

**2012
9/10, 10/11, 11/12 & JUNIOR LEAGUE
SOFTBALL
DISTRICT 2
TOURNAMENT**

RULES & POINTS OF EMPHASIS

THIS PACKET WAS DEVELOPED TO HELP COACHES UNDERSTAND SOME OF THE RULES THAT VARY FROM REGULAR SEASON TO THE DISTRICT TOURNAMENT. ALL THE RULES DISCUSSED ARE FOUND IN THE LITTLE LEAGUE RULE BOOK. ALSO, WE THOUGHT IT MIGHT BE EASIER FOR COACHES TO UNDERSTAND AND FIND THESE PARTICULAR RULES IN A PACKET FORM RATHER THAN A BOOK. UNFORTUNATNETLY, NOT ALL COACHES READ THE BOOK, SO WE THOUGHT THIS COULD BE HELPFUL.

BASIC POINTS OF EMPHASIS

- **REPLACEMENT PLAYERS/COACHES/MANAGERS**

TEMPORARY REPLACEMENT – MUST CALL D.A. LOU BLEGGI 24 HRS PRIOR TO GAME TIME

PERMAMENT REPLACEMENT – MUST MEET ELIGIBILTY REQUIREMENTS

- **EQUIPMENT - BATS / HELMETS/CATCHERS EQUIPMENT**

9/10 DIVISON, 11/10 DIVISION, 11/12 DIVISION

CATCHERS HELMET AND/OR CATCHERS HOCKEY TYPE MASK MUST HAVE ATTACHED “**DANGLING**” THROAT GUARDS

SKULL CAPS ARE NOT PERMITTED

FEMALE CATCHERS’ CAN WEAR EITHER SHORT OR LONG CHEST PROTECTOR

JUNIORS

ALL CATCHERS CAN WEAR EITHER LONG OR SHORT CHEST PROTECTOR

SKULL CAPS ARE NOT PERMITTED

ALL CATCHERS HELMETS OR HOCKEY-TYPE MASK MUST HAVE ATTACHED “DANGLING” THROAT GUARDS

- **BATS / HELMETS**

ALL BATS MUST FIT THE RING GAGE
UMPIRES WILL CHECK BATS FOR EACH TEAM

HELMETS CANNOT HAVE ANY DECALS OR BE REPAINTED
OTHER THEN BY THE MANUFACTURER OR AUTHORIZED
DEALER

- **JEWELRY**

- Players must not wear jewelry *such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)*

- **UNIFORMS**

ANY PITCHER MAY NOT WEAR A WHITE OR GRAY
UNDERSHIRT THAT IS VISIBLE.

IF A VEST TYPE SHIRT IS USED, THEN A PITCHER MAY WEAR A
WHITE OR GRAY UNDERSHIRT SINCE THE SHIRT IS
CONSIDERD PART OF THE UNIFORM

EACH PLAYER MUST HAVE THE LITTLE LEAGUE PATCH
ATTACHED TO THEIR UNIFORM SLEEVE. IF THE TEAM IS
WEARING A VEST TYPE SHIRT, THEN THE PATCH MUST BE
ATTACHED TO THE UNDERSHIRT SLEEVE

- **MANAGERS / COACHES**

DRESS CODE FOR COACHES

COACHES CANNOT WEAR TEAM UNIFORMS

ALL COACHES CAN WEAR EITHER PANTS OR SHORTS. SHORTS MUST BE APPROPRIATE IN LENGTH AND STYLE. IF YOU ARE NOT SURE ABOUT PARTICULAR CLOTHING, PLEASE CONTACT D.A. LOU BLEGGI ASAP.

THE SCOREBOOK MUST ALWAYS BE AND REMAIN IN THE DUGOUT

RULES & GUIDELINES FOR TOURNAMENT PLAY

- **PRE – GAME GUIDELINES/RULES**

COACHES **WILL NOT BE ALLOWED** TO WARM-UP PITCHERS OR ACT AS A CATCHER DURING INFIELD/OUTFIELD PRACTICE

EACH TEAM MUST HAVE 2 CATCHERS HELMETS

A CATCHER MUST WEAR A CATCHERS HELMET WHEN WARMING UP A PITCHER

A PLAYER MUST ACT AS A CATCHER DURING INFIELD/OUTFIELD PRACTICE. THIS PLAYER MUST WEAR THE CATCHERS HELMET DURING WARM-UP

- **GAME GUIDELINES**

DURING TIMES AT BAT, TEAMS MUST HAVE A SUBSTITUTE PLAYER READY TO RETRIEVE THE USED BAT. THIS PLAYER MUST WEAR A HELMET

WHEN THE CATCHER IS ON BASE DURING THE FINAL OUT OF A 1/2 INNING, TEAMS ARE ASKED THAT THEY HAVE A SUBSTITUTE READY TO WARM-UP THE PITCHER. THIS PLAYER MUST WEAR A CATCHERS HELMET

IF A MANAGER / COACH WANTS A TIME-OUT, THEY MUST ASK AN UMPIRE AND WAIT UNTIL TIME IS GRANTED. COACHES WILL NOT BE ALLOWED ON THE FIELD UNTIL TIME IS GRANTED

DURING A DEFENSIVE INJURY, UMPIRES WILL GRANT TIME AS SOON AS THE PLAY IS DEAD. COACHES ARE ASKED TO REMAIN IN THE DUGOUT UNTIL TIME IS CALLED

MANAGER/COACHES ARE REMINDED THAT THEY MAY NOT LEAVE THE DUGOUT DURING THE GAME FOR ANY REASON WITHOUT PERMISSION FROM AN UMPIRE. THE COACH OR MANGER MAY BE REMOVED FROM THE GAME FOR VIOLATION OF THIS RULE

COACHES WILL REPORT DIRECTLY TO THE PRESS BOX FOR CHANGES.

ALL CHANGES WILL BE ANNOUNCED FROM THE PRESS BOX

COACHES DO NOT NEED TO DISCUSS CHANGES

TOURNAMENT PLAY RULES

THIS IS

YOUR

WARNING!!!!

ALL OFFICIAL LITTLE LEAGUE PLAYING RULES FOR REGULAR SEASON AND MODIFIED BY THE TOURNAMENT RULES WILL BE ENFORCED

TOURNAMENT RULES AUGMENT & MODIFY REGULAR SEASON RULES, THEY DO NOT REPLACE THEM

UMPIRES DO NOT WANT TO HEAR “WE DID THAT ALL SEASON LONG”

IF YOU HAVE A QUESTION DURING A GAME, PLEASE ASK

PITCHING RULES

9/10, 10/11, 11/12

SOFTBALL

- These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and forfeiture by decree of the Tournament Committee in Williamsport if protested before the umpire(s) leave the playing field.
- a. Any player on a tournament team may pitch. (**NOTE:** There is no limit to the number of pitchers a tournament team may use in a game.)
 - b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.
 - c. Delivery of a single pitch constitutes having pitched an inning.
 - 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 she was removed.
 - e. One (1) calendar day rest must be observed following regular season or special games play, and between tournament levels.

A player may not pitch in more than nine (9) innings in a day. 9-0 & 10-11 Year Old Division players may not pitch in more than seven (7) innings in a day.

A player pitches in less than three (3) innings in a calendar day, no rest is required.

If a player pitches in three (3) or more innings in a calendar day, one day's rest is required. This also applies between regular season games following Tournament elimination or Special Games following the Tournament. EXAMPLE (1): A player may pitch on Saturday in regular season play then, after one (1) calendar day's rest, pitch again in the next level of tournament play on Monday. EXAMPLE (2): A player may pitch on Saturday in the final district game then, after one (1)

calendar day's rest, pitch again in the next level of tournament play on Monday.

EXCEPTIONS:

- (1) A player may pitch on consecutive calendar days if less than three (3) innings were pitched in the previous calendar day.**
- (2) In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitchers of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility that pitcher would have had during the previous day. However, in no event shall any pitcher pitch more than nine (9) innings (seven [7] innings - 9/10 and 10/11) in any game.**

PITCHING RULES JUNIOR LEAGUE SOFTBALL

- These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and forfeiture by decree of the Tournament Committee in Williamsport if protested before the umpire(s) leave the playing field.
 - i. Any player on a tournament team may pitch. (NOTE: There is no limit to the number of pitchers a tournament team may use in a game.)
 - j. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.
 - k. Delivery of a single pitch constitutes having pitched an inning.
 - l. 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.
 - m. A player may not pitch more than ten (10) innings in a game.
 - n. If a player pitches in less than five (5) innings in a calendar day, no rest is required.

 - o. If a player pitches in five (5) or more inning in a calendar day, one day's rest is required. This also applies between regular season games following tournament elimination or Special Games following the Tournament.

Exceptions:

1. A player may pitch on consecutive calendar days if less than five (5) innings were pitched in the previous calendar day.
2. In a game suspended by darkness, weather or other cause and resumed the following day, the pitcher of record at the time the

game was halted may continue to pitch to the extent of the remaining eligibility for that game.

NOTE: A contest decided by a forfeit does not constitute a “game” for the purpose of this rule, unless at least one (1) complete inning was physically played before the game was forfeited.

VISITS

- A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule.
- When permission is granted the manager or coach will be permitted to go to the mound to confer with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.
- The rule applies to each pitcher who enters a game.
- **NOTE:** Only one offensive time-out will be permitted each inning.

MANDATORY PLAY: 9-10 Year Old Softball, 11 Year Old Softball, Little League Softball, Junior League Softball

- If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and bat at least one (1) time. If a tournament has twelve (12) or fewer eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
- a. **There is no exception to this rule unless the game is shortened for any reason.** NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.
- b. ****Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement and if protested or brought to the Tournament Committee's attention, it shall result (by action of the Tournament Committee), in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, manager or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:**
 - a. a manager or coach takes any action that results in making a travesty of the game, causing players to

- intentionally perform poorly for the purpose of extending or shortening a game, or;**
- b. a team fails to meet the requirements of this rule more than once during the tournament, which begins with District play and ends at the World Series level, (state level for 9-10 and 10-11), or;**
 - c. a manager willfully and knowingly disregards the requirements of this rule**

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation **.

c. For the purposes of this rule, “six (6)/three (3) consecutive defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six/three consecutive outs are made; “bat at least one (1) time” is defined as: A player enters the batters box with no count and completes that time at bat by being put out or by reaching base safely.

SUBSTITUTIONS / RE-ENTRY

This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.

If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.

Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order, provided:

1. The player being removed has played defensively for a minimum of three (3) consecutive defensive outs, and;
2. The player being removed has completed one time at bat during the game.

A player who has met the mandatory play requirements, and is a pitcher at the time she/he is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound.

EXCEPTION:

EXAMPLE: Player A is a starter and not a pitcher, Player B substitutes into the game for player A. Both players have met mandatory play by completing one time at bat and 3 consecutive outs and both occupy the same spot in the batting order. In the fifth inning player A becomes a pitcher and is scheduled to bat in the sixth inning, but player B bats for player A. Both players have met mandatory play requirements and player A was not physically replaced on the mound as a pitcher, therefore, player A can return to pitch the sixth inning.

REGULATION GAME

- Each tournament game must be played to the point of being an official game:

Regulation games are 3 ½ (home team is winning) or 4 innings (4 ½ or 5 more innings in Juniors.)

Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew *must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning.* This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines - Curfew) on the same day. (new for 2010 Tournament)

SUSPENDED GAMES

- Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played.
- **EXCEPTION:** In the event that the first inning is not completed, the game shall be re-played from the beginning and all records, including

pitching, disregarded. Incomplete (not regulation) or tie games are considered suspended games.

TEN RUN RULE

- If at the end of a regulation game one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.
- **NOTE:** If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.

PROTESTS

THIS RULE REPLACES RULE 4.19

PROTESTS SHALL ONLY BE CONSIDERED BASED ON:

THE VIOLATION OR INTERPRATION OF A PLAYING
RULE

THE USE OF AN INELIGIBLE PITCHER

THE USE OF AN INELIGIBLE PLAYER

MANAGERS/COACHES CANNOT PROTEST JUDGEMENT CALLS
E.G. – BALL/STRIKE , OUT/SAFE CALL

PROTESTS MUST BE RESOLVED BEFORE THE NEXT PITCH

PROTESTS INVOLVING THE MADATORY PLAY RULE MUST BE MADE BEFORE THE UMPIRES LEAVE THE PLAYING FIELD

ALTERCATIONS/EJECTIONS

- **ALTERCATIONS:** Any player, manager, coach or official who is involved in a physical or verbal altercation at the game site could be suspended or removed from tournament play by the Tournament Committee.
- **EJECTIONS** - Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). Ejections shall be noted in the tournament team's affidavit on the Team Note page. Entry should include member's name and date ejected and signed by the Tournament Director or District Administrator.

RULES OF EMPHASIS

1.08 (NOTE 1) - THE ON-DECK POSITION IS NOT PERMITTED IN THE TOURNAMENT FOR 9/10, 11'S, & LITTLE LEAGUE
JR SOFTBALL WILL HAVE AN ON-DECK POSITION

(NOTE 2) - ONLY THE FIRST BATTER OF EACH HALF INNING WILL BE PERMITTED OUTSIDE THE DUGOUT. THIS BATTER WILL BE ALLOWED TO TAKE PRACTICE SWINGS

2.00 DEF OF A CROW HOP

	DEF OF A LEAP
4.16 - 4.17	STARTING/ENDING GAME
7.6	OBSTRUCTION
7.08	RUNNER
7.9	INTERFERENCE
7.13	8-FOOT RADIUS
7.14	SPECIAL PINCH RUNNER ONCE EACH INNING A TEAM MAY USE A SPECIAL PINCH RUNNER A PLAYER NOT IN THE BATTING ORDER MAY BE USED AS A RUNNER PLAYER MAY ONLY BE REMOVED FOR A SPECIAL PINCH RUNNER ONE TIME DURING A GAME
8.00 (NOTE F, R)	PITCHER