



These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”). The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors AA Division is not considered competitive. The primary focus of managers and coaches should be on the development of the players. However, scores and standings will be kept and there will be a postseason tournament in this division.
2. The Minors AA Division will use a 11" ball and a 35-foot pitching distance, and will be traditional kid pitch, modified as outlined below.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at anytime.
4. Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, only one of them may be a base coach on offense and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Managers shall use the official SSLL line-up card. Managers shall provide a complete 6 inning lineup to the opposing manager or scorekeeping before the game that lists the batting order ANY defensive positions for each player in each inning. The lineup must comply with the Line-Up Rules listed below. In the event the lineup needs to be changed due to a player's absence or injury, the opposing scorekeeper and manager shall be notified of the change. Any such changes must still comply with the Line-Up Rules listed below.
7. Scores must be submitted by the winning team (or home team in the event of a tie) to the SSLL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late).
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.



PLAYING RULES:

1. Ten players will play defense. (P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF).
2. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
3. The infield fly rule is in effect
4. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
 - a. Base runners attempting to steal on a pitched ball may not leave their bases when the pitcher has possession of the ball within the 8-foot radius circle until the pitched ball has reached the batter.
 - b. Base runners may not advance past 1st base on any steal attempt. All advancement to second base must occur when the ball is in play.
 - c. Base runners may not advance past 3rd base on any steal attempt. Any base runner violating this rule is considered live (i.e., may be tagged out) until the point when either the umpire stops play and sends the base runner back to third base or the base runner has successfully returned to third base without being tagged out.
5. A runner shall only advance one base on a wild throw.
6. Players shall play every other inning. Players may not sit two consecutive innings.
7. The batter cannot take a base on balls. Once a batter has a four ball count, the batter's coach will pitch with the strike count remaining the same as when the opposing pitcher throws the fourth ball. The umpire will continue to call balls and strikes, except that the batter cannot take a base on balls from the coach. The batter can only put a ball into play or strike out. For example, if the coach starts pitching when the batter has a two strike count, the batter will be out on the next strike (called or swinging). The coach must begin their pitch with one foot on the rubber.
8. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Orange Book.
2. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange Book Regulation VI(e) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:

1st Offense – Suspended for the next played game.

2nd Offense – Suspended for the next and consecutive played games. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Orange Book regulations. **The League does NOT sticker softball bats.**
2. Information on approved bats is contained at www.summerlinsouthll.org.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.