

Inter-League House Rules

6U Tee-Ball Rules

- | Rule # | Rule |
|---------------|--|
| 1 | T-ball is designed to be an enjoyable learning and sharing experience for all players and parents. Good sportsmanship and safety must be stressed with all players, coaches and parents. |
| 2 | Coaches on both teams should assist and encourage all players on both teams. Coaches will be responsible for calling outs. |
| 3 | There are no team, division or league standings. The emphasis is on learning fundamentals and having an enjoyable season. Exercise patience with the players. Remember that these players have various levels of understanding, skills and attention spans. Keep it meaningful and fun. |
| 4 | Aluminum or composite tee-ball or fast pitch bats can be used in Tee-ball. |
| 5 | Players should be instructed to not make fun of or insult other teams' or individuals' play. No defensive yelling "swing" in an attempt to disrupt the batter is allowed. Positive chanting only! |
| 6 | A thrown bat is an automatic "out" even on a missed ball. Each player will receive one warning. This must be enforced or the kids will not know that it is unsafe. Make sure parents understand this as well. To minimize exposure to a thrown bat, make sure that all parents, players and spectators are off the field or are not sitting too close to the batting area. |
| 7 | It is recommended that another coach or parent supervise the team when the team is at bat. Try to keep the players seated behind (not climbing on) the backstop. Be sure the on-deck batter is waiting in a safe place and has a helmet on. |
| 8 | The catcher and first base girl must wear a batting helmet while catching or playing first base, no exceptions. The catcher should stand on the opposite side of home plate from the batter to minimize exposure to a thrown bat. |
| 9 | T-ball is played on a sixty (60) foot diamond. The Batting Tee will be placed directly on home plate. The tee must be moved prior to a runner coming home. |
| 10 | An 10" safety or RIF ball will be used for play in T-Ball. |
| 11 | Each game is one hour. No new inning may begin after the one our time limit. Please finish the inning once it is started. No extra innings are allowed - ties are great at this level. |
| 12 | An inning consists of every batter having one at bat. The last batter in the line up is the home run hitter and she will run around all of the bases until she scores or is out. The inning ends after the last batter's at bat is completed. For the second inning, the last batter shall be first up in the next inning in a serpentine format. |
| 13 | A team must have at least five (5) players to start a game. |
| 14 | Batting helmets must be worn by the batter and all base runners. |
| 15 | Each batter will have a total of 4 attempts to hit the ball. These attempts may be any combination of pitches from the coach or off the tee. If you are going to pitch to a batter, please have a coach or volunteer behind the plate to return the ball to the coach in a prompt manner. If a batter does not hit the ball in 4 swings the batter is considered out. |

Inter-League House Rules 6U Tee-Ball Rules

Rule #	Rule
16	If a batter takes a full normal swing and hits the ball into fair territory, the ball must travel at least eight (8) feet from home plate. A batted ball that hits the plate and rolls at least eight (8) feet into fair territory from home plate is a fair ball. No bunting is allowed.
17	Base running should be reasonable. No more than two (2) bases shall be advanced by any runner under any circumstances. A true base hit should be a well-hit ball, not a collection of errors. Doubles are allowed if the ball travels to the grass outfield. Base runners may not advance once the ball is in the pitching circle.
18	A runner is "out" if hit by a batted ball that has not been touched by the defensive team.
19	No stealing is allowed. Base runners are also not permitted to lead-off the base and shall remain in contact with the base until the ball is hit.
20	Force-outs at all other bases other than 1st are allowed for all defensive players except outfielders. Please teach your outfielders to throw the ball in to the infield.
21	Only three (3) coaches are allowed on the playing field for the defensive team. They must not physically assist the players, or interfere with a ball in play. The coaches are to be positioned behind the base paths. T-ball will have a maximum of 10 players on the field. Free substitution is allowed.
22	The pitcher must remain in the pitching circle until the ball is batted. First and third base girls shall not play any further than one (1) foot in from of the base until the ball is batted.
23	Players shall be rotated during the season to allow them to play all of the defensive positions. No player shall play two consecutive innings in the outfield or at the same position. No more than ten (10) players are allowed on the field at any time.
24	All rules not mentioned here shall be governed by Babe Ruth softball rules and/or local rule addendums approved by the LGSL Board of Directors.
25	Players may not advance on any overthrow.
26	The object of the game is to score outs defensively not runs offensively. We want to stress proper base running and stress good defense. THIS LEAGUE IS DEVELOPMENTAL AND NON-COMPETITIVE! ALL PLAYER RECEIVE PARTISIPATION AWARDS. NO SCORES ARE EMAILED IN AND NO STANDING ARE KEPT.

Inter-League House Rules

8U

- | Rule # | Rule |
|--------|--|
| 1 | Standard Babe Ruth Softball rules will be followed with the following exceptions or points of emphasis: |
| 2 | All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the manager excuses the absence in advance. |
| 3 | All defensive players must be even with the Coach-Pitcher or farther back, no defensive player except the Catcher can be closer to the batter than the Coach-Pitcher or pitching machine used to deliver the softball. |
| 4 | Mandatory rotation of all positions every two (2) innings with equitable assignment to infield and outfield positions. No player shall play more than two (2) consecutive innings and four (4) total innings at a critical position (1B, 3B, Pitcher, and Rover) per game. If a team has only seven (7) players, then one player may play more than two (2) consecutive innings at a critical position, but still must not play more than four (4) innings at a critical position. |
| 5 | Play is stopped with the first attempt from an infielder to return the ball to the Coach-Pitcher. When play is stopped, the umpire will determine the placement of the runners to the best of his judgment. Any runner beyond halfway to the next base is awarded that base, any player who hasn't reached halfway, must return to the prior base. |
| 6 | Ten (10) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game. |
| 7 | All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat. |
| 8 | If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game. |
| 9 | Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field. |
| 10 | Free substitutions are allowed defensively at any time. |
| 11 | Incomplete games (rain, etc.) considered suspended are picked up where they left off. |
| 12 | No new inning may be started after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed |

8U

Inter-League House Rules

8U

- | Rule # | Rule |
|---------------|--|
| 13 | A game called by the umpire shall be regulation if four or more complete innings have been played or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings. |
| 14 | Regular season games may end in a tie if time has expired at the end of the inning. |
| 15 | Extra innings may be started to break a tie if time has not expired. ITB rule applies. |
| 16 | A Complete Game is defined as 6 innings of play or expiration of the time limit prior to the start of the next inning, whichever occurs first. |
| 17 | The courtesy rule can be used for the Catcher. The courtesy runner will be the batter who made the last out. |
| 18 | Home plate conference is held 5 minutes before the beginning of every game. |
| 19 | Third base dugout is the home team dugout. First base dugout is the visiting team dugout. Home team is responsible for lining the field, putting out bases (and putting bases away if no other game is following). |
| 20 | League Approved 11 inch game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game. |
| 21 | League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting helmet are required to use a face mask and chin strap. |
| 22 | Base path length will be 60 feet. |
| 23 | A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times. |
| 24 | A four (4) run scoring limit per inning for each team will be enforced except for the sixth or any extra innings. |
| 25 | Sliding is not legal. |
| 26 | A maximum of six players can be positioned in the infield prior to the pitch. A player may play next to a coach pitcher in the pitching circle. |
| 27 | Infield fly rule will not be in effect. Bunting is not allowed in the division. |
| 28 | Base stealing is not allowed. |

8U

Inter-League House Rules

8U

- | Rule # | Rule |
|---------------|---|
| 29 | Up to two (2) coaches are authorized to be on the playing field on the outfield grass when their team is in the field. The coach will not interfere with either a player or a ball that is in play. Interference by a coach in the field will result in all runners/batter being declared safe and advancing at least one base. The umpire may award additional bases if it is determined that runner(s) would have advanced more than one base if there had been no coach interference. No coach can physically move a defensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach not being allowed on the defensive field for the remainder of the game. No coach can physically move an offensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach being removed from the game with no advancement allowed by the player in either case. |
| 30 | One advanced base (maximum) is allowed on an overthrow, to a base or home plate, by a defensive player. The base is not automatically awarded and if the effective runner chooses to advance at her own risk, she will not be forced to return to the previous base if an attempt to return the ball to the pitcher is made, prior to her reaching the halfway point between bases. Overthrow: first attempted play from the field with the ball staying in live ball territory, (if ball enters dead ball territory from the first play, there is a one base award). |
| 31 | Coaches will pitch to their own team and there will be no walks. The Coach-Pitcher must be between 30 - 35 feet from the batter while pitching. No non-swinging strikes will be called (the batter must swing at the ball to get a strike). The batter can be called out on strikes. A maximum of 5 pitches will be allowed for each batter. A batter taking 5 pitches without a hit will be called out, but she cannot strike out at the end her at bat on a foul ball. Machine pitch using the Babe Ruth approved sling shot pitching machine may be used in stead of coach pitch. |
| 32 | However, the coach will not interfere with either a player or ball that is in play. If the Coach-Pitcher is hit by a batted ball, the ball is dead and the batter is awarded first base; only runners who are forced will advance. |

8U

Inter-League House Rules

10U

- | Rule # | Rule |
|---------------|--|
| 1 | Standard Babe Ruth Softball rules will be followed with the following exceptions or points of emphasis: |
| 2 | All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the manager excuses the absence in advance. |
| 3 | No player in good standing will sit out more than two (2) innings per game. "Sitting Out" is defined as not participating when your team is in the field. |
| 4 | Ten (10) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game. |
| 5 | All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat. |
| 6 | If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game. |
| 7 | Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field. |
| 8 | Free substitutions are allowed defensively at any time. |
| 9 | A base runner can leave the base as soon as the ball leaves the pitcher's hand. |
| 10 | Incomplete games (rain, etc.) considered suspended are picked up where they left off. An incomplete game is considered a game of less than 4 complete innings. Incomplete games will resume at the last completed inning prior to the suspension of play. |
| 11 | Except as noted in 11a, game times will be the following on the weeknight games No new inning may be started after 1 hour and 30 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 1:45 with the score reverting to the last inning completed. On weekend day games no new inning may be started after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed. |
| 11a | All Games That are hosted by Leesburg Girls Softball LGSL and Upper Loudon Girls Softball ULGSL will have a game times of no new inning after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed. |
| 12 | Regular season games may end in a tie if time has expired at the end of the inning. Extra innings may be started to break a tie if time has not expired. ITB rules will be used. |

10U

Page 1

Inter-League House Rules

10U

- | Rule # | Rule |
|---------------|---|
| 13 | A game called by the umpire shall be regulation if four or more complete innings have been played or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings. |
| 14 | A Complete Game is defined as 6 innings of play or expiration of the time limit prior to the start of the next inning, whichever occurs first. |
| 15 | The courtesy rule can be used for the Catcher and Pitcher at anytime. The courtesy runner will be the batter who made the last out. |
| 16 | Players may not register to play on more than one team, which would go head to head in competition: either intra-league or inter-league. Players may not play in class "A" travel team and be included in a house league game. |
| 17 | Home plate conference is held 5 minutes before the beginning of every game. |
| 18 | Third base dugout is the home team dugout. First base dugout is the visiting team dugout. Home team is responsible for lining the field, putting out bases (and putting bases away if no other game is following). |
| 19 | League Approved 11 inch game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game. |
| 20 | League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting helmet are required to use a face mask and chin strap. |
| 21 | Base path length will be 60 feet. |
| 22 | A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times. |
| 23 | A four (4) run scoring limit per inning for each team will be enforced except for the sixth or any extra innings. |
| 24 | Sliding is not legal. |
| 25 | A maximum of six players can be positioned in the infield prior to the pitch. |
| 26 | The same player-pitcher is allowed to exit and re-enter the pitcher position ONCE in a game. Extra innings do not count for the number of innings pitched or for the player-pitcher's reentry rule. Any part of an inning on the mound constitutes a complete inning pitched. |
| 27 | Infield fly rule will not be in effect. Bunting is allowed in the division. |
| 28 | A pitcher cannot pitch more than three (3) innings in a regulation 6 inning game. |

10U

Page 2

Inter-League House Rules

10U

Rule #	Rule
29	Pitching rubber set at 35 feet.
30	Base stealing is allowed upon release from pitchers hand. Stealing home on a past ball is not allowed from 3rd.
31	The dropped third strike is a dead ball, the batter is out and cannot attempt to advance to first base.
32	A player who is walked on base cannot advance beyond First Base by stealing to second.
33	Rotation of all positions at least every two (2) innings between infield and outfield is encouraged.
34	A players from a younger age bracket may play up to support an older team who is short of players for a game.

10U

Inter-League House Rules

12U & Up

- | Rule # | Rule |
|--------|---|
| 1 | Standard Babe Ruth Softball rules will be followed with the following exceptions or points of emphasis: |
| 2 | All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the manager excuses the absence in advance. |
| 3 | No player in good standing will sit out more than two (2) innings per game. "Sitting Out" is defined as not participating when your team is in the field. |
| 4 | Nine (9) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game. |
| 5 | All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat. |
| 6 | If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game. |
| 7 | Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field. |
| 8 | Free substitutions are allowed defensively at any time. |
| 9 | A base runner can leave the base as soon as the ball leaves the pitcher's hand. |
| 10 | Incomplete games (rain, etc.) considered suspended are picked up where they left off. An incomplete game is considered a game of less than 4 complete innings. Incomplete games will resume at the last completed inning prior to the suspension of play. |
| 11 | Except as noted in 11a, game times will be the following on the weeknight games No new inning may be started after 1 hour and 30 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 1:45 with the score reverting to the last inning completed. On weekend day games no new inning may be started after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed |
| 11a | All Games That are hosted by Leesburg Girls Softball LGSL and Upper Loudon Girls Softball ULGSL will have a game times of no new inning after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed |
| 12 | Regular season games may end in a tie if time has expired at the end of the inning. Extra innings may be started to break a tie if time has not expired. ITB rules will be |

Inter-League House Rules

12U & Up

- | Rule # | Rule |
|--------|---|
| | used. |
| 13 | A game called by the umpire shall be regulation if four or more complete innings have been played or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings. |
| 14 | A Complete Game is defined as 6 innings for 12 U players and 7 innings for ages 14U and higher or expiration of the time limit prior to the start of the next inning, whichever occurs first. Unlimited runs for 12U is in the 6th inning and 14U, 16U and 18U is in the 7th innings. |
| 15 | The courtesy rule can be used for the Catcher and Pitcher at anytime. The courtesy runner will be the batter who made the last out. |
| 16 | Players may not register to play on more than one team, which would go head to head in competition: either intra-league or inter-league. Players may not play in class "A" travel teams and be included in a house league game. |
| 17 | Home plate conference is held 5 minutes before the beginning of every game. |
| 18 | Third base dugout is the home team dugout. First base dugout is the visiting team dugout. Home team is responsible for lining the field, putting out bases (and putting bases away if no other game is following). |
| 19 | League Approved 12 inch game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game. |
| 20 | League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting helmet are required to use a face mask and chin strap. |
| 21 | Base path length will be 60 feet. |
| 22 | A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times. |
| 23 | A four (4) run scoring limit per inning for each team except for the last inning as defined in rule 14 |
| 24 | Sliding is legal. Feet first into bag, head first or feet first back to the bag. If there is a play at home players must slide into home plate. Players who does not slide if a play is being made is call out. |
| 25 | A maximum of six players can be positioned in the infield prior to the pitch. |
| 26 | The same player-pitcher is allowed to exit and re-enter the pitcher position ONCE in a game. Extra innings do not count for the number of innings pitched or for the player- |

Inter-League House Rules 12U & Up

- | Rule # | Rule |
|---------------|---|
| | pitcher's reentry rule. Any part of an inning on the mound constitutes a complete inning pitched. |
| 27 | Infield fly rule will be in effect (Umpire Judgment). Bunting is allowed in the division. |
| 28 | A pitcher cannot pitch more than three (3) innings in a regulation 6 inning game. There is no pitching limit at the U-14, 16, and 18 level. |
| 29 | Pitching rubber set at 40 feet. |
| 30 | Unlimited base stealing is allowed. The ball is live on a dropped third strike and the batter can attempt to advance to first base (if unoccupied with less than two outs, occupied or unoccupied with two outs). |
| 31 | A players from a younger age bracket may play up to support an older team who is short of players for a game with out penalty. |