

Lower Perkiomen Little League Softball Supplemental Rules 2026 Season

LPLL Softball Supplemental Rules

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Introduction

The issues address in this document are for the purpose of emphasizing rules the league is conforming to or identifying Little League rules that Lower Perkiomen Little League is modifying, in the interest of creating a better playing environment for the athletes. If you have any questions or comments regarding the rules and guidelines, please contact the Lower Perkiomen Little League Executive Board.

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A. League Procedures

a. Umpires

- i. Study the “Official Regulations and Playing Rules” and the supplemental rules and practices, policies, and courtesies for the league in which you are working and carry a copy of the rulebook with you.
- ii. Chest Protectors, broom, shin guards, facemasks with neck guard, ball/strike/out indicators and brushes are available in the storage bin at the field or the umpire closet in the garage behind field 1. Please return equipment to the storage bin or umpire closet at the conclusion of your game.
- iii. NEVER use profanity while umpiring a game. The use of tobacco and/or alcoholic beverages in any form is prohibited on the playing field, benches, and dugouts. Little League Baseball Official Regulations and Playing Rules, section XIV(a).
- iv. The actions of players, managers, coaches, umpires, and league officials must be above reproach.” Section XIV(a).
- v. Umpires are responsible for handling the game balls. The home team is responsible for supplying a minimum of (2) clean unused game balls to start the game. Teams will coordinate supplying additional balls as required by the umpire.
- vi. If you are unable to attend a game for which you are scheduled, please call or e-mail the Umpire-in-Chief as early as possible to allow for time to find a replacement.
- vii. Prior to the game, the umpire(s) and a representative of each team shall review the:
 1. Ground rules, exchange lineup cards, and inspect the field to ensure that there are no unsafe conditions. The plate umpire shall verify that all completed lineup cards are identical and players are properly equipped. Umpires, managers, or league commissioners DO NOT have the authority to change or supersede a Little League or LPLL Supplemental Rule.
 2. When an injury incapacitates a player, and in the umpire’s judgment the injury is serious, the umpire shall call "time" immediately. The likely outcome of the completed play will be determined at the discretion of the umpire.

b. Policies, Practices & Courtesies

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- i. A minimum of two adults must be always present at each LPLL activity. This may include a member of the coaching staff and a parent/guardian.
- ii. Two adults MAY coach the bases if there is one adult in the dugout to supervise the players on the bench.
- iii. Rainouts will be rescheduled by the Master Scheduler. Games will be rescheduled as allowed by available field time, not all games are guaranteed to be rescheduled beyond the minimum number of games required by each division.
- iv. Both the Home and Visiting teams are responsible for dragging and raking the infield, mound, and home plate areas following the conclusion of the game.
- v. HOME team is responsible for lining the field prior to the game and both coaches are responsible for returning field equipment after the game.
- vi. Games should begin during the week at 5:45 for all divisions except Majors (who will start promptly at 6pm). The Plate Umpire shall declare to the managers the OFFICIAL start time of the game and will be responsible for curfew decisions. **No new inning shall start after 7:35 with a hard stop at 8:00. However, a game can end due to darkness, which may happen before 7:35 pm.**
- vii. Weekend games - no new inning shall start after 1 hour and 50 minutes from start time with a hard stop at 2 hours and 5 minutes with exception of the last scheduled game of the day on the field.
- viii. Games being played on unlit fields will be called due to darkness as determined by either the plate umpire or the league official on duty. Games will be halted IMMEDIATELY. Rule 4.11(d) will be in effect.
- ix. Teams will have access to the batting cages prior to the start of the game and should conduct pre-game warmups in the outfield on the side of their respective dugout, avoiding the infield to allow for field preparation.
- x. The HOME team is the OFFICIAL SCORER of the game.
- xi. In case of inclement weather, the decision to play is the responsibility of the League Officer on-duty. Once the game(s) has started, the HOME PLATE UMPIRE alone is responsible for weather/darkness related decisions (Rule 3.10b) - The Umpire may consult with the League Official before making a decision. The league official on duty may cancel or “call” a game due to darkness or weather for games where an LP umpire is not assigned.

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- xii. Pitchers may not wear gray or white supplemental gloves under their fielding glove, light colored turtlenecks, or light-colored sleeves, if the apparel, in the umpire's judgment, will impair the batter's view of the ball.
- xiii. If an umpire is not present within 5 minutes of the scheduled starting time, the HOME team shall be responsible for recruiting a replacement umpire. The home team manager may elect to ask the visiting manager for a volunteer.
- xiv. The LPLL Executive Board will address all VALID protests within 7 days of protest submission. Protests must be filed properly, according to Rule 4.19.
- xv. If a game cannot START because a team does not have enough players, the commissioner and Player Agent shall be notified as soon as possible to determine an outcome.
- xvi. Players that are not present at game time may not be included in the starting lineup. Players arriving after the exchange of lineups must be added at the END of the batting order upon their arrival. The plate umpire and opposing team shall be notified immediately upon the arrival of such players.
- xvii. The plate umpire and opposing team shall be notified immediately when a player must leave a game (either temporarily or for the duration of the game). A team will NOT be assessed an out for an injured player that is not able to return to the lineup.
- xviii. The "10 Run Rule" (Rule 4.10 (e)) shall be adhered to in the majors and minors divisions during the playoffs.
- xix. Any girl wanting to "play up" a division will need to attend the evaluation for that division and be approved by both the VP of Softball and Player Agent.
 - 1. No girl regardless of talent will be permitted to play 2 ages above their division. For example, a 9-year-old will not be permitted to play Majors.
- xx. For regular season contests, teams may borrow players of similar draft positions from other teams in their divisions if they have less than 9 girls available for a game.
 - 1. For playoffs, if teams have less than 9 players or the roster is lowered to less than 9 during game due to injury or someone

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leaving early, the team with less than 9 players will need to take an out in the 9th spot of the batting order.

- a. This is at the discretion of VP Softball for any questions or disputes.

B. Rules of Conduct

- a. A Player must call their Manager/Coach if they are unable to make a game or communicate via text or Team Snap app. If a player cannot reach the Manager/Coach, that player should attempt to contact another player on the team roster to communicate their absence.
- b. A player who missed the previous game shall be played as usual. However, after a player misses CONSECUTIVE games without giving notice to a manager/coach, the player and manager will discuss his/her future in L.P. with the Commissioner of their league, the Player Agent, and the President of the League.
- c. Managers, Coaches, and Umpires shall NOT PERMIT spectators to stand behind the backstop, the fences between the dugouts, the bullpen area, and inside the roped area of the dugouts.
- d. Players shall not crawl over fences or onto the top of a dugout at any time!
- e. A player may not leave the field area without receiving permission from their manager or coach.
- f. Players must be in full uniform. Managers and Coaches are responsible for the appearance of their players and should make every effort to ensure that the uniforms remain in good condition.
- g. The use of profanity by player, managers, coaches, and parents will not be tolerated.
- h. Players, managers, spectators, and coaches may not intentionally agitate or distract any player on the field or in a dugout, nor may they agitate an umpire. Any coach or player in violation of this rule is subject to removal from that game, and a 1 game suspension.
- i. Our umpires at Lower Perk Little League are VOLUNTEERS. Verbal abuse of the umpires, by managers, coaches, players, or parents WILL NOT BE TOLERATED.
 - i. Violation of this code will result in possible disciplinary action, to be decided by the board.

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- j. Consumption of alcoholic beverages is prohibited in all areas and is governed by local ordinances.
- k. The presence of pets is governed by local ordinances. Pet owners are responsible for immediately cleaning up and disposing of their pet's waste and always controlling their pet.
- l. A player who throws equipment in anger or frustration, or uses obscene or indecent language, or behaves in an unsportsmanlike manner, may be ejected from the game! (Rule 4.07)
- m. NO FOOD WILL BE ALLOWED IN THE DUGOUTS, other than food provided by/for the team.
- n. A player's future in Lower Perkiomen Little League may be jeopardized by their conduct, OR the conduct of that player's parent(s) or family. If these rules of conduct are repeatedly violated, the manager may address the situation with the Board of Directors to determine if any further action is required.
- o. The "Minimum Play Time" guidelines stated in each league's supplemental rules guidelines may be waived, if in the opinion of the manager, the player has repeatedly violated the Lower Perk, or team, general rules of conduct. All disciplinary actions must be reported in writing by the manager to the League Player Agent prior to such action, if possible, otherwise immediately following application of disciplinary measures.
- p. Home and Visitor Managers are responsible for trash collection and recycling after the game.

C. Safety

- a. First aid kits will be stored in the designated storage containers at each field. The home team is responsible for notifying the Officer on Duty if First Aid Kits need to be restocked.
 - i. An AED (automatic external defibrillator) is located inside the LPLL Snack Stand.
- b. All equipment must be always kept off the playing area.
- c. For obviously serious injuries, (sprain or broken bone...), DO NOT MOVE THE PLAYER. Contact the league official on duty. Call 911 for an ambulance. Report all injuries to league officials and file an incident report. Incident reports are available in the snack stand.

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- d. During batting practices and games catchers are **REQUIRED** to wear chest protector, shin guards, a catcher's helmet with a dangling throat protector and catcher's mitt.
 - i. League provided catchers equipment will be stored in the storage bin at each field and should be returned at the conclusion of the game.
- e. Jewelry is permitted; however, any jewelry worn by a player that poses harm to injury will be subject to removal.
 - i. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are missed.
 - ii. Hard casts may **NOT** be work during the game by players.
- f. A **HEADFIRST** slide into any base in an **AUTOMATIC OUT** at all levels, unless the slide is back into a base already attained.
- g. No on deck batter will be allowed.

Softball Divisions

Unless otherwise specified below, all rules and regulations listed in Publication “2026” Softball Official Regulations and Playing Rules” will be strictly followed during league play.

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A. Softball Divisions

a. Perkettes:

Perkettes is a developmental league where the goals will be to teach the fundamentals of softball. The month of April will feature clinic style practices and 1 team practice during the week. Games will start towards the end of April and follow the rules listed below.

i. Rules:

1. Games will consist of 3 innings.
2. An inning shall end when the offensive team has batted around. Neither the offensive nor defensive team shall leave the field until the last batter has reached the appropriate base. If the defensive team records 3 outs in an inning, the bases shall be cleared of all runners, and the batting order will resume until all offensive players have batted in that inning.
3. A batter or runner who is out must be removed from the bases.
4. Baserunning & Hitting:
 - a. Coaches should use their discretion in awarding the appropriate number of bases to a batter, based on the merit of the hit.
 - i. e.g. If a player hits a ball to the infield, the managers/coaches should instruct the player to take one base. If a batter hits a ball into the outfield gap, the manager/coach should instruct the player to take 2 bases. If a batter hits the ball well past the outfielders, the manager/coaches may instruct the player to take 3-4 bases.
 - ii. Allotment of bases should not be based on the miscue on the defensive team, but rather on the **quality/merit** of the batted ball.
 - iii. Batters will be awarded a ground rule double when a batted ball rolls or bounces beyond the field of play in the outfield.
 1. The field of play is limited to the level playing field.

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- iv. NO offensive runners shall advance on an overthrow to any base.
 - v. No stealing or leads are permitted.
5. All players will bat & field the entire game.
6. Field shall be placed in the following positions:
- a. Normal pitcher position
 - b. 4 Infielders (standard positioning).
 - c. It is recommended that any girls not in an infield position will be in the outfield grass are practicing skills (throwing, catching, etc.) with a manager/coach.
7. Pitching Rules:
- a. A managers/coaches will pitch to **THEIR** team from the mound area.
 - b. The manager/coach/ must make every attempt to **NOT** interfere with the defensive play.
 - c. A maximum of **SIX (6)** pitches will be delivered to each batter.
 - d. A batter may only reach base by a batted ball.
 - e. Player/pitcher must stand off to the side of the mound area and **MUST NOT** be positioned in front of the adult/pitcher.
 - i. Player will field the pitcher's position and field balls up the middle, allowing the middle infielders to field their positions.
 - f. If the player has not reached base after **SIX (6)** pitches, the player must then hit the ball from the Tee.
 - g. If a player uses the Tee, they will use the tee until the ball is put into play.

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b. Rookies

Rookies division is the next stage of development for players where the goals are to build on the fundamental skills, begin coach pitch, and play with a full team (infield & outfield).

i. Rules:

1. An 11-inch softball will be used.
2. Games will be limited to 1 hour and 45 minutes.
 - a. No new inning will start after 1 hour and 20 minutes.
 - b. Games will be 6 innings or less with a goal of at least 4 innings.
 - c. Games can end in a tie.
 - d. FIVE (5) run maximum per team per inning except for the final inning.
 - i. A max of 10 runs are allowed in the final inning of the game (per team).
 - ii. Based on the time allotted, opposing coaches should agree on when the unlimited inning will take place.
 - e. NO infield fly rule.
 - f. Managers/coaches or an adult volunteer over 14 will umpire the game.
 - g. Unlimited substitutions in the field are permitted.
 - h. Up to 10 players are allowed in the field.
 - i. Pitcher, catcher, 1B, 2B, 3B, SS, Left field, left center field, right center field, & right field.
 - ii. Outfields must be on the outfield grass.
 - iii. All players MUST wear a face mask.
 - iv. The minimum requirement to play games (prior to playoffs) is 8 players.

1. Players can be borrowed from the opposing team to make sure at least 8 players are in the field at all times.
2. Once playoffs begin, teams need to have 9 players in the field to begin a game.
 - a. Teams need 9 players to begin a game in playoffs. If the ninth player leaves the game due to injury or other circumstance, their specific spot in the batting order is an out.

3. Hitting and Baserunning

- a. Each team must bat their entire lineup (continuous order).
 - i. No penalty/auto-outs for number of players present.
 - ii. NO substitutions in the batting order.
- b. Only fast-pitch bats (composite bats included) are permitted.
 - i. No baseball bats are allowed.
- c. All batters are required to wear a helmet with a protective wire cage mask.
- d. Prior to May 1, no stealing is permitted, but baserunners may practice taking leads.
 - i. Baserunners can take a lead once the ball crosses the plate.
- e. No Bunting is permitted.
- f. On a batted ball, managers/coaches will use their discretion to stop their baserunner (s) at the appropriate base (s).
 - i. Batters can hit a single, double, triple or homerun, but extra bases will be based on the merit of the batted ball.

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- ii. Bases will NOT be awarded based on defensive miscues.
- iii. Defense and baserunning should feel realistic. This rule should only apply if a coach tells the runner to stop because of a defensive mistake.
 - 1. For example, if a ball gets past the outfielders and the batter reaches second base, but the defense makes a mistake (like dropping the cutoff or not backing up the play), the batter should still stop at second — even if they could easily make it to third.
- g. The play becomes dead once the ball is secured by a defensive player (does not have to be the pitcher) within the pitcher's circle.
 - i. If a baserunner is more than halfway to the next base, once the ball is secured in the pitcher's circle, they will be awarded the next base.
 - ii. If a baserunner is less than halfway to the next base, once the ball is secured in the pitcher's circle, they must retreat to the previous bag.
 - iii. If a lead baserunner is returned to a prior base for this reason, but another baserunner occupies the base, then all runners will retreat accordingly.
- h. If there is an overthrow (of either a play at the base or returning the ball to the pitcher's circle), baserunners may ONLY advance one additional base.
- i. If the ball goes out of play (over/through a fence) or gets suck, the play will be called dead and baserunners will be awarded one additional base.
- j. Baserunners are encouraged, but not required, to slide if there is a play at a base. (This excludes sliding at first base).
- k. Pitch runners will replace the next inning's catcher with 2 outs if they are on the bases.

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1. If a batted ball hits a coach, bucket, or any piece of equipment *PRIOR to being touched by an infielder*, the ball is dead & a single will be awarded.
 - i. Baserunners will return to the base they started on, unless they are forced to advance by the batter taking first base.
 - ii. If a fielder touches the ball first, then the ball is live.

4. Pitching Rules:

- a. The pitching rubber is required for all pitching (managers/coaches and pitchers).
- b. The pitching rubber will be 30 feet from apex (back point) of home plate to the front center of the pitching rubber.
- c. From the start of the season to Friday April 24th, only managers/ coaches will be permitted to pitch.
 - i. Managers/coaches will pitch to THEIR teams.
 - ii. Managers/coaches must make every attempt to **NOT** interfere with the defensive play.
- d. Beginning Saturday April 25, players will begin to pitch.
- e. The pitcher will pitch to the opposing team.
- f. The pitcher will be allotted 3 pitches to the batter regardless of accuracy of pitch (ball or strike).
 - i. The coach (of the batting team) will pitch the remaining pitches until the ball is batted into fair territory.
 - ii. There are no walks or strikeouts.
 - iii. If the batter swings and misses on approximately 5 pitches (up to the manager/coach's discretion), a tee will be used.

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iv. When a manager/coach is pitching, the pitcher in the field must stand with one foot inside the pitcher's circle.

1. Pitchers can be moved back behind the pitching circle at the discretion of the manager/coach.

c. Minors

i. Rules

1. An 11-inch softball will be used.
2. The batting order will consist of all players; no offensive substitutes are permitted.
3. All players MUST play a minimum of 4 innings per game (in a 6-inning game). This is based on the criteria below:
 - a. Rosters are 12 players or less.
 - b. 6 inning games
 - c. If a player does not play 4 innings based on the above criteria, they must play the entire next game.
 - d. Standard Fielding Positions
 - i. Pitcher, catcher
 - ii. Infield (1B, 2B, 3B, SS)
 - iii. 3 outfielders
 - e. An inning is over when the offensive team scores 5 runs or the defensive team gets 3 outs.
 - f. The last inning must be declared by both teams prior to the last inning.
 - i. The last inning is unlimited.
 - ii. Time may be limited due to darkness.

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- g. On a batted ball put into play, it is a “live” ball until the ball is secured in the pitching circle.
- h. The play is dead once the ball is secured within the pitching circle.
 - i. The umpire will decide where to place runners based on when the ball was secured in the pitching circle.
- i. There is NO infield fly.
- j. Batting helmets with a WIRE CAGE mask must be worn during games and practices when batting.
 - i. This includes inside the batting cages.
 - ii. All players must wear a fielding mask when playing defense.

4. Pitching

- a. Pitching will be performed at 35 ft.
- b. Pitchers are limited to pitch 4 innings per game.
- c. Prior to May 1st, (date can be changed at the discretion of the Minors Commissioner or VP of Softball) no batter can be walked home.
 - i. If, after 4 pitched balls, a player draws a walk and as a result, a baserunner will score, the coach of the offensive team will pitch to the batter.
 - ii. A pitcher can walk batters to load the bases, but a run cannot score due to a walk.
 - 1. The coach who assumes the role of the pitcher will assume the current count (3-2; 3-1 etc.) and pitch to the completion of the at bat.
 - a. The batter will strike out or put the ball in play; they will not be walked during coach pitch.

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2. The pitcher can return for the next batter with a fresh count.
- iii. After May 1st and through the playoffs, there is no coach pitch.
 1. The pitcher on the mound is responsible for the entire at bat, regardless of how many walks or runs result.
 2. An inning is complete when the offensive team scores 5 runs, or the defensive team gets 3 outs.
- iv. Before May 1st, if a batter gets hit by a pitch, they can elect to take first base or continue with the at bat.
 1. After May 1st, if a batter gets hit by a pitch (even if the ball bounces prior to reaching the plate), the runner will get awarded first base.

5. Baserunning/Hitting

a. Stealing

- i. All pitched balls are “live.” A baserunner can steal on any pitched ball.
- ii. 1 steal of 2nd base PER INNING is permitted.
- iii. Each baserunner can only steal one base at a time.
 1. E.g., if a base runner steals second on a passed ball, that baserunner is not permitted to steal 3rd on the same based ball.
 2. A baserunner can only steal AFTER the ball has crossed the plate.
 3. If a baserunner does not steal, they are permitted to take a lead once the ball has crossed the plate.

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- iv. The throw from the catcher to the pitcher is considered a DEAD BALL.
 - 1. If the catcher overthrows the pitcher on a routine throwback to the pitching circle, the baserunner CANNOT advance.
- v. Sliding is encouraged at home plate.
 - 1. If the baserunner is unable to slide, all attempts should be made to avoid a collision with the catcher.
 - 2. If the baserunner collides with the catcher, it can result in an out at the umpire's discretion.
- vi. Unlimited steals to 3rd base.
- vii. There are NO steals to home from 3rd UNLESS:
 - 1. A play is made on the baserunner.
 - a. Pitcher/catcher throws to 3rd in a pickoff attempt.
 - b. Pitcher runs at baserunner.
 - b. A pinch baserunner MUST replace the next inning's catcher if there are 2 outs to allow for efficiency in between innings.
- 6. The minimum requirement to play games (prior to playoffs) is 8 players.
 - a. If a team has less than 8 players to begin a game, players can be borrowed from the opposing team to make sure at least 8 players are in the field.
 - i. Once playoffs begin, teams need to have 9 players to begin a game.
 - ii. Teams need 9 players to begin a game in playoffs. If the ninth player gets leaves the game due to injury or other circumstance, their specific spot in the batting order is an out.

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- iii. This is at the discretion of VP of Softball for any questions or disputes.

d. Majors

The goal of the majors division is to further build on the skills developed in the previous divisions. Athletes will be incorporating new skills and rules (bunting, sliding, drop 3rd strike, and infield fly rule).

i. Rules:

1. 11–12-year-old athletes
 - a. 10-year-olds may play up in the majors division if determined they have the appropriate skill set by the VP of softball and the commissioner.
2. 12-inch hard softball will be used
3. Each team shall have 12 players or less on the roster.
 - a. This is coach and player dependent.
 - b. The VP and commissioner may adapt if needed.
4. Games will be 6 innings.
 - a. If, during a game, 6 innings are not completed due to time (hard stop at 8:00) or darkness, the game score will be final.
 - i. A game is official if at least 3 complete innings are played.
 - ii. Final score for darkness is score from the last completed inning.
 - b. During playoff pool, a game is official if at least 4 innings are played.
 - i. Semi-final and championship games will be official when 6 innings are complete.
 - ii. This is subject to change and will be at the discretion of the VP of Softball and Commissioner prior to the start of playoffs.

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5. Each player must play at LEAST 4 innings in a six-inning game.
 - a. If this criterion is not met, the player will play the entire next game.
6. A maximum of five runs may be scored per inning for the first 5 innings.
 - a. Any subsequent innings have no run limitation.
7. Infield fly rule is in effect.
8. Infield players (P, 1B, 2B, SS and 3B) must wear an infield mask.
9. Hitting and Baserunning
 - a. The batting order will be continuous- all players who are present will bat (unless injured).
 - i. If a plyer gets injured, they can be removed from the batting lineup.
 - ii. No offensive substitutes
 - b. Pitcher runner must replace the next inning's catcher on base with two outs.
 - c. Dropped 3rd strike rule will be enforced.
 - i. The batter is awarded first based when the 3rd strike is dropped, and 1st base is unoccupied with LESS than 2 outs.
 - ii. The batter is out if:
 1. The 3rd strike is dropped, but first based is occupied with less than 2 outs.
 - iii. If first base is occupied and there are 2 outs, the batter is permitted to run to first base and the defensive team must get the batter out.
 - d. Stealing
 - i. Stealing of any base (1st, 2nd, 3rd) is allowed.

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1. The baserunner is not permitted to leave until the ball is released by the pitcher.
 2. 1 steal of home per inning is allowed.
 3. There are no delayed steals.
- ii. Prior to May 1st, the throw from the catcher to the 2nd or 3rd is a dead ball on a steal attempt. For example, if the catcher overthrows second base (on an attempt to steal 2nd base), the ball becomes dead, and baserunner cannot advance.
 1. Beginning May 1st (date can be changed/alterd at the discretion of the VP of Softball or commissioner), the throw will be live, and the baserunners can advance to extra bases.
 - iii. In a pickoff attempt, the ball is live, and baserunners can advance.
 1. For example, if there is a baserunner on 3rd and the pitcher runs at the baserunner or catcher attempts to pick off, a baserunner may advance.
 - iv. The throw from the catcher to the pitcher after a pitch is considered a dead ball.

10. Pitching

- a. Pitchers can pitch a maximum of 4 innings per game.
 - i. Innings do not have to be consecutive.
 - ii. Pitching one pitch to a batter in an inning is considered pitching an inning.
 - b. Pitches will pitch from 40 feet.
- e. Junior/Senior Division
 - i. There are no supplemental rules.
 - ii. All standard Little League rules apply.