



SB A Rules

1. A regulation game consists of 6 innings.
2. 11" softball will be used.
3. Coaches will pitch underhanded from 30-35ft. Pitches need not be windmill style, but must be flat (minimal arch).
4. If a game is halted due to weather after four (4) or more innings have been completed, it will be considered a regulation game. (3.5 innings if the home team is ahead)
5. Players must field a minimum of twelve (12) defensive outs per game, unless the game is shortened for any reason. PENALTY: player is required to play the entire next scheduled game in the field.
6. Defense will consist of 4 EQUALLY SPACED outfielders (10 players in all). Umpire shall not allow 'rover' positioning.
7. Offensive team may only score five (5) runs per inning; Exception: no run limit in the 6th inning and after.
8. Players must field a minimum of three (3) consecutive defensive outs in an outfield and infield position (Catcher is considered an infield position).
9. Player playing pitcher must start within 5 feet of the pitcher's plate (or within the circle). When the ball is placed into play, the coach should attempt to remain in location until the play has allowed him to remove him/herself from the field of play. If the ball were to make contact with the coach, the play shall be ruled dead, and each runner is awarded 1 base from the start of the pitch. The batter shall be awarded 1st base. If ball hits 'pitching' coach, ball is dead. Runners advance only to next base.
10. Once ball reaches outfield, runners advance no further than next base. (Ball hit past infield, runners can continue advancing bases until ball is retrieved and has reached the infield. If the runner is on the way to the next base when ball reaches the baseline, the runner may continue to the next base.)
11. No runners may advance on overthrows by an infielder.
12. No walks.
13. Batter receives not more than seven (7) pitches to complete the at bat. If 7th pitch is hit foul, additional pitches are allowed, until missed swing, no swing, or batted ball in play.
14. Two (2) adult base coaches are allowed. A third adult may do the pitching.
15. No bunting
16. No stealing
17. Runners are allowed to leave the base only after ball is batted.
18. Time limits for Mon-Thur regular season games will be a drop dead time of one hour forty-five minutes (105 minutes) with no inning beginning after one and a half hours (90 minutes). Friday and Saturday games will have a two (2) hours drop dead time limit with no inning beginning after one hour forty-five minutes (105 minutes). Umpires and coaches will log game start time.
19. Home Team will supply an umpire for behind the plate.
20. Away Team will supply an umpire for the field.

Hudsonville Little League Rules

- a. Continuous Batting Order (CBO) – all players bat
- b. Free defensive player substitutions
- c. No 'on-deck' circle - practice swings allowed ONLY in batter's box (Majors and below)
- d. Pre-game batting practice: -Hitting aids, such as plastic or foam balls and hit sticks, are allowed at all levels. -No aids may be used upon start of game. -Batting practice using regulation balls is allowed ONLY in the batting cages, and shall NOT be allowed on the fields during pre-game warm-up.
- e. 8 PLAYERS PER TEAM, MINIMUM, TO PLAY A GAME. Visiting team may start with less than 8 players but must field 8 players in bottom of 1st inning. (Excludes Minors 'A' and Rookie Divisions)
- f. Once game begins, no swings are allowed on or around the field of play, except for the batter, per rule '4c'.
- g. Umpires and Managers will make cancellation decisions at game time (if Field Director not present)
- h. Games will be cancelled if Thunderstorm or Tornado warning or Tornado watch occurs 1 hour before game. In the event of lightning or thunder, game must be stopped until a 15 minute period has elapsed without lightning or thunder.
- i. Bats must meet all LL specifications.
- j. Batters should keep 1 foot in the Batter's Box unless a play is live, or time has been given to talk with the coach. (LL Rule 6.02 (c))
- k. Obstruction Rules Apply (LL Rules 7.05 and 7.06)
- l. Runners must avoid a collision with a player possessing the ball (LL Rule 7.08(a)(3))
- m. In-Field Fly (LL Rule 6.05(d)) is in effect for all Divisions AAA and above (excludes Rookie, A, A-Adv, AA, and AA-Adv)
- n. Runner's may not slide head first while advancing to a base for Majors and below (LL Rule 7.08(a)(4))
- o. Questioning of an umpire's call can only come from Manager (acting)
- p. Each Team needs at least 1 coach in dugout at all times
- q. No Coach's Agreements