

2008 Chester LL Softball **Instructional League Guidelines**

Keep it fun.... But start stressing game basics; outs, extra base hits, outfield play.

A continuous batting order will be used.

MAX batter per inning 9/10 or 3 outs (coaches decision at game time). **Outs should be recorded and players must be removed from the field if called out.**

Fielders must play in the common position locations
I.e.: outfielders should play a realistic distance behind the infield. (On the grass)
No lining up across the infield.

When the last batter bats the play will stop when the ball is returned to the pitching circle.

Play will continue until the ball is in control in the infield. **Extra bases are allowed and should be encouraged.... Not just station to station. Get the outfielders involved.**

No stealing

A player or a player and a coach may play the catching position.

***** This rule is to help speed up play and should be used as necessary*****

Game will be 1 ½ to 2 hours maximum. Coaches will call the outs.

Instructional Basics:

1. Our goal is to build upon the basics:

proper fielding, hitting, running techniques
athletic, ready position at all times on the field

introduce the kids to the various positions on the field

Introduce a few intermediate level concepts such as force out at second, tagging someone out, if you make an out you go back to the dugout

HAVE FUN

2. All kids hit each inning, the lineup is run through one time then its out into the field
3. Coach pitch - coach pitches to his/her own team (if the child has 10 swings and has not yet hit one fair, coaches option to have them hit off a tee or do a soft toss to the side of the hitter)
4. There should be one fielder in each of the "softball positions" 4 infielders, catcher, pitcher and 4 outfielders, it is the coaches responsibility to talk to the kids about their responsibility from play to play. If you have an additional player or 2, usually, the extra child is put up the middle on the infield behind the pitcher and possibly another outfielder. Each inning, the players should be rotated so that each child has the opportunity to play every position throughout the year a few times.
5. No keeping score, no stealing
6. Here is a sample note for the parent, please hold a parent meeting after practice #1 to set expectations....

Team Rules

- #1 Softball is a **FUN** game, we are here to have **FUN**
- #2 Please pay attention and **LISTEN** to the coaches at **ALL** times
- #3 **All personal bats** are to be **given to the coaches before practice/games** starts and will be given back after the practice
- #4 The Players, Parents, Coaches **code of conduct** applies at all times (practice and games)
- #5 Call / let the coach know **as soon as possible** when you will **not be able** to make a practice or game

Important Notices

During the practice, please supply your daughter with a bottle of water / Gatorade to ensure that they stay properly hydrated. **I ask that after each practice or game, that one family provide a treat and drinks to share as a team.** This will be handled on a rotating basis Please no peanuts / nuts as to avoid any potential allergies.

Chester Little League has a website with a lot of good info. Please go out and take a look!! <http://www.chesterbaseball.org/>

PLEASE have your children **PRACTICE** at home. Since we have limited time to be together in practice sessions, it is important for the kids to reinforce their learnings at home. Please **ask your children** what skills they worked on in practice / games and then **ask them** to show you “the right way” to do things. This will help them retain their learnings and make them better ballplayers.

Planned Basic Skill development & repetition

Running the Bases

Throwing (Attack)

Fielding –groundballs (the triangle), flyballs (I got it!)

Batting stance and proper swing (level)

Learning about Softball positions and basic Softball rules

Sportsmanship

The rules specified in the LL Rulebook will govern unless specifically addressed here. Please make yourself familiar with the rules and bring a Rulebook as well as these guidelines to each game.

Rainouts: home coach decision. Call Umpire Coordinator Tim Dessel to re-schedule game (879-6802) and field coordinator Diane Foshay (879-2321 to re-schedule game

Questions: Call League Coordinator (Andy Benoit 908-655-8033)

2008 Chester LL Softball Minor League Guidelines

The rules specified in the LL Rulebook will govern unless specifically addressed here. Please make yourself familiar with the rules and bring a rulebook as well as these guidelines to each game.

Above all, coaches are encouraged to communicate cooperatively with one another and our developing umpires before and throughout the games to ensure all are working together to provide a positive learning environment for players and umpires.

Playing Time:

§ Games are scheduled for five innings; three innings complete for an

official game if called by umpire. Umpire to call darkness or weather, in which case an incomplete inning is rolled back to last complete inning.

§ Two hour time limit on games, from **scheduled start time**. An inning underway at the two hour mark shall be completed, unless game called for darkness or weather.

§ Games need to start promptly at the scheduled time, with players arriving beforehand to warm-up. Fifteen minutes grace period to start – game can start with 7 players or forfeit. Lending outfielders okay if necessary.

Exceptions/Clarifications to Standard Rules:

1. Coaches must bat the entire roster; i.e. all players present for the game bat regardless of playing in the field. Late players inserted at end of lineup.

2. Coaches are encouraged to equally distribute playing time to develop all players on roster. If extra players, nobody sits more than one consecutive inning.

3. Unlimited substitutions of players in the field. Pitchers may re-enter. 10 players max defensively, meaning 4 outfielders on the grass. Teach the infielders to cover second base, and the outfielders to back up the bases.

4. Pitching rules (a partial inning pitched counts as a full inning pitched):

. 6 innings max per week

. 3 innings max per game

Encourage and develop pitching. No restrictions on windmill. Minors use 35' rubber.

Pitcher can be off the rubber if needed to reach the plate, but not more than 1 – 2 feet and with delivery completed within the pitcher's circle. Safety is main concern.

5. Hit batters do not take their base, and there are no walks. There are called ball and strikes by the umpire, and a batter can strike out. If a

count reaches 5 balls, a “coach pitcher” is used to complete the at-bat. Counts do not revert with the insertion of the coach pitcher. Upon entering for the third time, the “coach pitcher” completes the inning.

6. There is no on-deck batter in LL. First batter per inning may be on field with bat.

7. Bunting is permitted.

8. No infield fly rule.

9. Stealing is permitted per LL rulebook, but only third base. Runner must wait until pitch reaches the batter before leaving the base. Umpire to send base runner back if leaving early – not an out. There is no leading in LL. Tagging up is permitted. Runners can score at home only on a hit ball; not on an overthrow by the catcher making a play on the steal of third.

10. Per LL rulebook, an advancing runner must either continue to run or return to the base once the ball is controlled by the pitcher in the circle. If the pitcher attempts a play on the runner, even by only raising the throwing hand, the runner can remain off the base.

11. Sliding at home is not mandatory, but the runner must avoid contact with the catcher or she will be ruled out if she does not slide.

12. There is a **5-run rule** for each inning, except the fifth (or expected last inning due to time-limit or darkness); i.e, 5 runs scored max, and inning ends despite number of outs. In the fifth, the team trailing may score the number of runs needed to tie the score before the 5 run max starts.

13. Ten run rule at losing coach’s discretion. If the kids want to play, let them play. If the losing team has batted at least four times, the leading team may be declared winner and game over. If not called by losing coach, play continues and losing team can come back and win.

Rainouts: home coach decision. Call Umpire Coordinator (Tim Dessel -

879-2706) in advance and Field Scheduler (Diane Foshay) to re-schedule game (879-2321).

Questions: Contact League Coordinator (Steve Larrabee: steven.larrabee@effem.com (preferred) or (908) 879-1190)

2008 Chester LL Softball **Major League Guidelines**

The rules specified in the LL Rulebook will govern unless specifically addressed here. Please make yourself familiar with the rules and bring a Rulebook as well as these guidelines to each game.

§ Games are scheduled for six innings; four innings complete for an official game if called by umpire. Umpire to call darkness or weather, in which case an incomplete inning is rolled back to last complete inning.

§ Two hour time limit on games, from time of scheduled start. An inning underway at the two hour mark shall be completed, unless game called for darkness or weather.

§ Games need to start promptly at the scheduled time. Fifteen minutes grace period to start – game can start with 7 players or forfeit. Coaches can also decide to play the game as a scrimmage. Lending outfielders okay if necessary.

Exceptions/Clarifications to Standard Rules:

1. Coaches must bat the entire roster; i.e. all players present for the game bat regardless of playing in the field. Late players inserted at end of lineup.
2. Coaches are encouraged to equally distribute playing time to develop all players on roster. If extra players, nobody sits more than one consecutive inning.

3. Unlimited substitutions of players in the field. Pitchers may re-enter. 10 players max defensively, meaning 4 outfielders on the grass. Teach the infielders to cover second base, and the outfielders to back up the bases.
4. There is no on deck batter in LL. First batter per inning may be on field with bat.
5. Bunting is permitted.
6. No infield fly rule.
7. Stealing is permitted per LL rulebook. During each half inning, there will be a maximum of 2 steals (passed balls do not count towards this total). Runner must wait until pitch reaches the batter before leaving the base. Umpire to send base runner back if leaving early – not an out.
There is no leading in LL. Tagging up is permitted. Runners can score on passed balls, so teach your pitchers to cover the plate.
8. Per LL rulebook, an advancing runner must either continue to run or return to the base once the ball is controlled by the pitcher in the circle. If the pitcher attempts a play on the runner, even by only raising the throwing hand, the runner can remain off the base.
9. Sliding at home is not mandatory, but the runner must avoid contact with the catcher or she will be ruled out if she does not slide.

2008 Chester LL Softball **Senior League Guidelines**

The rules specified in the LL Rulebook will govern unless specifically

addressed here. Please make yourself familiar with the rules and bring a Rulebook as well as these guidelines to each game.

In Town Games:

§ In town games are scheduled for six innings; four innings complete for an official game if called by umpire. Umpire to call darkness or weather, in which case an incomplete inning is rolled back to last complete inning.

§ Two hour time limit on games, from time of scheduled start. An inning underway at the two hour mark shall be completed, unless game called for darkness or weather.

§ Games need to start promptly at the scheduled time. Fifteen minutes grace period to start – game can start with 7 players or forfeit. Lending outfielders okay if necessary.

Exceptions/Clarifications to Standard Rules:

1. Coaches must bat the entire roster; i.e. all players present for the game bat regardless of playing in the field. Late players inserted at end of lineup.
2. Coaches are encouraged to equally distribute playing time to develop all players on roster. If extra players, nobody sits more than one consecutive inning.
3. Unlimited substitutions of players in the field. Pitchers may re-enter. 10 players max defensively, meaning 4 outfielders on the grass. Teach the infielders to cover second base, and the outfielders to back up the bases.
4. There is no on deck batter in LL. First batter per inning may be on field with bat.
5. Bunting is permitted.
6. No infield fly rule.

7. Stealing is permitted per LL rulebook. Runner must wait until pitch reaches the batter before leaving the base. Umpire to send base runner back if leaving early – not an out. There is no leading in LL. Tagging up is permitted. Runners can score on passed balls, so teach your pitchers to cover the plate.

8. Per LL rulebook, an advancing runner must either continue to run or return to the base once the ball is controlled by the pitcher in the circle. If the pitcher attempts a play on the runner, even by only raising the throwing hand, the runner can remain off the base.

9. Sliding at home is not mandatory, but the runner must avoid contact with the catcher or she will be ruled out if she does not slide.

10. Pitching rules:

0. 9 innings max per week

. 3 innings max per game

Encourage and develop pitching. No restrictions on windmill. Seniors use 40' rubber.

11. Hit batters take their base. If a pitcher hits 3 batters in a game she must be removed as pitcher.

12. There is a 7-run rule for each inning except the sixth; i.e, 7 runs scored max, and inning ends despite number of outs. In the sixth, the team trailing may score the number of runs needed to tie the score before the 7 run max starts.

13. Ten run rule at losing coach's discretion. If the kids want to play, let them play. If the losing team has batted at least four times, the leading team may be declared winner and game over. If not called by losing coach, play continues and losing team can come back and win.

Rainouts: home coach decision. Call Umpire Coordinator Tim Dessel to re-schedule game (879-6802) and field coordinator Diane Foshay (879-2321 to re-schedule game

Questions: Call League Coordinator (Mike McCann 973-252-9677 or Andy Benoit 908-655-8033)

Farm System: Call Major League coordinator for call-ups at least one day in advance

INTERLEAGUE STRUCTURE 2008 SEASON

7 Towns - Wharton, Rockaway Boro, Dover, Mt. Arlington, Lakeland, Hopatcong, Chester, Mendham.

The Inter-League is run as a Committee. All issues are voted on by all the Towns Representative One vote per Town.

We all need each other to have a program. Please remember that while you are playing these games. Without the Inter League all of our programs would suffer. Most of the individual League's have "Code of Conduct" standards in affect. Please be aware that there is a ZERO tolerance standard throughout the leagues this year.

We all represent a total of +/- 500 girls, most of who are playing for the FUN of it and for RECreation.

MAKE-UPS

Games should be on the books with-in 10 days of the original schedule date

Please make every effort to make up all games not played

If you cannot play a game contact the opposing manager as soon as possible to work things out. 48 hrs is the recommended minimum.

You will all be provided with each other's phone numbers. Just let your president know what's going on, and to find an available field for the make-ups.

END OF YEAR TOURNAMENT -- Tentative start date... week of June 2nd

Voluntary participation. No seeding. Pick from hat to determine brackets. Will

need help at each level to coordinate.

Eligibility: All players must have played in ½ of the regular season games to be eligible for the play-offs.

On-the-spot interpretations for new situations & unusual needs.

Make whatever decision will give each girl the most opportunity to play, bat, or participate in at least part of a game. Our primary goal across all the minors and majors is to encourage participation and learning the game. Please make this process a quick one.

Let's not delay a game too long deciding a rule

MANDATORY BREAK-AWAY BASES 2008 Little League Rule change.

Only SOFTBALL bats may be used to play softball. No BASEBALL bats allowed.

Only players wearing a helmet with a mask may warm up pitchers.

No coach may warm up pitchers.

Any player in a "catching role" (i.e. Infield & outfield warm-ups) must wear a helmet and mask.

All pitching limits will be by the BOOK.

All offensive players on the field of play must wear a safety helmet: including base coaches.

Two adult base coaches **may** (not required) be used provided one adult coach remains in the dugout or on the bench. (4.05-2) **Two base coaches are required at all times. (keep the kids involved)**

BENCH DECORUM: Please remember that the players on the bench should be kept controlled and watching the game. Should not be roaming, playing catch or horsing around.

When thunder **and/or** lightening are present the game should be stopped for a minimum of 30 minutes prior to attempting to resume play. Lightening meters when available at a field shall govern even if no visible lightening is present.

12-inch softball

Play by the book

7 inning game ... 10 run rule at 4 1/2 or 5 innings.

Dropped third strike played according to regular rules.

Nine batter lineup.

All players must meet the LL minimum requirements: 6 defensive outs and 1 at bat. (**Reg. IV**)

For Major level games the defensive outs must be consecutive. (**3.03**) for subs.

Substitution: Only starters may re-enter a game. (**3.03**)

Fielding positions may be switched around at any time.

Pitching limits are by the book. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of a game but only once in the same inning.

No limits on stealing.