

Inter-League Softball Ground Rules

ALL TEAMS SHALL ABIDE BY THE RULES AS SET FORTH IN THE OFFICAL LITTLE LEAGUE SOFTBALL REGULATIONS AND PLAYING RULES HANDBOOK FOR 2026 WITH THE FOLLOWING HIGHLIGHTS NOTED.

****Again, these are highlights below, we progressively add rules as the girls age up**

	FARM (8U)	MINORS (10U)	MAJORS (12U)	JUNIOR (14U)/SENIOR (16U)
BASE DISTANCE	50' apart	60' apart		
PITCHING DISTANCE	30' from home	35' from home	40' from home	43' from home
BALLS USED	11" "Softie"	11" Fast Pitch	12" Fast Pitch	
PITCHER LIMITS	Pitchers are limited to 12 innings pitched in one day (there is no pitch count in softball)			
MOUND VISITS	After a third trip to the same pitcher in a game by a manager/coach, this will cause that pitcher's automatic removal (amends rule 8.06 (b) from inning to game). They may move to a different defensive position but may not pitch in the game again unless due to injury to all other pitchers on roster preventing them from playing.			
PITCHER LOCATION	All players and coaches must pitch from the rubber. Coaches must pitch from a standing position.			
WARM UPS	Warm up pitches between innings and for any new pitcher making an appearance during the same inning will be limited to eight (8).			

FARM (8U) COACH PITCH:

For games until May 8th, the coach/manager shall pitch to the players on his/ her team. Starting with games on May 8th, there will be alternating innings of coach pitch and player pitch, where the coach/manager pitches during odd-numbered innings, and players pitch during even-numbered innings. During innings where players pitch, the player shall pitch until the count is four (4) balls, then, the batter's coach/manager shall pitch the remainder of strikes to that batter. As noted in section ii. a., the batter in the Farm (8U) division will either hit or strike out, since there are no walks in this division. During coach pitch innings, balls and strikes will be called by the coach pitching in the field. During player pitch innings, a coach, parent, or umpire will call balls and strikes from behind the plate. Umpires are optional. Some leagues will use parents or coaches.

MINOR (10U) ONLY:

1. When the batter reaches a count of 4 balls, prior to 3 strikes, with the bases loaded (regardless of how the bases became loaded (e.g., all walks, all hits, or a combination of walks and hits), the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes.
2. HOME is CLOSED. The only way a runner on 3rd can advance home is by a hit ball or hit by pitch batter with bases loaded. If there is a runner on 2nd and they steal 3rd and a throw is made to 3rd and it is over thrown the runner can not advance home.
3. If the batter is hit by pitch when bases are loaded by player pitch, the coach will NOT pitch to the batter. She will take her base and a run will be walked in.
4. If in the judgement of the umpire a pitcher, due to poor control, is a potential danger to the batters. The home plate umpire in the interest of safety may remove the pitcher from the mound. The removed pitcher may still participate in the game, but may not pitch again during that game.

	FARM (8U)	MINORS (10U)	MAJORS (12U)	JUNIOR (14U)/SENIOR (16U)
BATTING ORDER	All players shall have a place in the batting order and will bat with a continuous batting order (rule 4.04, note 1)		The batting order shall be followed throughout the game unless a player is substituted for another.	
RUN SCORING	HOW A TEAM SCORES (Rule 4.09) One run shall be scored each time a runner legally advances to and touches first, second, third, and home base before three players are retired to end the inning. EXCEPTIONS: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).			
SCORING CONTINUED	Side is retired when either 3 outs occur, the batting lineup have all batted or 6 runs score, whichever comes first	Rule 5.07 Side is retired when either 3 outs occur, the batting lineup have all batted or 6 runs score, whichever comes first	Side is retired when either 3 outs occur, the batting lineup have all batted or 8 runs score, whichever comes first – 6 innings	Side is retired when either 3 outs occur or 8 runs score, whichever comes first – 7 innings
HIT BY PITCH	Rule 6.08 (b) batter must make an attempt to avoid being hit by pitch. Batter is considered hit by pitch even if the ball hits the ground and either bounces or rolls before hitting the batter.			
BATTING	No walks, batter will either hit or strike out.			
UNCAUGHT 3RD STRIKE			Rule 6.09 (b) a batter only becomes a runner if the third strike is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs.	
STEALING/ BASE RUNNING	Not allowed, no bases may be taken on an overthrow, ball is considered dead when the ball reaches infield	Runners may attempt to steal only after the ball has CROSSED home plate or has been BATTED . Ball is dead once the pitcher has it in the pitching circle.	Runners may attempt to steal only after ball has been RELEASED by the pitcher in their delivery.	
SAFETY	ALL PLAYERS RUNNING OR BATTING WILL WEAR A REGULATION HELMET			
LEADOFFS	Not allowed for any level. Runner must maintain contact with their entitled base or they are called out 7.08 (a) (5) -Not leaving the base before the pitch.			
SLIDING	In order to reduce the chances of injury, it is <u>recommended</u> base runners slide anytime there is the possibility of a collision at a base or home plate. If a player does not slide into a base and a collision results, at the umpire's discretion, that player will be called out.			
SLIDING CONTINUED	Head first sliding is not allowed unless a player is returning to a previously occupied base.			
BATTING LINEUP	If teams have uneven numbers of players, the team with the lesser number shall continue its order until an equal number of at bats has been reached, or three (3) outs whichever comes first.		If teams have uneven numbers of players, the team with the lesser number shall continue its order until an equal number of at bats has been reached, or three (3) outs whichever comes first.	
RUN RULE	Rule 4.10 (e): If after 3 completed innings (2.5 if the home team is ahead) and one team has a lead of 15 runs or more, the manager of the team with the least runs must concede the victory to the opposing team. If after 4 completed innings (3.5 if the home team is ahead) and one team has a lead of 10 runs or more, the manager of the team with the least runs must concede the victory to the opposing team			Same, but add one full inning to the rule. Run leads do not change in this division.

	FARM (8U)	MINORS (10U)	MAJORS (12U)	JUNIOR (14U)/SENIOR (16U)
SUBSTITUTIONS	May occur at any time the ball is not in play.			
BORROWED PLAYERS	A maximum of three (3) players may be borrowed. These players shall, in successive order, play right and bat last, play left and bat second from last, play center and bat third from last. You may borrow a player(s) from the opposing team. If your absentee player(s) arrives after the game is in progress, the borrowed player(s) shall return to her team where she must complete her required innings before the game ends. Substitute players will be required to be in a little league uniform and a member of one of the leagues involved in inter-league play. Tournament Play – must have 8 players to play game, same borrow rules apply as above			
COACHING	A maximum of three (3) coaches (manager, coach, and scorekeeper) will be allowed in the dugout during the games. Coaches may not touch players while on the field. Coaches from opposing teams are to meet prior to the start of the game to verify concurrence on the rules of play (pitching, base running, fielder placement, etc.).			
TIME LIMIT	75 minutes or 6 innings, whichever comes first No inning shall begin after the time limit is reached. Any inning in progress will be completed. Four completed innings played constitutes a regulation game.	90 minutes or 6 innings, whichever comes first No inning shall begin after the time limit is reached. Any inning in progress will be completed. Four completed innings played constitutes a regulation game.	90 minutes or 6 innings, whichever comes first No inning shall begin after the time limit is reached. Any inning in progress will be completed. Four completed innings played constitutes a regulation game.	90 minutes. No inning shall begin after the time limit is reached. Any inning in progress will be completed. Five completed innings played constitutes a regulation game.
DOUBLE HEADERS	Not allowed			
WARM UP TIME	Games will start at the assigned time (or as soon following a previous game.) All warm-ups will be completed prior to game time with no guarantee of warm-up time. Game time starts at 1 st warm up pitch.			
TIE GAMES	When an official game <u>ends at the time limit</u> in a tie, the results of that game shall remain a tie unless during tournament play. Tournament play will use California rule if needed for overtime.			
PITCHER	A pitcher may re-enter 1x during the game after being taken out as pitcher			
PROTESTS	The chain of command shall be: a. the protest committee of the home's own league b. the protest committee of both teams' leagues (joint meeting) c. the inter-league protest committee			
FIELDING 10 PLAYERS	Tenth player is used, she shall play at least 12 feet behind the base path, along with all other outfield players.			