

2017 KALL/KNLL Softball A Division Rules

All games shall be played in accordance with the 2017 Little League Softball Minor League Division Official Regulations, Playing Rules, and Policies unless stated below.

- 1. Time Limits-** No game shall start later than 30 minutes after the scheduled start time or it is deemed cancelled. Games will end 1 hour 30 minutes after the scheduled start time of the game or after 5 innings.
- 2. Dugout-** The home team will set up in the third base dugout.
- 3. Game Balls-** Home teams will provide 10-inch, optic yellow, safety softballs (new balls are not required)
- 4. Scorekeeper-** Scores and results will NOT be recorded for regular season standings.
- 5. Lineups-** Lineups are used by the Managers to track batting order and position rotations in the field. As a courtesy, each Manager should provide the opposing Manager with a copy of their lineup.
- 6. Umpires-**The Coach pitching to the team at bat is the ONLY umpire on the field. This is a developmental league with no score kept and the goal is to teach players the basics and have fun.
- 7. Continuous Batting Order-** Teams shall use the continuous batting order. All eligible players must appear in the line-up. Managers may start their batting rotation anywhere in the line-up at the start of each inning. Players who arrive after the start of the game are added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.
- 8. Defensive Field Position-** A maximum of nine (9) defensive players may be used; six (6) infield positions and up to three (3) outfield positions. An outfield position is both feet of the player on the outfield grass. No infielder may be closer than a thirty-five (35) foot arc from home plate except for the catcher positioned behind home plate.
- 9. Base Coaches-** Teams are allowed two (2) adult base coaches on the field when at bat. The defense is allowed up to two (2) coaches in the outfield behind their fielders.
- 10. Coach Pitch-** Each team shall use a League approved Coach, pitching underhand starting from within the pitcher's circle.
When the Coach is pitching, the Player-pitcher must be located within the pitching circle next to or behind the Coach. All throws by defensive players shall be made to the Player-pitcher, not the Coach.
A Coach from either team should stand behind the catcher to help corral passed balls and throw balls back to the Coach pitcher to save time.
- 11. Inning-** The offensive team shall bat until every player in the lineup has had one (1) at-bat. If the last batter hits the ball into play, any out, any fielder touching home plate with the ball, or a score by the last batter shall end the offensive team's half of the inning. If the last batter does not hit the ball into play, that half of the inning is over. Any player on offense being put out will return to their bench. Outs, however, are not counted during the game.
- 12. At-Bat-** If the ball is not hit into play after six (6) pitches, the batter shall return to their bench. If this is the last batter, this shall end the offensive team's half of the inning. If the final pitch is hit foul, the batter shall receive additional pitches until they fail to hit the ball into play or foul.
If a pitched ball touches the batter, the batter is NOT entitled to first base but this pitch shall NOT be counted.

- 13. Infield Fly-** An infield fly shall NOT be declared.
- 14. Stealing-** Stealing is NOT permitted.
- 15. Bunting-** Bunting is NOT permitted.
- 16. Overthrows-** Runners may NOT advance on overthrows.
- 17. Sliding-** Sliding feet first is not encouraged. Head first slides are not allowed. The player is called out and is returned to their bench.
- 18. Mandatory Play-** Every rostered player present at the start of a game will participate in the game for a minimum of nine (9) defensive outs and bat at least one (1) time. A minimum of three (3) of the nine (9) defensive outs must be played at an infield position.
- 19. Pinch Runners-** Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.
- 20. Protests-** There are no protests in "A" Division. Any rules questions or confusion should be recorded and sent to the League VP's via email for clarification to the Managers and Coaches of the A Division.
- 21. Rescheduling-** It is not required that all games be played. If both teams agree to reschedule a game, the home team is responsible for finding an available open game slot through their league scheduler.