

## GSSL Softball Local Rules

### Time Limits:

PWG/MNG/MJG –

- 70 minutes, finish the inning.

### Run Limit/Run Rule:

PWG/MNG/MJG –

- 5 run limit per inning.
- 15 run rule after 3 innings.
- 10 run rule after 4 innings.
- 8 run rule after 5 innings.

### Pitching:

PWG –

- Coach gets 5 pitches or 3 strikes, whichever comes first.
- If the 5th pitch is fouled off, the batter will continue to receive another pitch until she puts the ball in play, swings and misses, or refuses to swing.
- Coach must keep at least one foot inside of the pitcher's circle during the entire pitch.
- Coach must make a good effort to stay out of the way of the defense if the ball is put in play.
- One ball is used, and a player must play the catcher's position.

MNG –

- Pitching distance is 35'.
- Player pitches until the batter receives three strikes or four balls.
- **ANY GAMES PLAYED BEFORE APRIL 15<sup>TH</sup> WILL CONSIST OF THE PLAYER AND THE COACH PITCHING**
- Coach will come in and pitch after four balls, and will get 2 pitches, regardless of the count.
- Coach must pitch from the rubber.
- Coach must make a good effort to stay out of the way of the defense if the ball is put in play.
- The batter cannot run on a dropped third strike.

MJG –

- Pitching distance is 40'.
- Player pitches until the batter receives three strikes or four balls.
- The batter can run on a dropped third strike, if first base is unoccupied.

## **Batting:**

### PWG –

- Continuous batting order.
- Bunting is not allowed. (A swing that is stopped when contact is made with the ball is not considered a bunt regardless of how slow the swing is.)
- If a batter gets sick or injured during a game, her spot in the lineup will be skipped with no penalty. This also applies if a batter refuses to bat; however, she may not reenter the game after that point. (Coaches may not manipulate this rule for their team's benefit.)
- If a player arrives late to a game, she will be added to the end of the lineup.

### MNG/MJG –

- Continuous batting order.
- Bunting is allowed.
- If a batter gets sick or injured during a game, her spot in the lineup will be skipped with no penalty.
- If a player arrives late to a game, she will be added to the end of the lineup.

## **Base Running:**

### PWG –

- Absolutely no stealing is allowed.
- If any part of the base runner's body is past the halfway line, the base runner is awarded the next base.
- Batter may advance one additional base for each overthrow.
  - Ex. Pitcher overthrows 1<sup>st</sup> base, batter may advance one base to 2<sup>nd</sup> base. If 1<sup>st</sup> base then overthrows pitcher, batter may advance to an additional base to 3<sup>rd</sup> base.
- If the fielder makes no attempt to throw the ball, the batter may continue to run.
  - Ex. Ball is put in play. Defensive player fields the ball and then proceeds to stand in place and hold the ball.
  - Ex. Ball is hit to the outfield and the outfielder tries to run the ball in all the way to the pitcher.
- Time is called once the pitcher has the ball back in the circle.

### MNG –

- Stealing is allowed.
- The base runner must maintain contact with the base until the ball reaches the batter.
- Time is called once the pitcher has the ball back in the circle or at the umpire's discretion.
- If the pitcher has the ball in the circle, a walked batter may continue running to 2<sup>nd</sup> base as long as she continues to do so in one continuous motion. If the walked batter stops at 1<sup>st</sup> base, she may only advance to 2<sup>nd</sup> base if pitcher makes an attempt at a play. The first violation of this rule by a team will result in the batter being asked to return to 1<sup>st</sup> base. A second violation will result in an out. Each team will be afforded one violation per game unless this becomes a problem.

MJG –

- Stealing is allowed.
- The base runner must maintain contact with the base until the ball has been released by the pitcher on delivery.
- Time is called once the pitcher has the ball back in the circle or at the umpire's discretion.
- If the pitcher has the ball in the circle, a walked batter may continue running to 2<sup>nd</sup> base as long as she continues to do so in one continuous motion. If the walked batter stops at 1<sup>st</sup> base, she may only advance to 2<sup>nd</sup> base if pitcher makes an attempt at a play. The first violation of this rule by a team will result in the batter being asked to return to 1<sup>st</sup> base. A second violation will result in an out. Each team will be afforded one violation per game unless this becomes a problem.

**Defense:**

PWG & MNG –

- A defensive player has the right to the ball, if the base runner interferes, the runner is out. This includes a base runner running into a ball, a base runner running in front of a defensive player who is attempting to make a play, or a base runner colliding with a defensive player.

**\*All other softball rules not specifically addressed will follow the Official Little League Rule Book\***