

MAJORS Softball

ANNOUNCE THE START TIME! Games are 6 innings – Drop dead time at 2 hours 30 minutes Do not start a new inning after 105 minutes from the start time (1 hour 45 minutes). **ANNOUNCE TO COACHES THE 105 MINUTE MARK**

MERCY RULE –10 runs after 4 innings

INNING SWITCH – 3 outs or 5 runs scored (only innings 1-3)

DROPPED 3rd STRIKE RULE IS IN EFFECT

- Batter is only out on a dropped 3rd strike if there are less than 2 outs and first base is occupied by a runner
- Any other dropped third strike the batter may run to first base and must be tagged or forced out

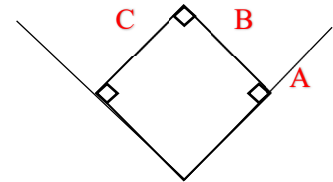
STEALING IS ALLOWED – runner may leave on the release of the pitch.

BALL IN THE CIRCLE RULE IS IN EFFECT

- Players are free to advance even though pitcher has ball in circle
- If a runner stops in the baseline for over 3 seconds she is out!
- If a runner pauses, runs, and pauses again with no play being made, she is out!

Teams can only score 2 runs on per inning on wild pitches

Runners	Position
None	A
1 st	B
1 st & 2 nd	C
1 st & 3 rd	C
Loaded	C



Emergency Contacts

Brandon LaRosa – 616-403-5754
Mandee Matzke - 616-886-6223

Minors Softball

ANNOUNCE THE START TIME! Games are 6 innings – Drop dead time at 2 hours after start time –

ANNOUNCE TO COACHES THE LAST INNING

Do not start a new inning after 1 hour 30 minutes from the start time.

NO MERCY RUN RULE

INNING SWITCH – 3 outs or 5 runs scored (only innings 1-3)

BATTER IS OUT ON A DROPPED 3rd Strike

NO STEALING

- Runners may leave the base at release of pitch to take a “secondary lead”

BALL IN THE CIRCLE

- Once the pitcher has the ball in the circle, runners may not leave the base they occupy
- If the runner is between bases when the pitcher has the ball in the circle, the runner may advance or return to one of the bases she is between, but no further.

NO WALKS

- At ball 4, the coach will step in to pitch and finish the count on the batter
- **CONTINUE TO CALL BALLS AND STRIKES WHEN A COACH PITCHES – Batter can strikeout but NO WALKS**

HIT BY PITCH

- If the batter is hit by a pitch in the air, she is awarded first base
- If the ball rolls on the ground prior to hitting the batter, it counts as a ball

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Majors Baseball

ANNOUNCE THE START TIME!

Games are 6 innings

Drop dead time at 2 hours 15 minutes after start time

ANNOUNCE TO COACHES THE 1 HOUR 45 MINUTE MARK

Do not start a new inning after 1 hour 45 minutes from the start time.

MERCY RULE – 10 runs after 4 innings

INNING SWITCH – 3 outs (THERE IS NO RUN LIMIT PER INNING)

DROPPED 3rd STRIKE RULE IS IN EFFECT

- Batter is only out on a dropped 3rd strike if there are less than 2 outs and first base is occupied by a runner
- Any other dropped third strike the batter may run to first base and must be tagged or forced out

NO LIMIT ON STEALING

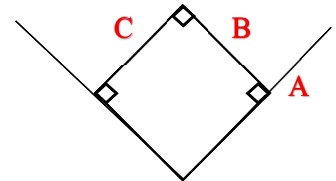
ALL OTHER RULES ARE PER THE LITTLE LEAGUE RULEBOOK

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AA and AAA Baseball

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MERCY RULE – 10 runs after 4 innings

INNING SWITCH – 3 outs or 5 runs scored (only innings 1-3)

BATTER IS OUT ON A DROPPED 3rd Strike

STEALING – only if ball gets behind the catcher

Limit of 2 runs scored per inning on stealing home

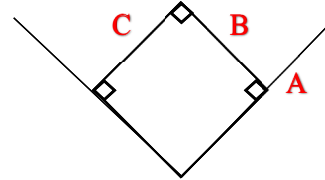
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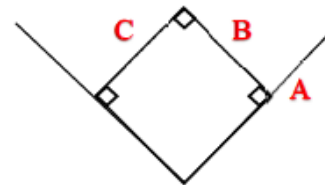
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A Baseball

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ANNOUNCE TO COACHES THE 1 HOUR 30 MINUTE MARK

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INNING SWITCH – 3 outs or 5 runs scored (only innings 1-3)

BATTER IS OUT ON A DROPPED 3rd Strike

NO STEALING

- If a runner steals, return them to the base they started from. If the ball is hit and a player is stealing, move the runner back to the base immediately in front of where the batter ends up.
- Any out made during the play stands

BALL IN THE CIRCLE

- Once the pitcher has the ball in the circle, runners may not leave the base they occupy
- If the runner is between bases when the pitcher has the ball in the circle, the runner may advance or return to one of the bases she is between, but no further.

NO WALKS

- Batter gets first base on a hit by pitch from a kid pitching, not a coach
- At ball 4, the coach will step in to pitch and finish the count on the batter
- CONTINUE TO CALL BALLS AND STRIKES WHEN A COACH PITCHES – Batter can strikeout but NO WALKS

DEFENSE MAY PLAY 10 PLAYERS IN THE FIELD

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