall use the official SSSL line-up card.
7. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

PLAYING RULES:



1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their bases when the pitcher has possession of the ball within the 8-foot radius circle until the pitched ball has reached the batter..
4. Players shall play every other inning. Players may not sit two consecutive innings.
5. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Orange Book.
2. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange Book Regulation VI(e) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - 1st Offense – Suspended for the next played game.
 - 2nd Offense – Suspended for the next and consecutive played games.
 - 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Orange Book regulations. **The League does NOT sticker softball bats.**
2. Information on approved bats is contained at www.summerlinsouthll.org.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



**SOFTBALL MAJORS DIVISION
LOCAL RULES & GUIDELINES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”). The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South, Summerlin North, and Peccole Little Leagues have adopted:

GENERAL:

1. The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach’s jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the scheduled game time (regardless of whether the game starts late). There is no drop dead time.
2. There is no run limit in any inning.
3. The 15-run rule (after the losing team bats 3 times) and 10-run rule (after the losing team bats 4 times) are in effect.

PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:



- i. Base runners attempting to steal on a pitched ball may not leave their respective bases until the ball has been released by the pitcher on the delivery.
4. Players shall play every other inning. Players may not sit two consecutive innings.
5. Players may advance to 1st base on an uncaught third strike pursuant to Orange Book Rule 6.09.
6. The batter must keep one foot in the batter's box during the entire at bat pursuant to Orange Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Orange Book. Pitching limitations have two components; (1) maximum number of innings a player can pitch based on her "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Innings Per Week: To promote the development of more pitching, a player may not pitch in more than 6 innings in a given week during the regular season. A week is defined as Sunday through Saturday for the purposes of this rule.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Orange Book:
4. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange Book Regulation VI and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - 1st Offense – Suspended for the next played game.
 - 2nd Offense – Suspended for the next and consecutive played games.
 - 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Orange Book regulations.
2. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.