

District 5 Local Rules for 8U Division

- Beginning of season until May 1st will be Coach Pitch
- Player pitch will be integrated starting on May 1st
 - Coaches will pitch the 1st, 3rd and 5th innings.
 - Players will pitch the 2nd, 4th and 6th innings
- Pitching Distance will be 35 feet; Coach Pitch will be 25 feet
- Regulation 11-inch softball will be used
- Each team shall employ a "Cinderella" batting order (everyone bats), consisting of the names of all members present. 10 players shall take the field.
- Each player must play at least 2 defensive innings and 1 at-bat over the first 4 innings of the game. Free substitution of fielders is permitted. Outfielders (4) must be positioned on the grass.
- A player not listed on the original batting order who arrives after the game starts is to be added at the bottom of the order.
- During Player Pitch:
 - When the player pitches - balls, strikes, fouls, and hit batsmen are counted under normal softball rules.
 - Player-Pitcher MUST wear a heart guard
 - Player-Pitcher will pitch their entire respective innings
 - There will be a max of 8 pitches thrown to the batter. At the end of 8 pitches, the batter is out. Note: The at-bat can't end on a foul ball.
- During Coach pitch:
 - The Player-Pitcher must position themselves to the left or right of the Coach within the circle of the mound
 - Player-Pitcher MUST wear a heart guard regardless of Coach pitch/Player pitch
 - No walks; Swinging strikes only (three strikes and the batter is out)
 - There will be a maximum of 8 pitches thrown to the batter. At the end of 8 pitches the batter will be out. Note: The At-Bat cannot end on a foul ball
 - The last declared inning of the game is a Coach Pitch inning.
- There is no dropped third strike
- There is no stealing of any base, including home plate
- In the event of an overthrow on a runner, NO advance is permitted. This rule is meant to have no penalty for fielders attempting to make a play at a respective base.

- Runners may continue to run out a hit (at their own risk) until a play is made, the ball is thrown back to the pitcher in the circle or time out is called and granted.
- All runners must slide during a play at the bases. Slides must be feet first.
- A team will be limited to three (3) runs in an inning. This limit will be removed during the sixth inning or later.
- Game length is 6 innings.
- During the regular season but not during the playoffs, no inning may begin later than one hour (1:00) from the first pitch of the game (an inning has begun the moment the third out is made by the home team ending the previous inning); in addition, no pitch or play may occur later than one hour and twenty minutes (1:20) from the first pitch of the game. Playoff games will be played to a six-inning conclusion.
- Mercy Run Rule:
 - 10 runs after 4 complete innings
 - 8 runs after 5 complete innings

District 5 Local Rules for 10U Division

- The distance from the front side of the pitcher's plate to the rear point of home plate shall be 35 feet.
- Regulation 11-inch softballs will be used.
- Each team may establish a batting order consisting of anywhere from ten (10) players to all members present ("Cinderella Batting order"). Teams will utilize ten (10) players in the field, including a fourth outfielder. Any player in the batting order who is not in a fielding position is an "extra hitter".
- Free fielding substitution of extra hitters for position players is permitted; however, each player in the starting lineup must play at least two (2) defensive innings over the first four (4) innings of the game.
Substitutions for players not in the starting lineup must be made in accordance with Playing Rule 3.03. If the lineup includes all players present ("Cinderella"), a player not listed on the original batting order who arrives after the game starts is to be added at the bottom of the order;
- A batter shall be out (and does not become a runner) on any third strike whether or not caught by the catcher. There is no dropped third strike.
- A runner will be called out for leaving the base to which she is entitled before the pitched ball has been batted or has reached the batter.
- In the event of an overthrow on a runner attempting to steal, no advance is permitted beyond the base being stolen. NOTE: A "steal" is defined as any base advance other than resulting from a batted ball (including overthrow to pitcher from catcher, pick-off attempt, taking an extra base on a walk, etc.). On a pick-off attempt, this rule shall be interpreted as permitting a one-base advance.
- A team will be limited to four (4) steals per inning.
A team will be limited to five (5) runs in an inning. This limit will be removed during the sixth inning or later.
- During the regular season but not during the playoffs, no inning may begin later than one hour forty-five minutes (1:45) from the first pitch of the game (an inning has begun the moment the third out is made by the home team ending the previous inning); in addition, no pitch or play may occur later than two hours fifteen minutes (2:15) from the first pitch of the game. Playoff games will be played to a six-inning conclusion.
A regulation game called for weather, darkness or curfew with a tie score is entered as a tie. However, if conditions permit & the score is tied after 6 innings, as many extra innings as necessary to break the tie will play w/in the time limit.
Mercy Rule: 15 runs after 3 inns - 10 runs after 4 innings - 8 runs after 5 innings

District 5 Local Rules for 12U Division

- The 12U Division will play according to the Little League Rules Book except for local league rules outlined below
- Pitching Distance will be 40 feet
- Regulation 12-inch softball will be used
- Cinderella Batting order may be used (everyone bats)
 - Free Substitution only with Cinderella batting order
- Teams will play 9 Players in the lineup and on defense
 - Players must play their required at-bat and field time
- There is dropped third strike, and infield fly rule
- A team will be limited to five (5) runs in an inning. This limit will be removed during the sixth inning or later.
- During the regular season but not during the playoffs, no inning may begin later than one hour forty-five minutes (1:45) from the first pitch of the game (an inning has begun the moment the third out is made by the home team ending the previous inning); in addition, no pitch or play may occur later than two hours fifteen minutes (2:15) from the first pitch of the game. Playoff games will be played to a six-inning conclusion.
- A regulation game that is called for weather, darkness or curfew with a tie score shall be entered as a tie game. However, if conditions permit and the score is tied after six (6) innings, as many extra innings as are necessary to break the tie shall be played within the time limits.
- Mercy Rule: 15 runs after 3 inns - 10 runs after 4 innings - 8 runs after 5 innings

District 5 Local Rules for 14U Division

- Division will play according to the Little League Rules Book
- Pitching Distance will be 43 feet - Regulation 12-inch softball will be used
- Teams will play 9 players in lineup & on defense
- Players must play req. at-bat & field time -There is dropped 3rd strike, & infield fly
- During regular season but not during playoffs, no inning may begin later than 2 hrs from the first pitch of the game (an inning has begun the moment the 3rd out is made by home team ending the previous inning); in addition, no pitch or play may occur later than 2.5 hrs from the first pitch of the game. Playoff games will be played to a six-inning conclusion.
- A regulation game called for weather, darkness or curfew with a tie score will be entered as a tie. However, if conditions permit & the score is tied after 7 innings, as many extra innings as necessary to break the tie will play w/in the time limit.
- Mercy Rule: 15 runs after 3 inns - 10 runs after 4 innings - 8 runs after 5 innings