Special Playing Rules – LTP3/U9A

1. Teams may consist of a combination of girls and boys.
2. All games start at 6:30pm with the first 30 minutes reserved for a practice directed by individual team coaches. This is followed by an hour-long game.
3. No game may go beyond 8:00pm.
4. Umpiring duties relating to safe and out will be the responsibility of the coaches.
5. The maximum number of innings is five (5).
6. Teams will consist of roughly 6-8 players, however there will be no minimum number of players required to play a game. If one team is low on players, the opposing team may lend players for the game.
7. The 'Infield Fly Rule' is not in effect.
8. The 'Dropped Third Strike Rule' is not in effect. The batter is out on the third strike, regardless of if the ball is caught or not, and the ball remains alive. Base runners may advance at their own risk with liability to be put out.
9. All players will appear on the batting order (whether they are in the field defensively or not). Eg. if 8 players show up for a game, all 8 go on the batting order and bat in turn.
10. The 'Substitution Rule' does not apply. Players may be substituted freely without penalty. All eligible players shall be listed on the line-up card and shall bat in the order shown, the batting order cannot be changed.
11. In the event a player is injured during the game and is unable to take their turn at bat, the player will be removed from the batting order and out for the balance of the game, unless the player's coach announces that the player will be able to continue to play prior to the team's next at bat. The team will not record an out in the batting spot formerly occupied by the injured player.
12. Pitching distance - 30 feet.
13. Baseline distance - 45 feet.
14. Catchers may be players or parents/coaches.
15. Catcher masks are mandatory for all players, parents and coaches while catching for a pitcher.
16. Pitching will be from a coach/parent or mechanical pitching machine.
17. There will be a maximum of 4 pitches followed by 1 attempt to hit off a batting tee, with a maximum of 3 strikes.
18. The hitter may advance to 2nd base as able but will not advance past 2nd base. Runners on base may advance a maximum of two (2) bases on a hit.
19. Lead offs are not permitted - runners may only advance on a hit ball.
20. Players are required to wear a batting helmet, complete with an approved mask when batting and/or running.
21. Defensive players are required to wear an approved face mask when on the field.
22. The offensive team shall have a maximum of six (6) runs per inning or three (3) outs, whichever comes first.
23. The Official Ball will be the Worth 11" Indoor Softball - Worth NC11S.
24. Scores will not be posted on the CRSL website.
25. Nights of play are Tuesday/Thursday.