

2026 District 28 Softball Rules

All District 28 Little League Softball teams will follow the rules as issued by Little League Softball unless an exception is otherwise listed below for each division.

Juniors/Seniors (13U-16U):

Juniors/Seniors play with a 12" ball and pitch from 43 feet. Juniors follow Little League rules with the following notations:

- Limit of 5 runs per inning, except the last inning, which will have no limit.
- Bat continuous lineup as per rule 4.04.

Majors (12U):

Majors play with a 12" ball and pitch from 40 feet. Majors follow Little League rules with the following notations:

- Limit of 4 runs per inning, except the last inning, which will have no limit.
- Bat a continuous lineup as per rule 4.04.
- Runner may leave the base after the ball leaves the pitcher's hand.
- **Time Limits:**
 - Majors games have a 2 hour limit. Do not start a new inning after the 1 hour 45 minute mark. The last inning should be announced **before** starting it, so unlimited runs can be in effect.
 - Keep a two hour time limit to games. An inning may not be started once two hours have elapsed, but the current inning will be completed.
 - It is the umpire's discretion to call a game on account of darkness or weather.

Minors: (10U):

Minors play with an 11" ball and pitch from 35 feet. Four outfielders are permitted. Minors rules include the following:

- **Pitching:**
 - **Opening day through April 27th:**

Player pitches. After 4th ball, the offensive coach pitches to batter. Batter retains strike count. Pitcher must remain in pitcher's circle in a position not forward of the coach. Batter either hits or strikes out. Pitcher returns for next batter and the procedure is repeated.

Pitcher may pitch no more than 2 innings per game. Any exceptions should be discussed prior to the game among the coaches.
 - **April 28th through end of season:**

Player pitches and may allow a maximum of 3 walks per half inning. After a team walks 3 batters in the inning, the offensive coach pitches to the batter after the 4th ball. Pitcher must remain in pitcher's circle in a position not forward of the coach. A batter hit by a pitch or safe on catcher's interference does not constitute a walk and should not be counted against the 3 walk total.

Pitcher may pitch no more than 3 innings per game. Any exceptions should be discussed prior to the game among the coaches.

- **Batting:**

- A complete inning is 4 runs or 3 outs per side throughout the season until the final inning, which will have no limit.
- When a batter is hit by a pitched ball, the play shall be called dead and the batter shall be given the option of taking first base or continuing their at bat. The umpire always has the discretion to declare "no hit by pitch" if determined that the player either moved into or did not attempt to retreat from a pitched ball.
- Bunting is allowed at any time throughout the season.
- Catchers are given one warning of catcher's interference. The pitch is a dead ball and called a ball.

- **Stealing:**

- **Opening day through April 27th:**

Players are allowed a maximum of 4 total combined attempts at stealing 2nd and 3rd base per inning (this number does not include steal attempts of home). In addition to the 4 attempts at 2nd or 3rd base, they are allowed 1 attempt of a steal of home plate per inning. Advances on passed balls, wild pitches and delayed steals **count as one of your attempts**.

Catchers are encouraged to attempt to throw runners out, so any steal attempt **may not** advance on an overthrow.

Stealing is **not allowed** when coach is pitching.

- **April 28th through end of season:**

Unlimited stealing is allowed. However, the runner **may not advance** on an overthrow during a steal attempt.

Stealing is **not allowed** when coach is pitching.

- **Throughout the season:**

A runner may not leave the base until the pitched ball crosses home plate. It is the umpire's discretion to issue a warning before calling a player out for taking a lead too soon.

- **Other Base Running:**

- **Opening day through April 27th:**

Runners may advance only one base on any fielding overthrow (whether from the outfield or infield during a play, or back to the pitcher). (Example: Batter hits a double. While sliding in, the left fielder throws the ball over second, into right field. Runner may only advance to third.) Runners **may not advance** on steal attempt overthrows.

- **April 28th through end of season:**

Unlimited bases on all overthrows, whether during a fielding play or on a throw back to the pitcher. Runners **may not advance** on steal attempt overthrows.

- **Time Limits:**

- Minors are 2 hour limit. Do not start a new inning after the 1 hour 45 minute mark. The last inning should be announced **before** starting it, so unlimited runs can be in effect.
- Keep a two hour time limit to games. An inning may not be started once two hours have elapsed, but the current inning will be completed.
- It is the umpire's discretion to call a game on account of darkness or weather.

Rookies: (8U):

Rookies play with an 11" ball and pitch from 35 feet. Four outfielders are permitted. The following rules are in place:

- **Pitching:**

- **Opening day through April 27th:**

Player pitches. After 3 pitches, the offensive coach pitches - **6 pitches maximum per batter**. If the batter doesn't hit after the 6th pitch, the use of a batting tee is required. Pitcher must remain in pitcher's circle in a position not forward of the coach. Coach is allowed to stay on the field when the player is pitching to speed up the game.

- **April 28th through end of season:**

Player pitches. After 3 pitches, the offensive coach pitches. The batter retains the strike count. Pitcher must remain in pitcher's circle in a position not forward of the coach. Batter either hits or strikes out. Pitcher returns for next batter and the procedure is repeated. Coach is allowed to stay on field when player is pitching to speed up the game.

- **Batting:**

Complete inning will be 4 runs or 3 outs per side throughout the season. Bunts are not permitted.

- **Stealing:**

3 steal attempts of any combination of 2nd or 3rd base are allowed per inning. Steals of home are **not** allowed. Stealing is **not allowed** when coach is pitching.

- **Other Base Running:**

Runners may not advance on **any** overthrow, whether it is during a steal, a throw back to the pitcher, or an overthrow on a play in the field.

- **Time Limits:**

Rookie's time limit is 1.5 hours. It is the umpire's discretion to call a game on account of darkness or weather.

Game Conditions/Miscellaneous:

Coaches are asked to keep outfielders in the outfield. At the Minors level, players should be on the grass or 15' behind the base path in the case of enlarged infields.

Home coach must call the away coach in advance if there is any question as to the condition of the field or the weather. Either coach must contact the opposing coach if they do not expect to have enough players to field a team for a game. If at all possible, attempt to play

the game anyway, whether by allowing fewer fielders, or by one team lending the other team enough players to fill the field.

Visiting team may use field to warm up for 15 minutes starting ½ hour before game time. Home team warms up 15 minutes prior to game time.

Home team furnishes umpires and game balls. If no umpires are available, recruit one parent from each team, one to serve behind the plate, and one to serve in the field.

Support your umpires! Be a POSITIVE role model for your team and your league! Good sportsmanship is expected at all times!

Both teams are responsible for cleaning up their own dugout after every game. Home team is responsible for field maintenance after every game.