

Mesa American Little League Minors Softball-Player Pitch Division League Rules

The "Little League Baseball Official Rule Book" shall be used as the official rules and guidelines. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules.

Local guidelines

- I. Draft method for Mesa American Little League
 - a. **It is recommended that managers** not select more than eight players in a given age group.
 - i. **Secrecy:** Players should never be told the position in which they were drafted.
 - ii. **Bonus Picks:** Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completer of round four. If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed by the draft.
 - b. **Plan A Conventional Draft Plan**, this method will be used to draft all divisions in Mesa American Little League.
 - i. When a thorough tryout program has been completed, the last place team of the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round and the remaining teams select in the reverse order of standing. With each manger keeping the returning players from the preceding season.
- II. Each manager shall supply one game softball provided by the league to the umpire.
- III. Pitch count cards or any other pitcher availability method deemed necessary by the Mesa American Little League Board of Directors must be filled out or completed and submitted as soon as possible after each game.
- IV. Game time officially starts at first pitch.
- V. New innings shall not start after one hour, 30 minutes. Maximum time for games is one hour, 50 minutes and scores will be frozen. (rule 4.10).
- VI. Managers and coaches of both teams are responsible for putting out bases before game time and after the game if no further games are to be played.
- VII. Managers must ensure each player gets to play an infield position within the first three innings.

- VIII. Games are official with a minimum of eight (8) players. If a team has less than eight players five minutes after scheduled game start, or begins with eight (8) or more and loses a player(s) to absence or injury, team must forfeit.
- IX. No more than 10 players on the field at any time.
- X. District 7 rules allow players to pitch to a 3 ball count, at which time the coach of the offensive team will pitch to the batter a total of 3 strikes (including player pitched strikes). Pitches are deemed strikes by the umpire. Batter is out if three strikes are called. Batter cannot walk after coach enter the game to pitch. Pitches that are balls are simply not counted.
- XI. Runners can advance to the next base at will provided they do not leave base before ball reaches batter but can only take one base.
- XII. Dropped third-strike rule is not in effect in Little League Minors divisions.
- XIII. Runners cannot leave a base until the ball is delivered by the pitcher and reaches the batter. (7.13)
- XIV. Batting order shall consist of all players present: continuous batting order (CBO).
- XV. The on deck position is not permitted and only the the first batter of each half inning will be permitted outside of the dugout between innings. (1.08)
- XVI. Each half inning ends after three outs are recorded, 5 runs are scored or all players bat once, including in the last inning. (5.07)
- XVII. If after three and one half innings the home team, or after four innings the visiting team, has a lead of 10 runs or more, the trailing team will concede victory to the opponent. (4.10 (e))
- XVIII. End of Regular Season Tournament rules will be enacted separately.

Important highlights of Little League Rulebook

A. Regulation IV

- 1. (i) Mandatory play requirement of 6 outs and one at-bat.
 - a. Managers are subject to suspension for violations.
 - b. (Note 3) In Minor League, if a half-inning ends because of the five-run limit in “Rule 2.00 – Inning,” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive defensive outs for the purposes of this rule.
 - c. If a team has 15 to 20 player rosters the Mandatory Play Rule is reduced to three (3) defensive outs and one (1) at bat per game.

B. Regulation VI

1. (a) and (b) All players are eligible to pitch. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
2. (c) and (d) 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 he/she was removed. A pitcher, withdrawn from the game offensively or defensively for a substitute, may not re-enter the game as a pitcher. Managers are responsible for determining pitcher eligibility in accordance with these sections.
3. (e) If doubleheaders are played, the limitation of twelve (12) innings in a calendar day would apply to each pitcher. A pitcher who pitches in the first game may pitch in the second game provided that pitcher has eligibility remaining
4. (h) Violations of Regulation V can result in protest made in accordance with rule 4.19

C. Regulation XIV

1. (a) Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league Board of Directors
2. (f) Managers and coaches cannot warm up pitchers but they can play catch with players in between innings, including with the pitcher.

D. Rule 1

1. (1.01) Minor League Player Pitch teams play nine defenders. No more than one manager and two coaches are allowed in dugout and on the field. One league approved coach/manager must be in dugout at all times.
2. (1.08) The on deck position is not permitted and only the the first batter of each half inning will be permitted outside of the dugout between innings.
3. (1.11 j) Players MUST NOT wear watches, rings, pins or jewelry of any kind. Exception: Medical items or League Awarded Pins.
4. (1.15 c) A pitcher cannot wear sweat bands
5. (1.17) All players must be properly equipped.

E. Rule 4

1. (4.04) All teams and players are subject to a continuous batting order (CBO) of all players present.
 - a. Those arriving late are added to bottom of the order.
 - b. Players who are present but unable to bat due to injury or temporary absence from playing field will be skipped in the order without penalty. The player will also be allowed to resume his/her spot in the batting order upon his/her return to the playing field or is physically able to play.
 - c. End of half inning occurs when three outs are recorded, 5 runs are scored or all players bat. (5.07)
2. (4.07) A player, manager or coach ejected from a game will leave the field immediately. Managers or coaches must leave the site. Players may stay on the bench as long as they do not create a disturbance.
3. (4.10 (a)) Games are a maximum of 6 innings.
4. (4.10 (c) and (d)) A game is considered complete if 4 innings are completed or three and a half if the home team has scored more runs. If a game is called before the game becomes a regulation game, but after one or more innings have been played, the game shall be resumed at a later date.
5. (4.10 (e)) If after three and one half innings the home team, or after four innings the visiting team, has a lead of 10 runs or more, the trailing team, will concede victory to the opponent.
6. (4.13) A team may play two (2) doubleheaders in a seven-day period. No team shall play three games in a day.
7. (4.16 (a)) Each team must have at least eight (8) players present and participating for a game to start or continue.
8. (4.19 (c) and (e)) Protests must be filed with umpire immediately and with league president within 24 hours.

F. Rule 6

1. (6.05 (b) (2)) An out is recorded whether a third strike is caught or not caught by the catcher.
2. (6.06 (a), (c), (d)) The batter is out if he/she hits the ball with one or both feet out of the batter's box, interferes with the catcher making a play or enters the batter's box with an illegal bat.
3. (6.07 (a)) A batter is out, on appeal when failing to bat in order and another batter completes a time at bat. The proper batter may assume

position in the batters box at any point before the completion of an at-bat, inheriting the ball and strike count.

G. Rule 7

1. (7.08 (a-3)) Runners must slide or attempt to get around defenders who have the ball and are waiting to make a tag.
2. (7.08 (a-4)) Head first slides are not allowed when advancing, but are allowed when returning to a base.
3. (7.13) Runners cannot leave a base until the ball is delivered by the pitcher and reaches the batter.

H. Rule 8

1. (8.01) Legal pitch rules/requirements.

I. Rule 9

1. (9.01) Once the game starts, the umpire is responsible for making all calls and interpretations of the rulebook, including whether to suspend play.