

# Rye Brook Little League

## Major League Softball

### Uniforms

- The Rye Brook Recreation Department will issue a complete uniform to all players, which will consist of a team shirt, socks and hat. Players are required to wear white baseball pants to complete their uniform
- Players are required to wear their complete uniform to each game.

### Equipment

- The Rye Brook Recreation Department will supply all necessary equipment except fielders gloves.
- Plastic or hard rubber cleated shoes or sneakers are acceptable, **metal spikes are prohibited**.
- Team coaches are responsible for all equipment issued to their team and must return the equipment at the end of the season.
- Coaches are responsible for keeping the equipment in order safely and behind the dugout fence.

### Games

- All games will be played on Saturdays from 12:00pm to 7:30pm during the day and weekday evenings at 5:45pm. For all games, players should arrive 15 minutes prior to the scheduled start time. Doubleheaders will not be permitted.
- Teams must have a minimum of 7 players and 1 coach to start the game. Failure to field the minimum by 15 minutes after the scheduled start time will result in forfeit then a rearrangement of teams and a game will be played.
- No adults or non-team members will be permitted to play in an actual game (**ie. No adult catchers**).
- Games will consist of 6 innings, but may finish before 6 innings due to darkness or if another game is scheduled. ***During a weekend game when another game is scheduled afterward, no new inning will be started after 90 minutes from the scheduled time of the game.***
- An official game is 2 ½ innings if the home team is winning; 3 innings if the visitor is winning. This rule only applies if a game is called due to rain. It is the umpire's decision in consultation with the coaches, as to whether or not a game shall be called due to darkness and/or rain.
- The first 3 innings will have a 5 run limit, starting the 4<sup>th</sup> inning will be played to 3 outs.
- No one is permitted behind the backstop. The on-deck batter is the only player besides the batter permitted to swing a bat and this must be done in the on-deck circle. ***All other players should remain on the bench away from the on deck circle.***
- **Coaches** are responsible for keeping their players on the bench when not fielding, batting or on-deck. Please speak to your team players at the beginning of the season.

### Pitching/Catching

- Girls are required to pitch. Pitchers must wear the pitching mask while pitching. **(Mandatory)**
- Pitcher may pitch a maximum of 6 innings per game **(Do not have to be consecutive innings)**.
- Walks will be allowed on 4 balls. Intentional walks are not allowed.
- If a pitch hits a batter, even on a bounced ball, the batter is awarded 1<sup>st</sup> base and all other forced runners advance a base. Batters must make an attempt to get out of the way.
- All catchers must wear a mask/helmet, chest protector and shin guards.
- Strikeouts occur from a combination of 3 swings and/or 3 strikes called by the umpire.
- Foul outs back to the catcher only occur if the ball is hit above the batter's head, otherwise it is a foul tip. A foul tip on the third strike is not an out. However a foul tip with two strikes that is caught by the catcher regardless of height is an out.
- There will be no dropped third strike rule. If a player strikes out, the batter is out regardless of whether or not the catcher holds onto the ball.
- Players shall be able to catch as many innings as they desire as long as it's split up between the desirers of this position. Also they should be able to reach second base with a throw.
- There will be no more than 2 mound visits per inning.

## **Batting and Base Running**

- All players are placed in the batting order. Players arriving after the coaches have exchanged batting orders shall be placed at the bottom of the order.
- Players are required to wear a batting helmet while batting and running the bases.
- Bunting is permitted.
- Base runners are permitted to steal.
- Base runners will not lead off any base until the ball is released by the pitcher. The umpire will call out runners leaving early.
- Stealing is permitted in limited situations. Base runners may try to advance after the ball is released by the pitcher (a %steal+). Each team will be allowed a maximum of 4 %steals+per inning. **Note: During a “steal”, if the catcher throws the ball to the base wild, runners are only permitted to go one base from where they began and each base counts towards the maximum of four. No stealing Home.**
- **If a pitcher is in the mound area and catcher throws the ball back to the pitcher, runners that were already moving will be granted their base. This is not a steal.**
- Base runners are permitted to %tag-up+(both fair and foul balls).
- Base runners are not permitted to run intentionally into a baseman or catcher. Players involved in intentional collisions are subject to ejection from the game.
- A ball that is hit over the fence is a home run. A ball that bounces over the fence is a ground rule double.
- Throwing of the bat will: 1<sup>st</sup> time the coach/player will be warned, 2<sup>nd</sup> time batter will be called out, 3<sup>rd</sup> time batter will not bat anymore in that game.

## **Fielding**

- All teams will play a maximum of 10 players in the field each inning according to the following: 4-outfielders and 6-infielders.
- Coaches should use their discretion to play players at positions they deem appropriate and give them opportunities to try different positions throughout the season (ie: if Joanie expresses a desire to play second base, make sure she is given the opportunity to work on the position and get some quality game time experience).
- **No player shall sit a second inning until every player has sat out for at least one full inning.**
- While the ball is in bounds, the fielding team must make all plays and the base runners may continue to advance. Play will be stopped when a defensive player has possession of the ball anywhere in the infield and calls %time-out+and the umpire awards the time-out. Time-outs will be granted when the runners are not aggressively moving toward a base. If a ball is overthrown and goes out of bounds, runners may advance one extra base. The out of bounds lines are the marked lines in left and right field.
- Infield fly rule is in effect
- No player can be removed in the middle of an inning except pitchers, or in the case of injury or unsportsmanlike conduct. If a pitcher is removed in mid-inning, the pitcher may play any other position in the field.

## **Coaches**

- The team at bat will be permitted to have a coach at 1<sup>st</sup> and 3<sup>rd</sup> base only.
- Coaches on the fielding team must remain in the dugout area.

## **Miscellaneous**

- All players, coaches and parents/spectators are expected to exhibit good sportsmanship as outlined in the Rye Brook Recreation Sportsmanship Guidelines.
- Any player who throws a bat or helmet intentionally will receive one warning and will be ejected from the game after the second offense.
- Umpires will have the power to eject from the game any players exhibiting unsportsmanlike conduct.
- Umpires will have the power to eject from the game any coaches exhibiting unsportsmanlike conduct or smoking.
- Please have your team members pick up their bottles and snacks in the dugout after each game. Thanks