

89ers Softball Rules



First, please read and understand the current year's Little League Softball Rules and Regulations which were distributed to all managers. The items below are offered only as clarification of the official Little League baseball rules and to clarify the local Pacific Little League (PLL) rules.

1. **Team rosters** will be set by the Player Agent using the Blind Draft format.
2. Manager, coaches, and willing parents from both teams should participate in **preparing the field** for play. This includes setting up the pitching machine, bases, raking, and chalking.
3. Games will be exclusively **coach pitch** for the first 3 games of the season. The remainder of the season will be played with no-walk player pitch. It is incumbent upon Managers to teach pitching immediately to prepare players for live pitching and live hitting.
4. Once live-arm player pitching begins, batters will not advance to 1st because of 4 called balls. After 4 balls are called, the hitting team's coach comes in to pitch and picks up the count (if there are 2 strikes and the coach pitches another called strike, the player is out). The coach may throw a maximum of 3 pitches to the batter (for example if the count was 4 balls and 0 strikes when the coach entered, the player may take or offer at a maximum of 3 pitches). There are no additional pitches allowed for wild pitches. If the batter is hit by a pitch thrown by another player, they shall be awarded 1st base. If the batter is hit by a pitch thrown by a coach, it shall be treated as a foul ball and will result in another pitch. The only instance which allows more than 3 coach pitches is foul balls. A foul ball will always result in another pitch. The pitching coach must be within the pitching circle when pitching to a batter.
5. 89ers Softball games are pitched by player and coaches using an 11-inch softball (not a safety ball).
6. **The home team** as indicated on the schedule shall occupy the 3rd base dugout and shall supply the game balls.
7. There shall be **one Manager and three assistant coaches** only on the field of play and in the dugout.
8. Managers and coaches must wear a baseball cap while on the field. Players must wear long pants and the league provided cap and shirt during play. Shirts shall be tucked inside the pants, with no shirts or coats allowed over the jersey. (coaches may agree to allow jackets in bad weather)
9. **All players bat in rotation.** Unlimited player substitutions are allowed only between innings.
10. Teams may field **up to four outfielders.**
11. The philosophy of the **89ers Softball is to be a developmental League** whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
 - (A) **No player may be on the bench for more than two consecutive defensive innings per game.**
 - (B) **No player shall sit out three innings unless every player has sat for at least two full innings.**
 - (C) **Players playing four or more innings in a game must play at least one inning in the outfield and one in the infield.**
 - (D) **All players should play, as close as possible, the same number of innings per week.**
13. In the event a team has **less than nine players** at the start of a game, the opposing team shall lend them the necessary players, providing each team will have (at least) nine players to start the game. After the first inning, the player loaned will be determined by the player that made the last out of the previous inning. The loaned player shall be placed by the Manager borrowing the player.
14. A special **pinch runner** is required for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at-bat.





15. On deck batters must remain in the dugout. No on deck circle is permitted (National LL rule 1.08) and there must be **no practice swings**, EXCEPT the first batter of each half inning will be allowed practice swings in the designated area of each field. All bats must remain in gear bags, or in the bat rack, or hanging on the fence until the player leaves the dugout for their at-bat. As an additional safety precaution, pre-game batting practice anywhere outside of the field of play is strictly prohibited, and on field BP must be directly supervised by coaches.

16. The first of **either five runs or three outs ends a half inning**. If the sixth inning is played and time remains, there is no run limit. However, all games end at the time limit and the score reverts to that of the last completed inning.

17. Time Limits: For games with two-hour time slots, no new inning shall start after 1 hour 30 minutes from the time the game was officially scheduled to start. All games must end at 1 hour 45 minutes with a hard stop. (Regardless of where you are at in the game). Time limits must be strictly adhered to. The exception to this would be the last scheduled game of an evening, where games may end at 1 hour 55 minutes from scheduled start time. Remember, a) the lights go off at Lynndale at 9pm and b) the clock on your game starts at the time your game is scheduled not when you start playing.

18. If a player **throws a bat**, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

19. One manager or **coach must always be in the dugout**. If a team has two additional coaches, they may coach the bases. If not, players will serve as the base coach(es). Base coaches must remain safely off the field until the ball is officially in play. The player must wear a batting helmet as a base coach.

20. Coaches will not be allowed on the field during play to assist the defensive team. The offensive coach feeding the pitching machine may not direct base runners. The first and 3rd base coaches will umpire their respective bases and baselines. The coach on the mound will (generally) make calls at 2nd base and at home plate.

21. When **questions or disagreements** arise on the field, Team Managers must approach one another and discreetly address concerns. Yelling and/or modeling poor problem solving skills in front of the players and families will not be tolerated.

24. If a coach is pitching, they must make a reasonable effort to avoid contact with the live ball. Any other base runner(s) will advance one base. A batted ball that passes through the pitching circle without obstruction (doesn't reach the coach or umpire), or that is deflected off a defensive player and subsequently hits the machine, is a live ball. A defensive player is positioned on the outside of the circle (assuming the defensive position of a pitcher) and must have at least one foot positioned in contact with the circle (one foot in or on the circle, one foot out). A defensive player may be allowed to enter the circle if his momentum carries him/her inside the circle. An umpire can rule this play.

25. Bunting will be allowed. A bunt that results in a foul ball on the 4th pitch will result in a strike out.

26. There will be **no base 'stealing' – base runners can't advance from a wild pitch, passed ball, or when the ball is being returned to the pitcher from the catcher.**

However, **runners can advance on overthrows**. For overthrows that remain within the field of play (fair or foul territory), advancement is at the runners own peril. For overthrows that go outside the field of play (dead balls), one base will be awarded the runner(s) as determined by the position of the runner(s) at the time the ball was pitched.

27. Pitching Rules.

- (A) Pitchers are limited to no more than 60 pitches in a game.
- (B) Managers shall designate an assistant coach or team parent to track pitch counts for each pitcher used in the game.
- (C) Rest days and pitch counts





- If a player **pitches 51 to 60 pitches** in a day, **three (3) calendar days of rest** must be observed.
- If a player **pitches 36 to 50 pitches** in a day, **two (2) calendar days of rest** must be observed.
- If a player **pitches 21 to 35 pitches** in a day, **one (1) calendar days of rest** must be observed.
- If a player **pitches 1-20 pitches** in a day, **no (0) calendar day of rest** is required.

**The bottom line is to protect the safety of the player's arms.*

28. When the pitcher is in possession of the ball (within the chalk circle) and the catcher is in the catchers box ready to receive the delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. LL Rule 7.13 (page 77). It will be the umpire/coach's discretion to send players back to their base. "Dancing" on a base will not be allowed, as the runner should either try to steal or go back to their base. The offensive coach at the machine should receive the ball from the pitcher only when the play is deemed over.

29. Unsportsmanlike behavior, including but not limited to verbal abuse, physical abuse, physical threat or intentional breach of any of these rules by any umpire, player, coach, parent or spectator will not be tolerated. Managers and coaches are responsible for the conduct of themselves, their fans and their players. Infractions of this nature will be dealt with quickly and severely. Penalties may include immediate dismissal from the game, from the Park, or from the League. Please report any instance to a PLL Board member. Infractions of the above will be dealt with quickly and severely. Penalties may include dismissal from the game, the park or from the League.

30. Protests of 89ers Softball games are not permitted.

After the Game:

- 1.** Both teams shall demonstrate good sportsmanship by cheering and congratulating the other team.
- 2.** Team players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings.
- 3.** If the last game of the day, all field equipment should be put away, making sure the equipment box is locked and the field properly raked. Each team is responsible for cleaning the dugouts and its bleacher area.

