



# Minors Division Rules

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## 1. Players

- Ten (10) players are to be fielded
- Game may be played with a minimum of seven (7) players.
- No player on the regular roster may sit for more than one (1) inning in a row – unless due to injury.

## 2. Equipment

- Face masks are **REQUIRED** to be worn by all infielders, including pitcher.
- No metal cleats
- Helmets must be worn by batter and base runners during games and practices
- **ONLY ASA/USA Softball APPROVED NON-COMPOSITE BATS ARE ALLOWED AT ANYTIME**
  - This includes games or practice.
  - Only single walled, one-piece construction bats are allowed to be used.
  - No composite bat of any type, no hybrid or half and half technology bat and no bat with fiber/composite reinforced core or handle is to be used.
  - If a batter enters the batter's box with a composite/illegal bat, the batter will be out.
  - If a batter makes contact with a pitched ball using a composite/illegal bat, the batter is immediately called out and the runners are returned to their bases.

## 3. Field dimensions

- Base distance to be fifty (50) feet.
- Pitching distance to be thirty-two (32) feet (measured from the back point of the plate to the front of the pitching rubber)
- Ball is to be an 11" Incrediball supplied by the League.

## 4. Game Length

- Starting time is 6:00pm (weeknights)
- Game will last no more than 6 innings, 5 ½ if the home team is ahead
- A new inning cannot be started 1 hour and 45 minutes after start time (weeknights) or (weekends)
- Time limit still in effect even if there is no game after
- Forfeit time is 6:15pm on weeknights or 15 minutes after the scheduled game time for weekend games. If both teams are not prepared to play – both forfeit
- If a new inning is started before the time limit, and in the middle the inning the game is called for darkness or weather the game will be considered complete and the score will revert back to end of the last full inning.'
- All games can end in a tie.

## 5. Ending an inning

- Inning ends once a team has scored five (5) runs or there are three (3) outs, whichever comes first
- In the final inning, the inning ends only after three outs – no run limit in final inning
- Final inning must be identified by coaches prior to the start of that inning
  - Once final inning is identified, the game is over after that inning – even if more time allows – unless additional inning is agreed to by BOTH coaches.

## 6. Defense

- Players may play the same defensive position for no more than two (2) innings per game.
- Positions – no more than 10 defensive players on the field during play
  - 1 playing pitcher
  - 1 catcher
  - 4 infielders (first, second, third base, short stop)
  - 3 outfielders plus short fielder
    - outfielders and short fielders must play on the grass not in the infield



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- Pitching
  - Child Pitch – begins with first game of the season
    - Windmill pitching is allowed but not required
    - Once the count reaches 4 balls, the offensive coach will pitch to their batter – with the pitcher player remaining in the circle even with the pitching rubber.
    - Strike count remains the same when coach comes into pitch
    - Coaches should be ready to head to the mound immediately after the 4<sup>th</sup> ball
  - Coach Pitching
    - Coaches will pitch to their own batter
    - Coaches must pitch from inside the circle and be within eight (8) feet of the rubber. Do not get too close to the hitter. Give the child time to swing.
  - Players at the pitcher position must remain even with the pitching rubber for safety and defensive reasons.
- A foul ball hit by the batter that goes higher than the batter's head and is caught by the catcher will be an out.

## 7. Base Running

- Leads are permitted after the pitcher releases the ball.
  - The lead should only be a few steps and cannot exceed the ½ way point to the next base.
  - Coaches will add a hash mark between the bases as part of the pre-game field lining
- Stealing is NOT permitted.
- Dropped 3<sup>rd</sup> strike is NOT in effect.
- Infield fly rule is NOT in effect.
- Sliding is NOT permitted
- If a pitcher drops the ball during the delivery, play is dead- unless the ball crosses home plate
- Hit to the Outfield
  - If a hit ball reaches the grass, runners may advance as many bases as possible until the ball is returned to infield.
    - The play is dead as soon as the ball reaches the dirt infield. It does not have to be under the control of a player
    - A runner that is more that is not ½ to the next base must return to the prior base
    - These extra bases are umpire discretion
- Runners can be out by force/tag, at any base or within any base path in accordance with USA Softball Rules

## 8. Batting

- Each team member will bat in order, using all team members in the lineup.
- Strikes will be called and three (3) strikes is an out.
- No base on balls will be awarded.
- Pinch runner
  - Catcher courtesy runner is permitted with two (2) outs.
    - Runner must be next available player who made the last out.
  - No other pinch runners are allowed, except for injury
- Bunting is NOT allowed
- Each team member will bat in order, using all team members in the lineup
- Helmets must be worn by batter and base runners during games and practices.
- Throwing the bat is an automatic warning to both teams, regardless of offending player. Second offense is an automatic out to the offending team.
- Batting out of order
  - Defensive coach must bring it to the attention of the umpire before the first pitch to the next batter



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- Batter who batted out of order will be declared out and any advance or score made because of a ball batted by the improper batter will be nullified
- Batting order can continue as normal starting with the batter who was skipped

## 9. Double Base

- Not used in Minors

## 10. Player arriving late/leaving early

- No penalty for players arriving late or leaving early

## 11. Cancellations

- Assume game is “on” unless cancelled by the League on the League website.
- Games will be made-up as soon as possible

## 12. Incomplete Games

- Official game is 4 innings, 3 1/2 if home team is ahead – games are complete after 1 hour regardless of innings
- If less than 1 COMPLETE inning is played, a full makeup game will be played.
- All other games that exceed 1 inning, but are not official, will be picked up where they left off.
  - Play picks up where it left off with same outs, players on base, and pitch count.
  - If a player cannot make the rescheduled game, their place in the batting order is skipped during the continuation game
  - A player who is added to the make-up game is just added to the bottom of the batting order.

## 13. Standings

- Teams are awarded one (1) point for each win and one half (1/2) point for each tie
- There are no playoffs

## 14. Miscellaneous

- Free substitution is permitted throughout the game.
- Only those coaches/ volunteers who have submitted the required background checks and ACE certification and have been NSPL approved coaches/ are allowed on the field, in the batting cages, or in the dugout – this includes any games or practices.
- Only registered players of NSPL are allowed to participate in the game, pre-game warm-ups or practices.
- No smoking or other use of tobacco is permitted on the playing field side of the paved driveway that provides access to Troop Field.
- No dog or pets of any kind are allowed on the field or in the areas surrounding the field – this includes any games or practices.
- Official USA SOFTBALL rules, adjusted herein, will apply.