

Woodlawn Little League Softball Spring 2015
Local Rules Supplement for 12&Under League

1. A complete game is 6 innings. A new inning may not start until after 1 hour and 30 minutes from the scheduled start of the game. Any inning started will be finished.
2. Team should be assembled and ready to play 10 minutes prior to the scheduled starting time. During the regular season, games may end in a tie if the time limit has expired.
3. A team must have 8 players present to start the game. If a team has fewer than 8 players, they may "borrow" an outfielder from the opposing team in order to enable a game to be played. Forfeits should be avoided.
4. A team may borrow players from the 9 & under league in order to have sufficient players. In addition, consistent with Woodlawn Little League Baseball Local Rules Section 10, the commissioner shall maintain a list of age-eligible "pool" players that may be borrowed in order to have sufficient players to play a game. A manager shall not borrow more players needed than to bring his or her roster to 10 players for a game. Requests for pool players must be made through the commissioner.
5. Up to ten players may play the field with no more than 4 infielders (1b, 2b, SS, 3b), excluding the pitcher and catcher. Outfielders must play a reasonable distance from the infield, as determined by the umpire.
6. Every available player must bat in a maintained order. An automatic out may be assessed against a team batting out of order (if the at bat is completed). However, managers are encouraged to waive the penalty in the event of a mistake and to correct the batting order as reasonable.
7. Teams should exchange batting orders before the start of the game. Teams shall bat their entire roster of players.
8. Any player that must leave before the completion of a game may be scratched from the lineup without penalty. Players arriving late will be placed at the end of the order.
9. All players must play a minimum of three innings in the field in a 6 inning game. Every player must play at least one inning in the infield. Managers are strongly encouraged to play each player two innings in the infield and to rotate players in the field and the battery.
10. A courtesy runner is allowed (if desired) for the intended next inning's pitcher or catcher on base with 2 outs. The substitute runner will be the person who made the second out. The purpose is to allow catchers to put on gear and pitchers entering the game to warm up if needed.

11. A pitcher is limited to 12 charged outs per game. This rule may be waived if voluntarily agreed to by both coaches either before or during a game. The waiver is intended to keep games competitive and coaches are encouraged to waive the limit if the defensive team is trailing by more than 8 runs (or in any other circumstances as agreed by the coaches). At the same time, all coaches are strongly encouraged to develop pitchers and allow multiple girls to pitch.
12. The illegal pitch rule does NOT apply, but the umpire should help correct players whose delivery is illegal. There shall be no intentional walks. The pitcher must pitch to the batter. A player whose official age is 10 (i.e., who was 10 on January 1) may pitch from the 35-foot distance -- a temporary pitching rubber or chalk line may be used to mark the 35-foot distance. If a 10 year old is able to pitch from the 40 foot distance she is encouraged to do so, but this shall be the decision of the defensive manager.
13. Bunting is permitted.
14. Dropped third strike is NOT in effect. The infield fly rule DOES NOT apply.
15. Stealing is permitted. Runners may not leave the bases until the ball crosses home plate. Only one base may be stolen on a pitch (i.e., the runner may not advance on a catcher overthrow of the base being stolen). Note -- at the discretion of the Commissioner or agreement of the coaches, stealing of home may be banned early in the season when developing catchers, especially on WL Field #4 given the long distance to the backstop.
16. Five runs is the maximum a winning team can produce in an inning for the first four innings. After four innings, unlimited runs are allowed.
17. The HOME team should prepare and line the field for play. The VISITOR shall be responsible raking the field after play.
18. The home team must provide a game condition ball to the umpire. The visiting team shall provide a back up ball in good condition.
19. There are no scores being kept or reported and there will be no standings within the league or for interleague purposes. Managers are encouraged to keep games competitive. Any team repeatedly winning games by more than 10 runs will be subject to having players re-assigned to other teams to achieve greater parity.
20. Interleague games at away fields will be played under the HOST team's local rules -- please clarify at plate conference.