

## **DISTRICT 2 INTERLEAGUE SOFTBALL RULES**

Little League rules will be used along with the following house rules:

1. No new inning after 1 hour 45 mins- Finish the inning.
2. 5 Run limit per inning with unlimited runs in the 6<sup>th</sup>.
3. Teams may begin a game with 8, no out for 9<sup>th</sup> batter.
4. Games may end in a tie during the regular season. No extra innings will be played until the playoffs.
5. All teams will roster bat. A manager may ask for an exception if the number of rostered players present at the game exceeds 14. Minimum 6 defensive outs rule will be in effect.
6. Subs may be used only when a team's roster falls below 10 (9 for 12U). Any subs must play RF and bat last.
7. GAME REPORTING: All game outcomes for 10U and up shall be reported immediately following a game using the online reporting links by the HOME TEAM.
8. Rainouts must be rescheduled. League officials may schedule a game if it is not rescheduled after multiple attempts by managers. Any game not played will be counted as a forfeit.
9. Rosters will be turned in by local leagues and made available to all managers.
10. All teams will be eligible for playoffs. All players must play in 80% of their team's scheduled league games in order to participate in playoffs.

### **10U MINOR LEAGUE PLAYER PITCH**

1. Defense will include 10 players with 4 outfielders.
2. No continuous walks.
3. No advancing on an overthrow by the catcher on a steal. This does not apply to pickoffs.
4. No infield fly.

### **8U MINOR LEAGUE COACH PITCH**

1. The pitching plate will be set at 35'. The player in the pitcher position will need to start each play behind the pitching plate. The coach pitcher will pitch from a normally acceptable distance.
2. Defense will include 10 players with 4 outfielders at least one large step into the grass.
3. Defensive coaches in the field will include a pitcher and 2 outfield helpers. Offensive coaches will include base coaches and 1 behind the catcher to assist in getting missed balls back to the pitcher. Coaches cannot help by making contact with players.
4. Batters will be given 6 overhand pitches regardless of balls/strikes. A batter cannot strike out on a foul ball.
5. Runners may advance only one base on an overthrow with liability to be put out. The defense may attempt to make a play after the overthrow. However, if the ball is overthrown again, no runners may advance. Ex: there is an overthrow at 1<sup>st</sup> base, runner goes to 2<sup>nd</sup>, defense retrieves the ball and throws to 2<sup>nd</sup>, ball is overthrown, runner must stay at 2<sup>nd</sup>.
6. Play will become dead when any defensive player makes an attempt to throw the ball back to the pitcher. Ball does not need to be possessed. Runners actively in motion at the time of said throw may continue to the next immediate base. Runner not actively in motion at the time of said throw must return to the last base touched.
7. If the coach is hit by a batted ball, the play is dead, and the batter will bat again. The pitch will be counted as a foul ball.
8. No Infield Fly.

The purpose in these rules is to prevent the over abuse of continuous running while still encouraging players to attempt to make normal softball plays.