



## Coach Pitch Softball Local Rules

This document is not exhaustive in its outline of the rules, please see the [Little League International Softball Rules](#) for a complete listing of all Little League rules and regulations.

### Recommended league ages: 6-8 year-olds

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

### General Rules:

1. 60 foot base paths should be used for all games.
2. Game time limit is a suggested minimum of four innings and a maximum of six, with a drop-dead time of one hour and thirty minutes.
3. A team may play with as few as 8 players.
4. Taunting of players is strictly prohibited.
5. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
6. A 10" softball will be used for the entire season.
7. The offensive coach who is pitching shall serve as the main umpire during the time they are pitching.
8. The offensive coach shall pitch at least from 20 feet or more from home plate.
9. During the first inning of play both teams shall bat through their order.
10. After the first inning a side shall be retired when they score five runs or three outs, whichever comes first.
11. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment in an unsportsmanlike manner shall be removed for one inning and removed from the game on any subsequent misbehavior.
12. Each team may have one Manager and 3 coaches. One coach must remain inside or immediately outside of the dugout at all times.
13. Managers and Coaches may accompany their players onto the field for instructional purposes. At no time should a ball in play be handled by a Manager or Coach. Managers and Coaches may not touch a player during a play. Managers and Coaches should ensure that the catcher is playing their position and not interfere beyond teaching.

### Offense Rules:

1. Batting order shall consist of all players present, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game to maximize parity of each player's place in the lineup.

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2. For the 1<sup>st</sup> half of the season, each player shall receive a maximum of 7 hittable pitches not to exceed 5 swinging strikes. If the player cannot put the ball in play, the batter shall hit off the tee.
3. For the 2<sup>nd</sup> half of the season (first week of May for Spring), each player shall receive a maximum of 7 hittable pitches not to exceed 5 swinging strikes. After 7 hittable pitches or 5 swinging strikes, it is the coach's discretion to use a tee or have the batter strike out. Both coaches should determine if a strike out should count towards an out in the inning. If the coaches do not reach agreement before the game, a strikeout will count towards the outs of an inning.
4. If the 7<sup>th</sup> hittable pitch (and any subsequent pitch) results in a foul ball, another pitch is allowed.
5. Bunting is not permitted.
6. No base stealing is allowed, however, it is allowed for runners to take initial steps off the base when the pitch crosses home plate.
7. Runners may not advance bases on overthrows. (This rule is intended to encourage defenses to attempt putouts)
8. On balls hit to the infield, runners may only advance one base.
9. On balls hit to the outfield, runners may advance until the ball is in possession of a defensive player. The batter and runners may advance or return to the closest base, but may not advance beyond the next base under any circumstance.
10. If a hit ball strikes a Manager or Coach it is declared a dead ball and the batter will be awarded first base and all forced runners will advance one base.
11. There should be no loose pitched balls within the field of play while the coach is pitching to a batter.

## **Defense Rules:**

1. All players must play the field. The defense team must utilize standard infield positions; one player per position. The remaining players will be spread out in the outfield grass. The pitcher must stand with at least one foot touching the dirt surrounding the pitcher's mound (WLL baseball fields) or in the pitcher's circle if present.
2. All players must play one inning in the infield and in the outfield, per game. While playing in the infield no player should play more than one inning in a single position. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.



## Player Pitch Softball Local Rules

This document is not exhaustive in its outline of the rules, please see the [Little League International Softball Rules](#) for a complete listing of all Little League rules and regulations.

**Recommended league ages: 8-10 year-olds. (11 year-old players will be evaluated by league officials to determine if this is the appropriate level for them)**

Minimum play rules are in effect in the Player Pitch Softball division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams are responsible for the cleanup of the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

### General Rules:

1. 60-foot base paths should be used for all games.
2. An 11" softball will be used for the entire season.
3. Player Pitch Softball games shall have no new inning after one hour and thirty minutes, with a drop-dead time of one hour forty-five minutes. If the game is the final game of the day with no game scheduled to follow, the drop-dead time may be extended to two hours with agreement by both managers and the head umpire. The inning, once started, shall be completed. In the event the final inning ends in a tie the Scheduler and President may schedule either a continuance of the game from the point it left off or a sudden death tie breaker, or they may let the tie stand and deem the game as final.
4. Taunting of players is strictly prohibited. Any chatter should remain at a consistent volume when the pitcher is ready to pitch.
5. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
6. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner towards other players or officials shall be removed for one inning and removed from the game on any subsequent misbehavior.
7. The Home team gets use of the batting cages for 30 minutes starting 1 hour and 30 minutes prior to game time. Visiting teams get use of the batting cages for 30 minutes starting 1 hour



prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.

8. An inning shall end as soon as 5 runs have been scored or 3 outs achieved. In the second half of the season, the 6th inning may be an open inning with agreement by both managers and the head umpire.
9. If a player arrives late to their game the Manager has no obligation to play them. However, once such a player is entered into the game, minimum play must be met if possible without compromising the minimum play requirements of other players.
10. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
11. Each team may have one Manager and up to 3 coaches. One coach must remain inside or immediately outside of the dugout at all times.
12. Manager and coaches are not permitted on the field except during timeouts or when needed to pitch to their player. Defensive team may have one coach outside the dugout with remaining coaches in the dugout.
13. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible Coach Pitch Softball players and obtain consent from the parents of the child to move them up. Players will not be replaced in the final two weeks of play or during the postseason.
14. The bat must be a softball bat which meets Little League specifications and standards (USSSA or USA Softball bat stamps are allowable, 2 ¼ barrel diameter, BPF 1.20).

### **Batting Rules**

1. The batting order shall consist of all players present and must be maintained throughout the game.
2. On deck batter is not permitted.
3. For the 1<sup>st</sup> half of the season, on a hit by pitch, it is at the discretion of the offensive coach and batter if they will take first base or if the pitch will count as a ball. For the 2<sup>nd</sup> half of the season (first week of May for Spring), a hit by pitch shall be an automatic walk.
4. No slash bunting.
5. There is no advancement to first base on a dropped third strike.

### **Pitching Rules**

1. A player may pitch a maximum of 6 innings in one week. For the first half of the season, a player may pitch a maximum of 3 innings in a game. Delivery of a single pitch constitutes having pitched in an inning. A week is defined as Sunday through Saturday.
2. Pitcher mound mats will be placed so the pitcher plate is 35 feet from home plate. Pitchers will pitch from the pitcher plate.

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3. For the 1<sup>st</sup> half of the season, if the pitcher delivers 4 balls to a hitter prior to recording 3 strikes or a ball in play, the number of strikes will carry over and the offensive coach will deliver however many remaining strikes to the batter. If the batter fails to put the ball in play, the batter is out. (Example – if there were 2 strikes on the hitter when the 4<sup>th</sup> ball was delivered, the batter will receive one hittable pitch from the coach). The pitch being hittable or unhittable is determined by the offensive coach.
4. For the 2<sup>nd</sup> half of the season (first week of May for Spring), upon four pitched balls, the batter will walk. There will be a maximum of three walks in an inning. After the third walk, the offensive coach pitching rule will go back into effect until the conclusion of the inning.

## Base Running

1. Leading off is not allowed. Players must remain in contact with the base until the ball reaches the batter.
2. For the first half of the season, stealing or advancing on passed balls to the catcher is not allowed. During the second half of the season, Advancing on passed balls and wild pitches to the catcher is allowed only when a player is pitching (not allowed if the offensive coach is pitching). Stealing of home on passed balls and wild pitches is not allowed throughout the entirety of the season.
3. Runners may not advance on errant throws back to the pitcher.
4. Runners may advance one base on overthrows to any base per at-bat. For the first half of the season, runners will not advance to home on an overthrow. Runners will be allowed to advance to home in the second half of the season.
5. Head first sliding is not allowed, except when a player is returning to a base. Non base-returning head-first slides result in an automatic out.

## Fielding Rules

1. The defensive team shall consist of ten players on the field, with four players in the outfield.
2. The defense team must utilize standard infield positions; one player per position. All outfielders must be positioned at least ten feet from the infield.
3. When the offensive coach is pitching, the pitcher must remain within 3 feet of the pitching rubber.
4. All players must play at least one inning in the infield and one inning in the outfield per game. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.



## **Minors Softball Local Rule**

This document is not exhaustive in its outline of the rules, please see the [Little League International Softball Rules](#) for a complete listing of all Little League rules and regulations.

**Recommended league ages: 9-11 year-olds. (12 year-old players will be evaluated by league officials to determine if this is the appropriate level for them)**

Minimum play rules are in effect in the Player Pitch Softball division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams are responsible for the cleanup of the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

### **General Rules:**

1. 60-foot base paths should be used for all games.
2. An 11" softball will be used for the entire season.
3. Minors Softball games shall have no new inning after one hour and forty minutes. The inning, once started, shall be completed. In the event the final inning ends in a tie the Scheduler and President may schedule either a continuance of the game from the point it left off or a sudden death tie breaker, or they may let the tie stand and deem the game as final.
4. Taunting of players is strictly prohibited. Any chatter should remain at a consistent volume when the pitcher is ready to pitch.
5. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
6. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner towards other players or officials shall be removed for one inning and removed from the game on any subsequent misbehavior.
7. The Home team gets use of the batting cages for 30 minutes starting 1 hour and 30 minutes prior to game time. Visiting teams get use of the batting cages for 30 minutes starting 1 hour prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.

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8. An inning shall end as soon as 5 runs have been scored or 3 outs achieved. The 6th/last inning may be an open inning with agreement by both managers and the head umpire. An opening inning is defined as 3 outs or 12 batters in the inning.
9. If a player arrives late to their game the Manager has no obligation to play them. However, once such a player is entered into the game, minimum play must be met if possible without compromising the minimum play requirements of other players.
10. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
11. Each team may have one Manager and up to 3 coaches. One coach must remain inside or immediately outside of the dugout at all times.
12. Manager and coaches are not permitted on the field except during timeouts or when needed to pitch to their player. Defensive team may have one coach outside the dugout with remaining coaches in the dugout.
13. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible Coach Pitch Softball players and obtain consent from the parents of the child to move them up. Players will not be replaced in the final two weeks of play or during the postseason.
14. The bat must be a softball bat which meets Little League specifications and standards (USSSA or USA Softball bat stamps are allowable, 2 ¼ barrel diameter, BPF 1.20).

## **Batting Rules**

1. The batting order shall consist of all players present and must be maintained throughout the game.
2. On deck batter is not permitted.
3. Batter is awarded first base if hit by pitch, even if there have been 3 walks permitted in the half inning (see pitching rules).
4. No slash bunting.
5. There is no advancement to first base on a dropped third strike.

## **Pitching Rules**

1. A player may pitch a maximum of 6 innings in one week. For the first half of the season, a player may pitch a maximum of 3 innings in a game. Delivery of a single pitch constitutes having pitched in an inning. A week is defined as Sunday through Saturday.
2. Pitcher mound mats will be placed so the pitcher plate is 35 feet from home plate. Pitchers will pitch from the pitcher plate.
3. Upon four pitched balls, the batter will walk. There will be a maximum of three walks in a half inning. After the third walk, if the pitcher delivers 4 balls to a hitter prior to recording 3 strikes or a ball in play, the number of strikes will carry over and the offensive coach will deliver however



many remaining strikes to the batter. If the batter fails to put the ball in play, the batter is out. (Example – if there were 2 strikes on the hitter when the 4<sup>th</sup> ball was delivered, the batter will receive one hittable pitch from the coach). The pitch being hittable or unhittable is determined by the offensive coach.

### **Base Running**

1. Leading off is not allowed. Players must remain in contact with the base until the ball reaches the batter.
2. Advancing on passed balls and wild pitches to the catcher is allowed only when a player is pitching (not allowed if the offensive coach is pitching). During the second half of the season (first week of May for Spring), stealing second and third base is allowed. The runner may only leave the base once the ball has reached the batter. Stealing of home on passed balls and wild pitches is not allowed throughout the entirety of the season.
3. Runners may attempt to advance to any base on errant throws back to the pitcher only when a player is pitching (not allowed if the offensive coach is pitching).
4. During the first half of the season, runners may advance one base per play on overthrows to any base. During the second half of the season (first week of May for Spring), runners will be allowed to advance freely.
5. Head first sliding is not allowed, except when a player is returning to a base. Non base-returning head-first slides result in an automatic out.

### **Fielding Rules**

1. The defensive team shall consist of ten players on the field, with four players in the outfield.
2. The defense team must utilize standard infield positions; one player per position. All outfielders must be positioned at least ten feet from the infield.
3. When the offensive coach is pitching, the pitcher must remain within 3 feet of the pitching rubber.
4. All players must play at least one inning in the infield and one inning in the outfield per game. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.





## Majors Softball Local Rules

This document is not exhaustive in its outline of the rules, please see the [Little League International Softball Rules](#) for a complete listing of all Little League rules and regulations.

### **Recommended league ages: 10-12 year-olds.**

Minimum play rules are in effect in the Majors Softball division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game in the field. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams are responsible for the cleanup of the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

### **General Rules:**

1. 60-foot base paths should be used for all games.
2. A 12" softball will be used for the entire season.
3. Major games shall be limited in time only by curfew or darkness. Any game that ends in a tie at curfew/darkness ends in a tie, the Scheduler and President may schedule either a continuance of the game from the point it left off or a sudden death tie breaker, or they may let the tie stand and deem the game as final.
4. The 15-run after 3 innings or the 10-run rule after 4 innings will be in effect. Any player that does not make minimum play in a game called by the run rule will start the next game until minimum play is met.
5. Taunting of players is strictly prohibited. Any chatter should remain at a consistent volume when the pitcher is ready to pitch.
6. The Home Team Manager and their assistants are responsible for all field care before each game and the Visiting team is responsible for post-game care.
7. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner towards other players or officials shall be removed for one inning and removed from the game on any subsequent misbehavior.
8. The Home team gets use of the batting cages for 30 minutes starting 1 hour and 30 minutes prior to game time. Visiting teams get use of the batting cages for 30 minutes starting 1 hour



prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.

9. If a player arrives late to their game the Manager has no obligation to play them. However, once such a player is entered into the game minimum play must be met if possible without compromising the minimum play requirements of other players.
10. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
11. Each team may have one Manager and 2 coaches. One coach must remain inside or immediately outside of the dugout at all times.
12. Manager and coaches are not permitted on the field except during timeouts or when needed to pitch to their player. Defensive team may have one coach outside the dugout with remaining coaches in the dugout.
13. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible Coach Pitch Softball players and obtain consent from the parents of the child to move them up. Players will not be replaced in the final two weeks of play or during the postseason.
14. The bat must be a softball bat which meets Little League specifications and standards (USSSA or USA Softball bat stamps are allowable, 2 ¼ barrel diameter, BPF 1.20).

### **Batting Rules**

1. The batting order shall consist of all players present and must be maintained throughout the game (Continuous Batting Order). Late players shall be added to the line-up at the end of the batting order. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
2. On deck batter is not permitted.
3. No slash bunting.
4. Infield fly rule is in effect.
5. A batter may advance to first base on a dropped third strike.

### **Pitching Rules**

1. A player may pitch a maximum of 12 innings in a day. If a player pitches more than 7 innings in a game, one day of rest is required. During the first half of the season, a player may pitch a maximum of 6 innings in a game. During local postseason tournaments, pitching rules will default to Orange book pitching rules.
2. Delivery of a single pitch constitutes having pitched in an inning.
3. Pitcher mound mats will be placed so the pitcher plate is 40 feet from home plate. Pitchers will pitch from the pitcher plate.



### **Base Running**

1. Leading off is not allowed. Players must remain in contact with the base until the ball is released by the pitcher.
2. Stealing of bases is allowed, but the runner may only leave the base once the pitcher has released the ball.
3. During the 1st half of the season, there is no stealing of home on wild pitches or passed balls. Starting in the 2nd half of the season (1st week of May in Spring) runners may steal home.
4. Runners may advance bases on overthrows to any base.
5. Head first sliding is not allowed, except when a player is returning to a base. Non base-returning head-first slides result in an automatic out.

### **Fielding Rules**

1. The defensive team will consist of players at the 9 standard defensive positions in the field. All outfielders must be positioned at least ten feet from the infield.