I. MANAGER / COACHES GENERAL CONDUCT

Each family upon registering is supplied with the Leagues' Parents Code of Conduct. It is the responsibility of each team's Managers & Coaches to insure, prior to and during the season, that families fully understand their obligations as members of Little League. Any family member and/or volunteer who does not conduct themselves in accordance with the accepted behavior can be excluded from League activities and may have membership revoked. (SSLL Rules and Regulations 16:00).

Managers and coaches shall:

- a) Ensure that <u>all</u> children are afforded a safe and enjoyable environment.
- b) Not use offensive language or gestures while engaged as a Manager or Coach on the SSLL complex.
- c) Ensure that parents and spectators do not use offensive language or gestures during practices/games—address the parents and inform umpire. (*see item 6 below avoid arguments*).
- d) Not tolerate bullying or physical contact among the players.
- e) Not engage in arguments with Umpire, Coaches or other party to the extent that would undermine a safe and enjoyable environment for the children. Asking for time and asking the umpire to explain a call or discuss a rule is appropriate behavior. Questioning balls and strikes is not appropriate.
- f) Not engage in an argument with parents. If manager /coach has an issue with a parent or someone from the stands, they shall inform the umpire. If the umpire does not correct the situation, the manager /coach shall call time and go get a SSLL Board of Director to resolve the issue.
- g) Keep non-players out of the dugouts. Can allow parent to aid injured child.
- h) Prevent interference from the sidelines. For example, parents coaching their children from behind the backstop or sidelines.
- i) Exercise and impart good sportsmanship by at all times.

*** Key to preventing many of these issues and ensuring a smooth season is to address these topics at your first parents meeting; set expectations for their behavior. Also set expectations for your players conduct at the very beginning of the season. ***

II. <u>PITCHING</u>

- a) Coaches are not allowed to warm up pitchers.
- b) Pitching calendar week is Sunday through Saturday.
- c) 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 he/she was removed (Reg. VI, sub c pg. 39).

Max Innings Allowed

Division	Max Innings	Max Innings	Day of Rest
	per Game	per Week	Required if pitched
Minor	6	6	More than 1 inning
Major	9	18	More than 1 inning
Senior	10	30	5 innings or more

^{*} Delivering a single pitch constitutes an inning pitched (2011 LL SB Rules, pg. 38)

VIOLATION OF LITTLE LEAGUE PITCHING RULES WILL RESULT IN MANAGER SUSPENSION.

Pitching Distances

It is the <u>Home Team Manager's</u> responsibility to set the pitcher's mound to the proper distance prior to the game for their respective division. The below table lists the distances of the pitcher's mound to home plate in feet:

Division	Mound Distance (In	
	Feet)	
Clinic 7/8	35	
Minor	35	
Major	40	
Senior	43	

Mound Visits: Two (2) in an inning regardless of pitcher, three (3) in a game per pitcher before pitcher must be removed); pitcher must be removed on third inning visit or fourth game mound visit. LLSB 8.06 pg. 88 (2011).

III. DUGOUTS / FIELD

- a) Do not leave the dugout unsupervised. There must be at least one of the coaches (or Manager) in the dugout at all times during games.
- b) TEAMS can only have one manager and 2 coaches in a dugout during the games.
- c) Authorized Managers and Coaches are the <u>only adults allowed</u> on the field to instruct the players during games.
- d) Team Mothers are <u>not permitted</u> in the dugout during games, they are welcome to assist during practices.
- e) Home Team will utilize the <u>Third Base Dugout</u>.
- f) Visiting Team will utilize the <u>First Base Dugout</u>.

IV. PLAYING TIME

Minimum Playing Time

Every player attending a regular scheduled game <u>must play minimum of three</u> <u>complete innings</u>. Starting pitchers removed from the position must remain in the game to complete the minimum consecutive three-inning play rule. (SSLL Rules & Regulations 4:03).

- a) All substitutes must be in the game by the top of the 4th inning.
- b) If using continuous batting order substitutes may enter and re-enter the game at any time as long as they will have played the required time.
- c) Failure of Manager or Coach in charge to comply will result in:
 - a. **First Offense**: The manager will receive a written warning. The player involved shall START the next game and play no less than the mandatory playing time for BOTH games.
 - ii. **Second Offense**: The manager will be suspended from the next scheduled game. The player involved shall START the next game and play no less than the mandatory playing time for BOTH games.
 - iii. **Third Offense**: The manager will be suspended for the remainder of the season. This includes post season play. The player involved, shall START the next game and play no less than the mandatory playing time for BOTH games.

V. SAFETY

- a) Managers and coaches will ensure that all players wear helmets when batting at all times.
- b) All players in the 7/8, Minor and Major Divisions shall be required to wear a protective facemask when pitching. Teams will be provided with one facemask, but child may elect to purchase their own.
- c) Inspect equipment to make sure that it is serviceable and functioning correctly.
 Replace broken equipment as soon as possible by contacting Division Director.
- d) Keep gates locked in dugout between innings.
- e) In the event of an accident or injury during practice or game, Manager must fill out an accident report and file with the league for insurance purposes. Accident reports can be obtained online at http://www.ssllonline.com under downloads.

VI. GAMEPLAY

All Divisions

- a. Game time will be 2 hours.
- b. On weekdays no new inning will begin after 1:45 minutes of play time but THAT last inning will be completed in full.
- c. On Saturday or Sunday no new inning will begin after 2 hours of play time but THAT last inning will be completed in full.
- d. Mercy rule for all divisions will be 10 runs after 4 innings.
- e. 4 innings will be considered an official game.
- f. ALL divisions will be REQUIRED to run for their catcher with 2 outs. Runner will ONLY be last batted out.
- g. All lineups will be rotary.
- h. All teams will play 10 defensively. There will be four outfielders positioned appropriately. Short centerfielders or 5 infielders are not permitted.

SOFTBALL MAJOR LEAGUE

- a. Game length is six (6) Innings.
- b. Less than 9 players may start a game: It is allowable to borrow a player from the opposing team in order to have 9 players in the field. The borrowed player would not bat for the team that is short players. Can borrow one player for an outfield position only. Can start a game with 8 players. However this will not be allowed in the playoffs. MUST be able to field a full team TEAM with eight players will not be charged an out when the ninth position in the batting order is due to bat. You cant play with less then eight girls.
- c. **Continuous Batting Order**: A continuous batting order will be played. The entire roster will be entered in the score book as the official batting order.
- d. **Offensive Player:** Managers will place **ALL** extra hitters in the line-up called the *Offensive Players*; this player does not play the field when designated Offensive Player. This player must ultimately meet the minimum playing time requirements (play the field) as covered in section IV. For example, a manager designates player "A" as the Offensive Player in the lineup at the start of the game. When the top of the 4th inning arrives he must substitute the Offensive player for a player in the field in order to satisfy the minimum playing time requirement.
- e. **Outfielders** The minor division will play with four outfielders. Do not have a girl stand on second base or play short center field. Have a left fielder, left center fielder, right center fielder and right fielder. If one team only has nine players then the opposing team my only use nine fielding players. Meaning using 3

outfielders instead of four ..

- f. **Substituting**: *Rule 4.04* is in effect ... players may be subbed in and out defensively any time as long as they will have played their minimum play by end of game.
- g. Pool play will be allowed in Major division. All available pool players will be submitted via email to the Softball Director. When utilizing pool players they will be required to bat at the end of the lineup and are not permitted to play a defensive position other than outfield. Pool players may not be used in the playoffs.
- h. Must avoid contact rule on all "PLAYS" at home.

SOFTBALL MINOR LEAGUE

- a) Game length is six (6) Innings.
- b) **Pitching Rule**: rule VI(b) on page 38. See above table in section II.

The 6 inning max for the week still holds as that is a Little League rule. The softball week starts on Sunday and ends on Saturday.

- c) Five Run Rule: During regular season play the Five-Run-Rule is in affect. After five runs have scored then all play will stop ending the inning and the side retired. Five run rule is not in affect for the fifth and sixth innings and 3 outs must be recorded to end the game. It is the job of the umpire to determine when the last inning will start based on SSLL time length of games .. Managers can ask the umpire if this will be the last inning of play.!
- *d)* **Continuous Batting Order**: A continuous batting order will be played. The entire roster will be entered in the score book as the official batting order.
- e) Outfielders The minor division will play with four outfielders. Do not have a girl stand on second base or playa short center field. Have a left fielder, left center fielder, right center fielder and right fielder. If one team only has nine players then the opposing team my only use nine fielding players. Meaning using 3 outfielders instead of four ...
- f) **Substituting**: *Rule 4.04* is in effect ... players may be subbed in and out defensively any time as long as they will have played their minimum play by end of game.
- g) **No Stealing of Home**. If a pitched ball goes out of play (Dead Ball), the umpire shall award the runners one base from the time of the pitch. Thus a runner on third will be awarded home

- h) Less than 9 players may start a game: It is allowable to borrow players from the opposing team in order to have 9 players in the field. The borrowed player would not bat for the team that is short players. Can start the game with 8 players-borrowed player must play the outfield. This will not be allowed for the playoffs ,must be able to field a full team ... The team with eight players will NOT be charged an out when the ninth position batter has to bat .You need eight girls to start a game.
- i) **Hit Batters**: The pitcher will be removed from the mound if she hits three (3) batters in a single inning or five (5) batters in a game. A ball which bounces first and then hits a batter will NOT be considered a hit batsman.
- j) **Bunting** is permitted.
- k) **Stealing** will not be permitted until season 5/14.
- 1) One base on all over throws.
- m) Must avoid contact rule on all "PLAYS" at home.
- n) Each team will be given one warning if a runner leaves early (before the pitch reaches the batter). After that warning the next runner to leave early will be declared out. (This will only occur once stealing is in effect).

SOFTBALL CLINIC DIVISION 7/8

1) Coach Pitch Rules

- a. Only Managers or Coaches are eligible to pitch during games. Offensive manager or coach will pitch to his or her own players.
- b. The batter gets six quality pitches to attempt to hit the pitched ball. There will be no walks. No fouling out on the 6th pitch unless the ball is caught. The batter will be declared out after six quality pitches.
- c. A pitched ball by an adult coach that hits a batter is a dead ball and called a no pitch. The batter continues his time at bat until he or she hits the ball or has 6 fair pitches.
- 2) **Continuous Batting Order**. Every player will be in the batting order and take their turn at bat. The entire roster will be entered in the score book as the official batting order.
- 3) Play at least four innings of play. Depending on SSLL rules regarding game time length.
- 4) **Bat entire order in the First Inning**. In order to get everyone as much batting practice as possible, the entire batting order will hit in the first inning.



- 5) **Side retired**. After the first inning of play, the side may be retired if three outs occur, or when the Five-Run-Rule has been completed.
- 6) **Five-Run-Rule after the First Inning**: After five runs have scored then all play will stop ending the inning and the side retired.
- 7) **No Bunting**. There is no bunting. A batter attempting to hit the ball but only travels a short distant in fair territory is a live and playable ball.
- 8) **No Stealing**: No stealing on a passed pitch ball or a catcher throwing the ball back to the pitcher.
- 9) Any ball in flight that comes in contact with any manager or coach accidentally on the field is a <u>live ball</u> and is playable.
- 10) Less than 9 players may start a game: It is allowable to borrow players from the opposing team or a player from the same league in order to have a balance number of players playing each side.
- 11) **TEN Defensive Players**: There will be TEN players on the defense. The defense will consist of 4 outfielders and 5 infielders (1 st base, 2nd base, shortstop, 3rd base, pitcher (next to Coach who is pitching). The fourth outfielder should not play up close to the infield. CANNOT stand on second base. Please use common sense as we do not want one girl alone on the bench should you have 11 girls nor do we want 6 outfielders.
- 12) Catchers must have full gear on with coach behind her to assist in returning ball to coach pitcher. Defensive team will supply a coach behind the catcher. Please have your catcher dressed and ready when going on defense.
- 13) **Defensive Coaching**: One adult coach may stand in the infield and additional coaches may be in the outfield near defensive player to offer advice but may not interfere with the play. Time may be called after the conclusion of a play to demonstrate a technique or explain a field situation.
- 14) **Pitcher and Catcher are coaches**. The offensive team provides the Pitcher; They can also serve as Umpires. Volunteers can make no plays. (Catcher MUST wear a catcher's mask with the throat guard).
- 15) **Defense Team will have a player in the pitcher position**. The player must be within ten (10) feet of the pitcher's plate and behind it. No moving up with the volunteer pitcher. (Pitcher's plate is 35 ft. from home plate).
- 16) Interference by a Volunteer in the fielding of a fair ball will result in "NO PLAY" and a "DEAD BALL".

VII. Other Important Little League ® Rules

Reference	Rule	
p. 49, 1.08	On-deck position is not permitted IN SSLL	
p. 50, 1.09	Rookie and Minor League divisions use the 11" softball, Majors and Jr/Sr use the 12" softball	
p. 51, 1.12	Catcher's - mitt	
p. 65, 4.08	Violent disapproval of umpire decision	
p. 65, 4.10	Game length, SSLL RULES AND REGS, overrule the book	
p. 73, 6.05 b	3 rd strike not caught ruling for Senior league ONLY	
p. 76, 6.09 b	Additional information on 3 rd strike not caught ruling	
p. 79, 7.08 a.5	Runner leaving a base	
p. 83, 7.13	Pitcher in the eight foot radius circle (Majors / Seniors)	
p. 85 ,8.01 d	Pitcher's feet - pitching rubber	
p. 86, 8.01 s	Pitcher's pivot foot (Crow hop, Leaping)	

VIII. Contact information:

Softball Director, Lou Esposito (917) 604-4540 lesposito@stradasoft.com

Softball Player Agent, Vinny Stavola Stavz25@aol.com

League Website http://www.ssllonline.com