

North Carolina District 2 Little League Coach Pitch Softball Interleague Local Rules for 2024



No standings or score shall be kept in this division. Each team shall keep a scorebook for the purpose of maintaining batting order. All play will follow the 2022 Little League Softball Rule Book with these local rules:

Players: ages: 5, 6, 7, 8 and 9.

Beginning a game: Teams use a maximum of 10 players defensively. If one team has less than 10 players, a nine-player defensive alignment shall be utilized by both teams. In 10-player alignment, the team is required to have four outfielders. A game may start with eight players. That team would skip over the ninth batting position without penalty. In a game where one team has eight defensive players, the opposing team shall utilize nine defensive players.

Coaches: Teams may have a maximum of four coaches. There must be an adult in the dugout at all times. Teams may place two coaches in the outfield near each foul line on defense provided an adult remains in the dugout. (A thrown or batted ball that hits an outfield coach shall remain in play.) A team cannot have two adult base coaches if there is no adult in the dugout (Rule 4.05b).

Equipment: Cleats may be plastic or rubber. Metal spikes are not permitted. Pitchers must wear a safety mask. (Infielder and outfielder safety masks are optional.) There is no on-deck circle permitted in this division. 11-inch softball shall be utilized.

Time Limit/Curfew: Time limit for all games is 1 hour 30 minutes. Friday and Saturday games will have a curfew of 9 pm. All other games will have a curfew of 8 pm. No inning can start after the designated curfew times. The chief umpire should keep official time at home plate. An inning must continue if it begins before curfew. If a game is tied at the time of curfew, the continuation of that game will need to be scheduled by the representatives of each league involved. If a doubleheader is played, both games will consist of six innings and each game will have a 1 hour 30 minute time limit.

Ending an Inning: An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07). In the instance a team is trailing by more than 5 runs in the last inning, the inning shall be completed in order to allow for maximum playing time for all players. If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat, but are limited to 5 runs. If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.

Rule 4.10e (run rule) and Rule 6.02c (one foot in box) are not in effect in this division.

Batting Order: All players present shall be in the batting order (continuous batting order) for the entire game (rule 4.04). Free defensive substitution as per rule 4.04. No player shall be excluded from the defensive lineup for consecutive innings.

Rule 2.00, 3.04, and 7.14 – For the Regular Season, allows a local league to implement a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season. In this division, the courtesy runner will be allowed only for the catcher. Because continuous batting order is used, the “courtesy runner” must be the player in the batting order who made the last out. See 7.14(b).

Pool Players: We will follow the Little League Regulation V (Pool players must be noted in the line up and be pointed out at the plate meeting before the game starts). Pool players can play any position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once).

Advancing of runners: Play is over once the kid pitcher has possession of the ball inside the circle. At this point, all runners must stop and return to prior base unless more than halfway to the next base. On any overthrown ball by an infielder, a maximum of one base advance. On an overthrow to the pitcher, runners shall not advance.

Pitching: The 35-foot circle shall be chalked. Coaches must deliver pitches with both feet inside the circle. Player pitcher remains in the circle until the ball is hit or crosses the plate. A batter shall receive a maximum of five pitches or three swinging strikes. On the fifth pitch, if the batter fouls the ball off, a subsequent pitch shall be pitched. If the batter does not swing at the fifth pitch, the batter shall be declared out. A batted ball that hits the pitching coach shall be declared dead and “no pitch”.

Catcher Back-Up: One coach for the defensive team may be positioned in the proximity of home plate, in foul territory, for the purpose of expediting play by retrieving passed balls. This coach may not interfere with an attempted play.