

MASSAPEQUA INTERNATIONAL LITTLE LEAGUE SOFT TEE BALL DIVISION SOFTBALL RULES AND OBJECTIVES

GENERAL RULES:

- There is absolutely NO SMOKING or drinking of alcoholic beverages anywhere within viewing distance of the children or on school, village or town property
- Foul and/or abusive language is not allowed around the field areas
- The manager is responsible for the conduct of all of his or her players and adults at games and practices. Failure to comply with the MILL Code of Conduct may result in disciplinary action by the MILL Board of Directors
- Only individuals who have submitted proper paperwork and passed the league background check are permitted to be on the field, in the dugout, or in the vicinity of the players
- Rainouts will be called by the division VP, league representative, or a consensus between the opposing managers. The division VP will contact the managers by phone or e-mail if a game is cancelled for any reason. The division VP must be notified by phone or email if a game cancelled by the managers, for any reason.
- Games in this division do not have to be rescheduled. However, if many games are cancelled please make every effort to reschedule some. When rescheduling a game, managers must check date, time and field availability with VP

SAFETY RELATED RULES:

- All games and practices should be carefully watched and monitored by managers and coaches for proper safety procedures
- If lightning occurs, clear the field immediately and the game is over
- No person, other than the players, managers, coaches or team moms should be in the dugout or bench area at any time
- Batter and base runners must wear caged helmets
- There is no on-deck batting. Player to bat next should have a helmet on and be ready to bat but must not be holding one
- Managers should inform each other when an advanced hitter is at bat, so the fielders are prepared for a potentially hard-hit ball
- A player may wear her own helmet, but it must have a face guard.
- No sliding or running into defensive players
- Use safety bag at first base
- Be sure to obtain player information to determine if there are medical, allergy or other issues that may need particular attention. If food allergies exist, discuss snack options with parent(s), such as providing their own 'safe' snack.

- No food is permitted during the game because it is a choking hazard as well as a distraction. Snacks will follow the game. A snack list will be organized by the coach or the team mom.
- The manager or a coach must stand with player at the pitcher's position for safety reasons. As most throws go to first base in this division, the player at that position may require similar protection as well. If you feel a player will get hurt at a certain position (pitcher, first base) speak with the parent(s) and inform the division VP or coordinator.
- The team mom, coach, or other league-approved volunteer should assist with the players in the dugout or on the bench, so that batters stay in order, are watching the game, are ready with helmets on and not holding a bat
- Fielders should never block bases or obstruct runners

GAME RULES:

- Games should consist of a minimum of three innings or 1 1/2 hours. Play more if interest, weather and time permit. Try to maximize use of field time
- Have position assignments and batting order planned to minimize the time between innings
- Bat through the order each inning
- A "station-to-station" batting order will be utilized which will mean that every child hits a single
- Rotate the batting order every game with the last batter in one game being the first in the next game
- Only go base to base even on a well hit ball. There will be no extra base hits. On a well hit ball to the outfield, coaches should teach players how to make a proper turn at first base
- No player should score from second or first base
- No one is called out. Outs will be explained if they occur, but runners will stay on base
- The last batter's hit in an inning will still be called a 'single' but will be treated like a homerun and will clear the bases with the batter touching home plate
- Players in the field must stay in position until all base runners cross the plate to end an inning
- Rotate field positions every inning so that each player can experience all positions as often as possible
- All players should play both infield and outfield positions
- There should be only 5 infielders (1B, 2B, SS, 3B, P) and no catcher. There may be more than 3 outfielders to allow for more playing time if necessary
- Award a "game ball" to a different player each game throughout the course of the season. Try to explain to the entire team the reason for the player receiving it (i.e. good fielding, hitting, covering a base, etc). Once all players have received a "game ball" it is not necessary to continue

COACHING OBJECTIVES:

Proper Sportsmanship:

- Always express the importance of participating in a team sport, learning the game of softball and to have fun while playing
- Always encourage and teach proper sportsmanship and fair play
- All players, coaches and managers will line up for a handshake with the opposing team at end of the game
- Encourage players to compliment teammates and opposing players during a game or practice
- No bullying of any kind will be permitted

The Playing Field and Defensive Positions:

- Teach the location and names of bases
- Teach the names and locations of all defensive positions
- Do not cut off or run in front of another fielder to get to a ball
- Emphasize hustling on and off the field

Running the Bases:

- Explain and demonstrate the direction and proper way to run and “cut” the bases
- Runner should step on the orange half of first base only
- Teach running “through the bag” at first
- Show when and how to make a proper turn at first and when not to overrun second and third
- Teach the concept of a force play and how to run the bases when a ground ball is hit
- Teach how to run the bases when a fly ball is hit and caught or dropped

Fielding, Catching and Throwing:

- Show how to be ready in the infield with palms of hands not resting on knees
- Show how to get in front of a ground ball and use two hands to catch it
- Teach how to catch a thrown ball with glove up above the waist and down below the waist
- Show proper techniques for catching a fly ball
- Teach where the ball should be thrown when fielded
- Practice what every player should do in game situations, such as covering bases, backing up a play and throwing to second base from the outfield
- Teach proper throwing mechanics such as grip, arm and leg movements and pointing toward the target

Batting:

- Show the proper way to hold the bat. Right hand on top for right handed batter and left hand on top for left handed batter
- Teach the proper body positions (feet, hands, align knuckles, etc.)
- Show the point of contact and follow through
- Explain the importance of dropping the bat and not throwing i

**Massapequa International Little League
Rookie Softball Rules
General Rules and Conduct**

1. The game will be four (4) innings not to exceed 90 minutes.
2. No inning will start after 8pm or dusk.
3. No parent is allowed on the field during a game. Only league approved coaches and managers.
4. No smoking on school or town property
5. No animals are allowed.
6. Parents will behave appropriately. Any parent who does not follow the Code of Conduct will be asked to leave. All Code of Conduct forms must be signed and collected before the first game. Managers must give a copy of the code to the VP of the division.
7. Players will wear visors and full uniform to every game with shirts tucked in.
8. Please be advised that there are no bathroom facilities at the fields.

Safety

1. At the first sign of lightning the game is canceled.
2. Players not on the field or at bat should be on the bench. No player on the bench should have a bat in their hands. Players must pay attention to the game.
3. No player will swing a bat except the batter. Batters waiting their turn to bat will not be holding a bat.
4. Helmets with league approved facemasks **MUST** be worn when players are: batting, waiting to bat, on bases and when a pitcher is warming up on the mound.
5. There is no snack time during the game. There will be no food allowed in the dugout (on the bench).

Pitching

1. Coach will throw 6 pitches maximum. If the batter does not hit safely, make an out, or strike out the batter will be called out after the 6th pitch.
2. Once the coach pitches a maximum of 6 pitches the batter will get 2 swings off the tee before being called out.
3. There will be no strike outs or walks but the girls should be encouraged to swing at pitches thrown in the strike zone.
4. Approved Manager or Coach will bring a full bucket of balls to the pitchers circle at the beginning of each inning. This will move the games along quickly.

Field Play

1. Universal batting order will be used. Teams will bat until the team has batted around.
2. Every player will play infield and outfield every game. (Players should be rotated every inning)
3. All players will sit once before a player sits twice.
4. The playing field will consist of 9 players. The infield will consist of a pitcher, 1st base, 2nd base, 3rd base and shortstop. The outfield will consist of left field, right field, left center and right center. There will be a girl pitcher in the circle with the coach. She will make all defensive plays within that vicinity.
There will be no catcher. An approved manager or coach should stand a minimum of 10 feet behind home plate to retrieve pitched balls. Bring an empty ball bucket and place pitched balls and replace the pitcher's bucket as needed.
5. There are no triples or home runs. Singles and doubles only.
6. There is no sliding
7. A runner cannot advance on an overthrow.
8. Only approved managers and Coaches to be on the field giving instructions during the game.

Playing Field

1. Bases are 50 (fifty) feet apart.

2. Outfielders must play 20 (twenty) feet back from the base line.
3. Coaches will pitch from 30 (thirty) feet.

Equipment

1. Player's equipment should be kept in a designated spot on the bench. Do not use another player's personal equipment.
2. Team equipment is the property of Massapequa International Little League and we ask Managers and Coaches to treat it accordingly.
3. Team equipment will be neatly organized on the bench.

Miscellaneous

1. The manager must complete a fielding chart and batting order prior to the game. This will speed up the game
2. A mid-season meeting will be held to discuss/amend the above stated rules.

Massapequa International Little League Farms Softball Rules

General Rules and Conduct

- 1) The game will be a minimum of (4) innings not to exceed 1hr and 45 min.
- 2) No inning will start after 8pm or dusk.
- 3) No parent is allowed on the field during the game, only base coaches and managers.
- 4) No smoking on school property.
- 5) No animals are allowed (unless service animals).
- 6) Parents will behave appropriately. Any parent who does not follow the Code of Conduct will be asked to leave. All Code of Conduct forms must be signed and collected before the first game. Managers must give a copy of the code to the VP of the division.
- 7) Players will wear visors and full uniform to every game with shirts tucked in. No earrings are to worn.
- 8) Please be advised that there are no bathroom facilities at the fields.

Safety

- 1) At first sign of lighting, the game is canceled.
- 2) Players not on the field or at bat should be on the bench. No player on the bench should have a bat in their hands. Players must pay attention to the game.
- 3) No player will swing a bat except the batter. Batters waiting their turn to bat will not be holding a bat.
- 4) Helmets with league approved facemasks MUST be worn when players are: batting, waiting to bat, on bases, sitting in the dugout and the pitcher while they are warming up on the mound. Catchers MUST wear a catchers' helmet when in warm up of during position play.

Equipment

- 1) Players' equipment should be kept in a designated spot on the bench. Do not use another player's personal equipment.
- 2) Team equipment is the property on Massapequa International Little league and we ask managers and Coaches to treat it accordingly.
- 3) Team equipment will be neatly organized in the dugout.

Pitching

- 1) Girls will pitch from the beginning of each game. A new pitcher will start each of the first three (3) innings, unless a pitcher pitched to less than five (5) batters the previous inning. The coach will pitch the fourth (4) inning until the game is complete. Girls may pitch underhand, slingshot, or windmill from 35 feet.
- 2) If the batter does not hit safely, make an out, strike out, the manager/Coach will then throw 3 more pitches. At this point if the batter does not hit safely, or make an out, the batter will be called out.

- 3) The strike zone will be the arm pits to the knees with one fist off the plate to the inside and outside. Girls should be encouraged to swing at pitches thrown in this area and not rely on coach pitch.
- 4) After the third (3rd) batter, if the pitcher is clearly struggling, the coach will finish the inning.

Field play

- 1) Universal batting order will be used. Teams will bat until there are three (3) outs or the team has batted around.
- 2) Every player will play the infield and outfield every game. Players should be rotated every inning with the possible exception of the pitcher and catcher.
- 3) All players will sit once before a child sits again.
- 4) The playing field will consist of 10 players. Infield: pitcher, catcher, first base, second base, third base and shortstop. Outfield: left field, right field, left center and right center.
- 5) A runner cannot advance on an overthrow.
- 6) Bunting will be permitted.

Playing field

- 1) Bases are fifty (50) feet apart.
- 2) Outfielders **MUST** play a minimum of twenty (20) feet back from the edge of the infield.
- 3) Pitchers will pitch from thirty five (35) feet.

Miscellaneous

- 1) The manager must complete a fielding chart and batting order prior to the game. This will speed up the game.
- 2) If a player is scheduled to catch the next half inning and is on base with 2 outs, a designated runner (last batted out) can be substituted so that she can get her equipment on.
- 3) A mid-season meeting will be held to discuss/amend the above stated rules.
- 4) There is a chance of introducing stealing for the second half of the season in addition to refining the pitching rules.
- 5) There is no snack time during the game. There will be no food allowed in the dugout (on the bench).

MASSAPEQUA INTERNATIONAL LITTLE LEAGUE
MINOR DIVISION SOFTBALL
RULES AND REGULATIONS

The Little League Softball Official Regulations and Playing Rules will govern all play in the Minor Softball Division, with the following local rules and exceptions:

GAME RULES

1. The game will consist of 6 innings, time limit TBD by MILL and umpire agreement.
2. An OFFICAL GAME consists of 4 innings. If a game is stopped for any reason without finishing an inning the score will revert back to the score at the end of the previous inning. (NOTE: 4 innings is an official game, 3 and one half innings “Top of the 4th” if the home team is ahead).
3. Any signs of lighting the game stops immediately, and will begin at umpire discretion or post phoned by the umpire.
4. No inning should start past 8pm or dusk, which is at the umpires discretion.
5. Players who are not at bat or on the playing field should be seated and focused on the game, **and the on deck batter will not have a bat in hand.**
6. Parents should behave appropriately. Any parent who does not act appropriately will be asked to leave. Parents must sign the parent code of conduct.
7. No smoking on the field, dug-out, or in the school yard. No pets allowed on school property.
8. MERCY RULE: If after 4 innings, 3 and one half innings (Top of the 4th), if the home team is ahead, one team has a lead of 12 runs or more, the manager of the team with the least runs **shall concede the victory to the opponent.**

THE BATTER/RUNNER

1. Universal batting – team will bat until 3 outs are obtained or the team has batted around. When batting around always bat the number of batters of the team with the lesser amount of players.(From the start of the game)

2. No infield fly rule
3. No dropped 3rd strike
4. Speed Up Rule: A runner may be sent in to run only for a catcher on base with two out. The runner should be the player who represents the last player out.
5. Bunting will be allowed.
6. PLAYOFFS ONLY : Last inning played until 3 outs are made.

THE PLAYING FIELD

1. Bases will be 60 feet apart
2. Ten players will be used in the field with the tenth player used as an ADDITIONAL OUTFIELDER
3. You must have a minimum of 8 players in the field to play. In the event a team does not have 8 to play, the opposing team should provide players to the shortened team. THERE ARE NO FORFEITS. No manager should report with less than 8. If a team has less than 8 players you must Contact the Division VP and MILL Registrar
4. All players shall play a minimum of three innings per game, one of which will be at an infield position. Pitcher and catcher count as an infield position. All players will sit once before a child will sit twice.
5. Outfielders must play a minimum of 30 feet back from the base lines.
6. No parents other than approved managers or coaches are allowed on the playing field or the dugout during the game.
7. Base coaches- first and third base coaches may both be adult coaches or managers, or be one player and one coach. If a player is a coach, they must wear a helmet.

STEALING

1. There will be a maximum of 2 steals per inning. Upon approval of Division VP, (approx.. mid- season) there will be a maximum of 3 steals per inning to second and unlimited steals to third.

2. The runner on third may not steal home, advance on a wild pitch or passed ball.
3. The runner may leave **only after the ball crosses home plate**. If the runner leaves early they will be called out.
4. The catcher will not be penalized for making a wild throw, for the first half of the season, after that time determined by the Division VP, the ball is now live.
5. If a team is ahead by 8 runs or more, they may not steal until the difference becomes less than 8 runs.

PITCHING RULES

1. Pitchers will pitch from a distance of 35 feet.
2. If a player pitches in more than one inning, one calendar of rest is mandatory. Delivery of a single pitch constitutes having pitched an inning. A player may pitch in a maximum of 6 innings in a game or in a week. Weeks shall run from Sunday to Saturday.
3. A player once removed as a pitcher may not pitch again in the same game.
4. “Modified” pitching is acceptable with an emphasis on teaching Windmill style.
5. Pitchers will start with one or both feet in contact with the pitching rubber.
6. The pivot foot must remain in contact in contact with the pitching rubber until the ball is released.
7. Pitchers will not be allowed to take steps or pitch from in front or behind the pitchers rubber.
8. Pitchers circle: The pitcher can control the runners on the field. If the pitcher receives the ball anywhere in the circle the play must stop. All runners may continue to the base they are running to, at their own risk. If the runners hesitate (stop), they must go back to the base they passed, at the umpires discretion.
9. Walk Limit: After the 5th **CONSECUTIVE** walk in **ONE INNING** the pitcher must be removed. (Hit by a pitch will constitute a walk). If a pitcher hits more than 2 batters an inning or 4 in a game, the pitcher must be removed.
10. Hit By Pitch Rule: a batter could only advance to first when hit by a pitched ball that does not hit the ground first. A pitched ball that bounces and hits the batter does NOT count as a hit by pitch. Batter’s must make **an effort to avoid being struck** by ball or no base will be awarded.

MASSAPEQUA INTERNATIONAL LITTLE LEAGUE
MAJOR DIVISION SOFTBALL
RULES AND REGULATIONS

The Little League Softball Official Regulations and Playing Rules will govern all play in the Major Softball Division.

The following rules and regulations either supplement, or are in addition to, those in the Little League Softball Official Regulations and Playing Rules:

General Rules:

- No game will start with less than 8 players in the field. In the event a team can not field 8 players, it must, as early as possible, attempt to contact 10 year old players from the Minor Division, through the VP Minor Division. In any event, the team with less than 8 players will borrow no more than 1 player from the opposing team to play the field only.
- The games will consist of 6 innings, unless there are extra innings and the time limit has not been reached.
- The time limit will be set in accordance with agreement reached between the MILL and the umpire association and will be determined at the beginning of the season.
- An official game consists of 4 innings. If a game is stopped for any reason, without finishing an inning, the score will revert back to the score at the end of the previous inning (Note: 4 innings is an official game, 3 and one-half innings if the home team is ahead).
- Any signs of lightning, the game stops immediately. The umpire will determine if and when the game will resume.
- Managers are responsible for the behavior of their players, coaches, and parents. All adults should have read and signed the MILL Code of Conduct.
- No smoking is permitted at or about the fields, school grounds or town parks.
- Mercy Rule: If after 4 innings, 3 and one half innings (top of the 4th if the home team is ahead) one team has a lead of 12 runs or more, the manager of the team with the least runs **shall concede the victory to the opponent.**
- No parents, other than approved managers and coaches, or non team members, are allowed on the playing field or in the dugout during the game.
- Full MILL supplied uniforms, including visors, must be worn during games.
- Managers or coaches must keep an accurate scorebook for both teams with players' first and last names included.

Playing Rules:

- Bases will be 60 feet apart.
- Pitchers will pitch from a distance of 40 feet.
- 10 players will be used in the field with the tenth player used as an additional outfielder.
- All players shall a minimum of 3 innings per game, one of which will be at an infield position. Catcher and pitcher count as an infield position.
- No player shall sit twice before every player on the team has sat at least once. This excludes the pitcher.
- Universal batting will apply. Every player bats until 3 outs are obtained.
- Infield fly rule will be utilized.
- Tagging up is allowed.
- Bunting will be allowed; however a strike will be called if the batter holds the bat in the strike zone when the pitch is delivered, even if the batter does not “offer at the pitch”.
- Outfielders must play a minimum of 40 feet beyond the baselines.
- 1st and 3rd base coaches may both be adult coaches or managers or one player and one coach. If a player is a base coach, she must wear a helmet.
- Dropped Third Strike Rule- The batter can run when the 3rd strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with 2 outs. Note: a batter forfeits her opportunity to advance to first base when she enters the dugout or any other dead ball area.
- Speed-Up Rule: A runner may be sent in to run for a catcher on base with two outs. The runner should be the last player that was put out.

Stealing Rules:

- Unlimited number of steals per inning.
- The runner on third may not steal home, advance on a wild pitch, dropped third strike or a passed ball.
- The runner must keep in contact with the base until the ball has been batted, reaches the batter or the batter is called out.
- If the runner leaves early, the runner is sent back to the base she left and is not eligible to steal again for that trip around the bases only.
- If a team is ahead by 8 runs or more, it may not steal until the difference becomes less than 8 runs.
- After a walk, any attempt by the batter/runner to advance to second base must be completed or she will be called out. After an obvious attempt, she may not return to first.

Pitching Rules:

- **Refer to the Little League Rule book for proper and legal pitching techniques.**
- During in between inning warm-ups, the pitcher must wear a helmet with a mask and the catcher must be in full catcher's gear.
- If a player pitches in more than 1 inning, 1 calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched an inning.
- If a pitcher pitches in more than 4 innings, **she can not pitch at all in her team's next game regardless of make-ups or beginning of a new week.**
- A week for pitching purposes only, shall consist of Saturday through Friday.
- A player once removed as a pitcher may not pitch again in the same game.
- Modified pitching is acceptable with an emphasis on teaching the windmill style.
- Walk Limit: After the 4th consecutive walk in one inning, the pitcher must be removed. A hit by pitch will be counted as a walk.
- Intentional Walk: Pitches must be legally delivered to the batter, however intentional walks are not encouraged.

MASSAPEQUA INTERNATIONAL LITTLE LEAGUE
JUNIOR/SENIOR DIVISION SOFTBALL
RULES AND REGULATIONS

The Little League Softball Official Regulations and Playing Rules will govern all play in the Junior/Senior Softball Division.

The following rules and regulations either supplement, or are in addition to, those in the Little League Softball Official Regulations and Playing Rules:

General Rules:

- No game will start with less than 8 players in the field. In the event a team can not field 8 players, it must, as early as possible, attempt to contact players, 13 year olds first, from another team in the Junior/Senior Division, through the Player Agent or division VP. In any event, the team with less than 8 players will borrow no more than 1 player from the opposing team to play the field only.
- The games will consist of 7 innings, unless there are extra innings and the time limit has not been reached.
- The time limit will be set in accordance with agreement reached between the MILL and the umpire association and will be determined at the beginning of the season.
- An official game consists of 5 innings. If a game is stopped for any reason, without finishing an inning, the score will revert back to the score at the end of the previous inning (Note: 5 innings is an official game, 4 and one-half innings if the home team is ahead).
- Any signs of lightning, the game stops immediately. The umpire will determine if and when the game will resume.
- Managers are responsible for the behavior of their players, coaches, and parents. All adults should have read and signed the MILL Code of Conduct.
- No smoking is permitted at or about the fields, school grounds or town parks.
- Mercy Rule: If after 5 innings, 4 and one half innings (top of the 5th if the home team is ahead) one team has a lead of 12 runs or more, the manager of the team with the least runs **shall concede the victory to the opponent.**
- No parents, other than approved managers and coaches, or non team members, are allowed on the playing field or in the dugout during the game.
- Full MILL supplied uniforms, including visors, must be worn during games.

Playing Rules:

- Bases will be 60 feet apart.
- The 43' distance will be used for all pitchers, however, at the request of either manager, a 13 old only, can be moved up to 40'. The manager making the request will be responsible for marking off the 40' distance in a safe way. Tape could be used as a marker but never paint at Burns Park. Do not tape down two rubbers as one of them would become a tripping hazard for the pitchers. This should be done before the game begins, when possible, in order to keep the games moving along.
- 10 players will be used in the field with the tenth player used as an additional outfielder.
- All players shall a minimum of 4 innings per game, one of which will be at an infield position. Catcher and pitcher count as an infield position.
- No player shall sit twice before every player on the team has sat at least once. This excludes the pitcher.
- Universal batting will apply. Everyone bats until 3 outs are obtained.
- Infield fly rule will be utilized.
- Tagging up is allowed.
- Bunting will be allowed; however a strike will be called if the batter holds the bat in the strike zone when the pitch is delivered, even if the batter does not "offer at the pitch".
- 1st and 3rd base coaches may both be adult coaches or managers or one player and one coach. If a player is a base coach, she must wear a helmet.
- Dropped Third Strike Rule - The batter can run when the 3rd strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with 2 outs. Note: a batter forfeits her opportunity to advance to first base when she enters the dugout or any other dead ball area.
- Speed-Up Rule: A runner may be sent in to run for a catcher on base with two outs. The runner should be the last player that was put out.
- Managers or coaches must keep an accurate scorebook for both teams with players' first and last names included

Stealing Rules:

- Unlimited number of steals per inning.
- The runner must keep in contact with the base until the ball has been released by the pitcher on delivery.
- If the runner leaves early, the runner will be called out. If it is not the 3rd out of the inning, the play will continue to its conclusion.
- If a team is ahead by 8 runs or more, it may not steal until the difference becomes less than 8 runs.
- After a walk, any attempt by the batter/runner to advance to second base must be completed or she will be called out. After an obvious attempt, she may not return to first.

Pitching Rules:

- **Refer to the Little League Rule book for proper and legal pitching techniques.**
- During in between inning warm-ups, the pitcher must wear a helmet with a mask and the catcher must be in full catcher's gear.
- If a player pitches in more than 1 inning, 1 calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched an inning.
- If a pitcher pitches in more than 5 innings, **she can not pitch at all in her team's next game regardless of make-ups or beginning of a new week.**
- A week for pitching purposes shall consist of Sunday through Saturday.
- Modified pitching is acceptable with an emphasis on teaching the windmill style.
- Intentional Walk: There will be no need to throw four balls. The pitcher and/or manager will advise the umpire that the batter will be intentionally walked and she will be awarded first base. There will be a limit of one intentional walk per team per game. Intentional walks are not encouraged.

Please read the email below, which was sent to the managers in 2014:

To Jun/Senior Division Managers,

We regret having to write this email, however, there seem to be actions being taken during games which make a mockery of the game and the league.

The time limit, which is in place with the umpires, in many cases, has become an issue. It appears that some of the managers and/or coaches have been instructing the players to purposely slow down or speed up the game (i.e. wild pitches, intentional walks, "swinging at anything" and taking additional time getting on and off the field).

In the next few days, the umpires will be notified to contact the league in the event they observe any of the above behavior or feel that the time limit is being compromised.

Also, we will be amending the rule regarding intentional walks. From this point on, there will be no need to throw four balls. The pitcher and/or manager will advise the umpire that the batter will be intentionally walked and she will be awarded first base. **There will be a limit of one intentional walk per team per game.**

It is unfortunate that these actions have to be taken. At times it seems that the competition negatively affects some of coaches and managers more than it does the kids. We're certain that many of the parents might see this the same way.

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