

## Summary of Local Rules

	AAA	MINORS	MAJORS	JUNIORS
<b>Length of Games</b>	4 Innings	6 Innings	6 Innings	7 Innings
<b>Time Limits</b>	No new Inning to begin after 1 hour and 15 minutes	No new Inning to begin after 1 hour and 30 minutes	No new Inning to begin after 1 hour and 30 minutes	No new Inning to begin after 1 hour and 45 minutes
<b>Courtesy Runners</b>	In an effort to enhance speed of play, a courtesy runner can be inserted for the player who will play catcher in the upcoming defensive inning, with any number of outs. The courtesy runner will be the player having made the last batted out.	In an effort to enhance speed of play, a courtesy runner can be inserted for the player who will play catcher in the upcoming defensive inning, with any number of outs. The courtesy runner will be the player having made the last batted out.	In an effort to enhance speed of play, a courtesy runner can be inserted for the player who will play catcher in the upcoming defensive inning, with any number of outs. The courtesy runner will be the player having made the last batted out.	In an effort to enhance speed of play, a courtesy runner shall be inserted for the Catcher once there are TWO outs in the inning. The courtesy runner will be the player having made the last batted out.
<b>Players Req'd to Begin a Game</b>	7	8	8	8
<b>Players Req'd to Complete a Game</b>	7	8	8	8
<b>If a Player Leaves, Automatic Out?</b>	No	No	No	No

			<p>Fall: 6 Innings max per game. Coaches are encouraged to split time between experienced pitchers if they have multiple available.</p> <p>Spring Regular Season: 3 Innings Max per game. A Pitched Inning is defined as One Pitch thrown in a given Inning.</p> <p>Spring Playoffs: 4 innings Max per Game.</p>	
<b>Pitched Innings Allowed: Game</b>	<p>Player Pitch with Coach rescue. For a definition of "Coach Rescue AAA", see NOTE 1 below. There will be no walking or stealing during Coach Pitch. 2 innings Max per game. A Pitched Inning is defined as One Pitch thrown in a given inning.</p>	<p>Player Pitch with Coach rescue. For a definition of "Coach Rescue Minors" see NOTE 2 below. There will be no walking or stealing during Coach Pitch. 3 Innings Max per game and 9 Innings Max per Week. A Pitched Inning is defined as One Pitch thrown in a given Inning.</p>		10 Innings Max per Game.
<b>Pitching Distance: Rubber to Home Plate</b>	35 ft.	35 ft.	40 ft.	43 ft.
<b>Softball Size</b>	11 inch	11 inch	12 inch	12 inch
<b>Allowed Number of Outfielders</b>	4 (must begin play on grass)	3 (must begin play on grass)	3 (must begin play on grass)	3 (must begin play on grass)
<b>Minimum Innings Each Player Must Play Infield</b>	2	2	2	0
<b>Minimum Infield Play Adjustment for Large Rosters</b>	<p>If the number of players present for a game will preclude each player playing the number of innings above in a four-inning game, the following rule takes precedence:</p> <p>A player who has already played one infield inning (including pitcher or catcher) and is not the pitcher or catcher in the current inning may play an infield position only if all players present for the game have played at least one infield inning.</p>			

	<b>A player who has already played two infield innings (including pitcher or catcher) and is not the pitcher or catcher in the current inning may play an infield position only if all players present for the game have played at least two infield innings.</b>			
<b>Bases on Balls Allowed per Inning</b>	<b>2 and then Offensive Coach Pitches</b>	<b>Unlimited (see coach rescue rules.)</b>	<b>Unlimited</b>	<b>Unlimited</b>
<b>Stealing (General)</b>	<b>Maximum two successful steals during an inning, upon ball crossing plate. Gated 3rd. No Stealing during Coach Pitch.</b>	<b>Unlimited Upon Ball crossing Plate. Gated 3rd. No Stealing during Coach Pitch.</b>	<b>Unlimited upon release of pitch.</b>	<b>Unlimited upon release of pitch.</b>
<b>Stealing (Overthrows)</b>	<b>One base per steal, no advancing on an overthrow.</b>	<b>Players stealing 2nd may advance to 3rd at their peril. Gated 3rd.</b>	<b>Unlimited. Players may advance at their peril until play is stopped.</b>	<b>Unlimited. Players may advance at their peril until play is stopped.</b>
<b>Stealing (Delayed Steal)</b>	<b>No</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>
<b>Stealing (Continuous After Walk)</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>

	One base will be awarded to the runner if the ball is deemed out of play. If the ball stays in play, then the runner may advance one base. If, however, the defensive team attempts to make a play on the advancing runner, then the runner may advance at their peril until play is stopped.	One base will be awarded to the runner if the ball is deemed out of play. If the ball stays in play, then the runner may advance at their peril until Play is stopped.	One base will be awarded to the runner if the ball is deemed out of play. If the ball stays in play, then the runner may advance at their peril until play is stopped.	One base will be awarded to the runner if the ball is deemed out of play. If the ball stays in play, then the runner may advance at their peril until play is Stopped.
<b>Over-Throws</b>				
<b>Advance on Dropped Third Strike</b>	No	No	Yes	Yes
<b>Bunting</b>	No	Yes	Yes	Yes
<b>Butcher Boy (as defined by Turning to Bunt and then Returning to a Hitting Stance with the Intent of taking a Full Swing)</b>	No	No	No	Yes
<b>Infield Fly Rule</b>	No	No	Yes	Yes
<b>Avoidance of Contact/Sliding</b>	Runner must avoid contact. Sliding introduced.	Runner must avoid contact. Sliding suggested.	Runner must avoid contact. Sliding strongly recommended.	Runner must avoid contact. Sliding strongly recommended.

<b>Obstruction (Interference)</b>	If the Defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called (7.06 (b) Note 2)	If the Defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called (7.06 (b) Note 2)	If the Defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called (7.06 (b) Note 2)	If the Defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called (7.06 (b) Note 2)
<b>Stopping Play</b>	A ball thrown into or through the pitching circle stops play.	Pitcher must control the ball within the pitching circle to stop play.	Pitcher must control the ball within the pitching circle to stop play.	Pitcher must control the ball within the pitching circle to stop play.
<b>Masks</b>	Masks are required for Pitchers and 1st and 3rd Basemen. Masks are recommended for all Infield Players.	Masks are required for Pitchers and 1st and 3rd Basemen. Masks are recommended for all Infield Players.	Masks are required for Pitchers and 1st and 3rd Basemen. Masks are recommended for all Infield Players.	Masks are required for Pitchers and 1st and 3rd Basemen. Masks are recommended for all Infield Players.
<b>Maximum Runs Allowed per Inning</b>	4 (Hard Stop)	4 (Hard Stop)	5 (Except for an HR batted over a fence, then Additional Runs Count)	No Limit
<b>Mercy Rule (Coaches Can Agree to Continue Play Although Game is "Complete")</b>	None	One Team Leads the Other by 15 Runs or More After 4 Innings. (3 1/2 innings if the home team is ahead)	One Team Leads the Other by 15 Runs or More After 4 Innings. (3 1/2 innings if the home team is ahead)	One Team Leads the Other by 10 Runs after 5 Innings.

<b>NOTE 1: COACH RESCUE AAA</b>	<p>The Team may Walk TWO Batters during an inning, whether or not they are consecutive. Upon the fourth ball on a batter after two Batters have been walked, Batter does NOT take the base. Rather, the Coach of the Offensive Team will Pitch to that Batter until either the ball is batted into play or the Batter strikes out. For the purposes of this rule a Batter Hit by Pitch is considered a Walk. If the batter who is HBP is injured and cannot continue the at bat, the last batted out will pinch hit and assume the strike count during coach pitch. Coach will remain as the pitcher for the entirety of the inning. (Coach should pitch from within the circle / start on or close to pitching rubber). The pitcher will re-enter as a pitcher at the start of the next inning.</p>
<b>NOTE 2: COACH RESCUE MINORS</b>	<p>The Team may Walk TWO consecutive Batters. Upon the fourth ball on the 3rd consecutive Batter, Batter does NOT take the base. Rather, the Coach of the Offensive Team will Pitch to that Batter until either the ball is batted into play or the Batter strikes out. The Pitcher will re-enter the game. Upon four balls on any subsequent Batter, the Offensive Coach will enter the game and pitch to that Batter until the ball is batted into play or that Batter strikes out. This process repeats until either three outs are achieved or the maximum number of runs for the inning is reached. For the purposes of this rule a Batter Hit by Pitch is considered a Walk. If the batter who is HBP is injured and cannot continue the at bat, the last batted out will pinch hit and assume the strike count during coach pitch. (Coach should pitch from within the circle / start on or close to pitching rubber)</p>