

12. Sliding

- a. Defensive players may not stand on home plate or any other base without the ball.
- b. Requirement to slide
- c. Runners are never required to slide, but to avoid interference or malicious contact the runner elects to slide, the slide must be legal.
- d. Diving or hurdling a player or jumping over the outstretched glove of a fielder at any base is prohibited.
- e. Any infraction of the above results in the runner being called out.
- f. Umpire determines whether a slide is legal or not.

13. Stealing

- a. Stealing is permitted for 2nd and 3rd base once the ball crosses home plate.
- b. Stealing home plate is forbidden unless a pickoff play is attempted by the pitcher or catcher of the runner at 3rd base.
- c. When stealing 2nd or 3rd, and an error occurs, the runner may not attempt to take the next base.
- d. A runner can only advance home on a batted ball.

14. League Standings

- a. League standings will be determined on a point system.
- b. Two (2) points are awarded for a win.
- c. One (1) point is awarded for a tie.
- d. There are no points for a loss or forfeit.
- e. One (1) point is awarded to each team for a complete game.

15. Post-Game – All teams shall leave the dugout as clean as or cleaner than when they arrived.

Playoffs

16. End of Season Tournament – Teams will play a single elimination tournament at the end of the regular season. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
 - a. Final round tournament games will play a regulation 6 inning game without time limit. There will be no 6-run limit per inning, however the Run Rule will remain in force.
 - b. No special requests will be accepted for playoffs. Once the bracket has been posted, that will be the set schedule of events.

SOFTBALL MAJORS

1. Grades 6-8
2. Dimensions – 60' bases, 40' pitcher's mound. The safety base will be used at first base when possible. If the safety bases is in use, the runner is encouraged to use the orange base to reduce the likelihood of collision.
3. Regulation Game – 6 innings.
4. Pre-Game Warm Up
 - a. The home team shall occupy the 1st base bench.
 - b. Each team is permitted 15 minutes of on-field warmup
 - c. The visiting team will warmup first and the home team second so the game may start with the home team in the field first.
 - d. If there is shortened warmup time, the time is to be divided equally.

5. Time Limit – No new inning will begin after 1 hour, 45 minutes of play or 6 Innings (5½ if the home team is winning).
6. Minimum number of players to start game – A team must have 8 players to start a game or the game will be declared a forfeit. If this number is reduced by 1 or more due to injury the game may be continued and finished with less than the number of starting players. If a team or teams do not meet the required number of players to start a game the game will be declared a forfeit.
7. Maximum number of defensive players on field – 10.
8. Minimum Playing Time
 - a. All players who show up in proper uniform on time shall play a minimum of 6 defensive outs per game.
 - b. A player may not sit two consecutive innings.
 - c. The only acceptable grounds for not playing an individual player are disciplinary action, injury, or illness.
 - d. Failure to abide by this rule will result in a two-game suspension of the offending team's head coach and a forfeit of the game.
9. Continuous Batting Order – All players present shall bat in a continuous batting rotation whether playing defensively or not.
10. Upon the 10th batter coming to the plate, the hitting team must announce the 10th batter and two out situation results. The defensive team will either get the batter out on a ball in play or get a active runner on base out. If a runner is walked in, the inning is over and the run is recorded.
11. Continuous Walks – Stealing 2nd base after a walk before the next pitch is thrown is not permitted.
12. Bunting is permitted
13. Dropped Third Strike – Does apply in the Major League
14. Infield Fly – Applies in the Major League
15. Courtesy Runner – May be used to speed up the game for when the catcher is on base and there are 2 outs.
16. Lead-Offs – Base runner may lead off after the ball leaves the pitchers hand.
17. Stealing
 - a. Base runner is permitted to steal once the ball leaves the pitchers hand
 - b. Stealing home is permitted.
 - c. A base runner may steel 2nd or 3rd base on a completed pitch, passed ball, wild pitch, or overthrow back to the pitcher.
18. Slide – Little League does not have a “must slide” rule for a base runner sliding into home or any other base. However, any base runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A base runner may not jump or leave their feet to avoid a tag.
19. Fake tag – A fake tag occurs when a fielder without the ball deceives the runner by impeding his/her progress (i.e. causing to slide, slow down or stop running). A fake tag is considered obstruction and the umpire is to award whatever bases will nullify the obstruction.
20. Pitcher Possession- When the ball is in the possession of the pitcher within the pitching circle, play is stopped and the ball is dead. If a baserunner has committed to the next base, she may continue to that base at the risk of being thrown out.
21. Keeping Score
 - a. The home team is responsible for keeping the official score.
 - b. The game schedule will indicate which team will act as home team.

22. Legal game – 4 Innings (3 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 4 Innings (3 ½ if the home team is winning) will count as legal games.
23. Run Rule: 15-run rule after 3 complete innings or 10-run rule after 4 complete innings – A team leads by 10 or more runs after 4 innings (3 ½ if the home team is winning) of play will be declared the winner. If the visiting team goes ahead by 10 or more runs in the top half of the 5th or 6th inning, the home team still gets to bat in the bottom half of the inning.
24. Tie Games – Regular season games ending in a tie will be counted as such.
25. League Standings will be determined based on the following point system:
 - a. Two (2) points awarded for a win.
 - b. One (1) point awarded for a tie.
 - c. No points for a loss or forfeit.
 - d. One (1) point awarded to each team for a completed game.
26. End of Season Tournament – teams will play a single elimination tournament at the end of the regular season. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
 - a. Final round tournament games will play a regulation 6 inning game without time limit. There will be no 6-run limit per inning, however the Run Rule will remain in force.
 - b. No special requests will be accepted for playoffs. Once the bracket has been posted, that will be the set schedule of events.

SOFTBALL SENIORS

1. Grades 9-12
2. Dimensions – 60’ bases, 43’ pitcher’s mound.
3. Regulation Game – 7 innings.
4. Pre-Game Warm Up
 - a. The home team shall occupy the 1st base bench.
 - b. Each team is permitted 15 minutes of on-field warmup
 - c. The visiting team will warmup first and the home team second so the game may start with the home team in the field first.
 - d. If there is shortened warmup time, the time is to be divided equally.
5. Time Limit – No new inning will begin after 2 hours of play from the official recorded start
6. Minimum number of players to start game – A team must have 8 players to start a game and throughout the game or the game will be declared a forfeit.
7. Maximum number of defensive players on field – 10.
8. Minimum Playing Time
 - a. All players who show up in proper uniform on time shall play a minimum of 6 defensive outs per game.
 - b. A player may not sit two consecutive innings.
 - c. The only acceptable grounds for not playing an individual player are disciplinary action, injury, or illness.
 - d. Failure to abide by this rule will result in a two-game suspension of the offending team’s head coach and a forfeit of the game.