

Rule	Tball	Coach Pitch	Minor	Major	Juniors / Seniors																
Base Distance																					
Pitching Distance	N/A	Coach may stand or kneel at 35'	40'		43'																
Complete Game	4 Innings or Time Limit	4 Innings or Time Limit	4 Innings or Time Limit	4 Innings or Time Limit	4 Innings or Time Limit 5 Innings or Time Limit																
Leads	None	None	Pitch Crosses Plate	When ball leaves pitcher's hand	When ball leaves pitcher's hand																
Stealing	None		one base steal, not on overthrow	Unrestricted	Unrestricted																
Sliding	Headfirst Slides Illegal when Advancing. Penalty is an Out. A player may slide headfirst when returning to a base				Unrestricted																
Runs Per Inning	Bat Through Order	5 Run Rule per Inning; 10 Run Mercy Rule			6 Run Per Inning. 10 Run Mercy Rule Option at plate conf																
Mercy	N/A																				
Bulks	N/A at any division level of softball																				
Bats	Bat must be a softball bat. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable by LL standards. The bat shall be no more than 33" (34" for Junior/Senior League) in length, not more than two and one-quarter 2-1/4" in diameter. If wood, not less than fifteen-sixteenth (15/16)" in diameter (7/8" for bats less than 30") at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10" from the small end. Slippery tape or similar material is prohibited. An illegal or altered bat must be removed. (1.10)																				
Cleats	No Metal Cleats			Metal Spikes permitted																	
Bunting	NONE	Unrestricted																			
Infield Fly	NO		Infield Fly in Effect (See Rule 2 - Definition of Terms)																		
Uncaught 3rd Strike	NO			YES																	
Courtesy Runner	N/A	With 2 Outs. Courtesy for Catcher or Pitcher is allowed (7.14(b))																			
On-Deck Batter	NOT PERMITTED			PERMITTED																	
Intentional Walk	NO																				
Time Limit	1:30 INT	No New Inning after 1:45. Drop Dead at 2:00 (Start of Clock Determined by Umpire) All Mon-Thur Games DROP DEAD at 8:00PM Please be prompt to get games started on time																			
Batting Order	Bat Through Order. Clear bases every 3 outs	Continuous Batting Order (Tournaments Excluded in Minors and Above)																			
Pool Play	Allowed via coordination with Player Agent. Pool Play Players May not pitch and Must Bat last																				
IMPORTANT RULES			No Player may sit for more than 2 innings	Minors Pitchers																	
Mandatory Play	See Rulebook Regulation IV(i)			- Pitchers may walk up to 3 batters per half inning. A hit batter does not count as a walk. - When a pitcher reaches 4 balls on any subsequent batter after 3 walks, a coach from the offensive team will pitch until the at bat is finished or the inning ends. - Coach pitchers shall strive to throw a flat pitch at 30-35 mph. - With a coach pitcher, the batter cannot draw a walk.																	
Fielded Players	All Players T-Ball 6 infield 4 Outfield Minors & Coach Pitch All others Standard																				
Tournament Rules Differ (See "Tournament Playing Rules")																					
Coach Pitch: An Infield Hit can only result in a single. There is no Advancing on Overthrows. On a Hit to the outfield. Runners may continue to advance until a play is attempted at a base or the ball is returned to the Pitchers Circle. Runners that continue to advance after the stoppage of play should be returned to the previous base aquired unless forced.			VI (b) Minors/Majors: Players may pitch in a max of 12 innings in a day. If a player pitchers 7 or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning. If a player pitched 7 or more innings on (Column A), that player can pitch again on (Column B). Junior/Senior League: No pitching restrictions apply.		<table><tr><th>Column A</th><th>Column B</th></tr><tr><td>Sunday</td><td>Tuesday</td></tr><tr><td>Monday</td><td>Wednesday</td></tr><tr><td>Tuesday</td><td>Thursday</td></tr><tr><td>Wednesday</td><td>Friday</td></tr><tr><td>Thursday</td><td>Saturday</td></tr><tr><td>Friday</td><td>Sunday</td></tr><tr><td>Saturday</td><td>Monday</td></tr></table>	Column A	Column B	Sunday	Tuesday	Monday	Wednesday	Tuesday	Thursday	Wednesday	Friday	Thursday	Saturday	Friday	Sunday	Saturday	Monday
Column A	Column B																				
Sunday	Tuesday																				
Monday	Wednesday																				
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Starting a Game	A game May begin with less than 9 players. No Forfeits. Late arriving players are added to the end of the batting order. A team may borrow a player from an opponent. Borrowed players can not pitch																				