

# Capitol Little League Bylaws

## District 3 – Olympia, Washington

Adopted 03/22/2026. Last Modified 3/22/2026 and approved by Capitol Little League Board—Loris Gies President. **All prior rules are henceforth revoked.**

The following rules of baseball are presented to the Board of Directors of the Capitol Little League and are intended to supplement the Little League International rules in effect for the **2026 Spring and Fall seasons**. **These rules outline:**

- 1. The player evaluation and draft procedures for Capitol Little League.**
- 2. The Split Division format approved by Little League.**
- 3. The local ground rules for games played at Capitol Little League fields for managers, coaches, coordinators and umpires.**
- 4. The post season tournament selection process for Capitol Little League.**

These rules are in effect from the date indicated above until such time as the Rules Committee makes changes and the Board of Directors grants approval. Any questions regarding these rules or exceptions to the following rules must be addressed in writing and presented in person to the Board of Directors of Capitol Little League.

## Player Evaluation and Draft

### Player Evaluation Procedure

#### A. **Spring Coed Baseball:**

All non-property players league-age nine (9) and above will be evaluated by incoming and returning managers/coaches and player agents during at least one (1) player evaluation event.

Players league age seven (7) or eight (8) who desire to be considered for kid pitch division(s) **MUST** be evaluated.

No player league age 6 (six) or below may be considered for player pitch divisions.

Only non-property players (free agents released from previous teams and new players) and those players moving up a division will be evaluated. League age 11 property players or free agents requesting placement in minors must be evaluated for player safety including pitching.

#### B. **Spring Girls Softball:**

All Girls enrolled in Minor and Major divisions will have player evaluation.

Players league age 7 may be evaluated upon request.

No player league age 6 or below may be considered for player pitch divisions.

#### C. **Challenger**

There is no player evaluation or draft for the Challenger Division.

#### D. **Fall Baseball and Girls Softball:**

There is no player evaluation or draft for Fall programs.

### **Draft/Placement Procedure**

#### **A. Spring Coed Baseball:**

Will follow **Conventional Draft Procedure** set out by Little League Rule **modified** as follows:

Property players are designated by their returning Spring 2025 team.

All returning Spring 2025 Major players are property players UNLESS the player or parent has requested release OR manager/coaches are not returning.

Released players are placed in the regular draft as free agents and must have an evaluation.

Non property players are listed based on league age on draft list—

- ALL players league-age twelve (12) and most eleven (11) years old will be selected for the Major division--unless they have designated a choice to play in Intermediate, JR or SR divisions--or have requested placement in Minor division (see next).
- Player League age eleven (11) may request placement in minor division but must have player evaluation to determine if they would present a safety issue in Major Division--this evaluation will include pitching.
- ALL players league-age ten (10) and nine (9) will be selected for the Minor kid pitch division unless selected for Major division based on ability and space available in Majors.
- League age nine (9) player may request placement in AA division but must have player evaluation to determine if they would present a safety issue in Minor Division.
- Players league-age eight (8) and seven (7) may only be selected to Minor kid pitch division or AA Machine Pitch.
- Roster size depending on number of players registered in each division:
  - Intermediate, JR and SR teams will consist of no less than eleven (11) players and no more than fifteen (15) players. Roster size may vary in these divisions to allow as many players as possible to be included.
  - Major teams will consist of no less than eleven (11) players and no more than fourteen (14) players. Major teams may vary in size as long as roster size is within one player i.e. 3 teams with 12 and 2 teams with 11 or two teams with 13 and 3 teams with 12.
  - Minor kid pitch teams may have no less than ten (10) and no more than fourteen (14) players. Rosters for Minor kid pitch teams may vary to allow all eligible players to be placed.
  - T-ball and Machine pitch team rosters may vary as needed so all players are able to participate.
  - There is no limit on the number of players of one league age per team.
- ***Players league-age eleven (11), selected to Minor teams may pitch after evaluation.***
- Players league-age eleven (11) or twelve (12) may be selected to both Major and Intermediate teams.

- Players league-age twelve (12) may be selected to both Major and either Intermediate or Jr team.
- Players league-age thirteen (13) may be selected to both Intermediate and JR teams.
- Teams in the Intermediate and JR division will not have a limit on players by league age as these are expected to be small divisions and the intent is for all players to be able to play.
- ***If there is no SR division, players league-age 15 may play in JR division and may pitch. League-age 15 players are NOT eligible for Post season play in JR division.***
- Managers/coaches/volunteers may keep their own children on their respective teams.
- All players who have signed up to play by the enrollment deadline of January 31 will be placed on a team. Players on wait lists will be allowed to have an evaluation and will be added to teams IF there is space available.

**Exception**-younger siblings of property players or children of manager/coaches may be placed on teams with siblings or parent coach/s if the player agent/s and majority of managers in that division deem the player is capable of playing at that level AND they are eligible by league age to play in the division.

**Exception**-a player-- who after evaluation is determined by the player agent/s and majority of managers in a division to be a safety risk to participate in that division may be selected to a lower division after player agent obtains consent of parents. Parents of league-age twelve (12) players who are determined to be unsuitable for Major division for safety to themselves or other players, must comply with Little League Rules and must sign off on placement in Minor division, such player/s shall not pitch in Minor kid pitch division. Such paperwork will be forwarded to the District Administrator and Little League for approval.

**Exception**-requests by parents for players/ to play with specific teams or teammates will be honored IF the player agent/s and majority of the coaches in the division agree; the team has roster space and the team manager agrees to accept the player. ***NOTE: This is to reduce the need to trade players after rosters are formed for transportation and other issues that are identified before the draft/placement.***

**NO league age 13 or above player can be placed in Major or Minor divisions.**

**Division Draft order** will be based on the number of property players and coach's children (head coach and two designated assistant coaches) who are returning to the team. Teams are ranked by number of rostered players. The team with the most open slots in number 1 draft position and the team with the fewest open slots is ranked last. Teams between fewest and most open slots are ranked by number of open slots. IF there is a tie in number of open slots, numbers are drawn within that group for draft position in that group. Once draft positions are established, a straight draft order will be used. ***NOTE: Our experience is that we have too many teams moving up each year to use previous year's league standings to determine draft order.***

**Team Manager and 2 assistant coaches are allowed to roster their children to a team.**

### **Challenger, Tee Ball and Machine pitch divisions**

There are no player evaluations or drafts for players in Challenger, Tee Ball or Machine pitch divisions.

Players league-age four (4) and league-age five (5) will be placed in T-Ball division based on parent requests for placement with friends, family or schoolmates.

Players league age seven (7) and eight (8) who elect not to try out for player pitch will be placed in Machine Pitch division based on parent requests for placement with friends, family or school mates.

Players league-age seven (7) or eight (8) who try out for kid pitch and are determined by player agent/s and a majority of kid pitch coaches to not be ready for that division will be placed on machine pitch teams based on parent request for placement.

Players league age six (6) may be placed in either Tee Ball or machine pitch division based on parent request.

***IF after first practice, managers/coaches/parents determine a player/s needs to be in either higher or lower division, player/s will be transferred to a team in the appropriate division. Every effort will be made to place the player with friends, family or schoolmates in this situation. Tee-Ball and Machine pitch teams will have no less than ten (10) players and no more than fourteen (14). Roster size in each division will not be even but allow as many players to participate as possible.***

### **B. Girls Softball**

This is our second year of softball, so we are attempting to grow the division.

There are no property players.

Team formation will be dependent on the number of players signed up.

***Every effort will be made to honor requests for players to be together due transportation, school or other criteria which will facilitate participation.***

All kid pitch players will have a pre-season evaluation. Any league age 7 player wanting to play Minors will have a player evaluation.

**Team Manager and 2 assistant coaches are allowed to draft their children to a team.**

### **C. Challengers**

There is no draft for Challengers.

Players will be placed on team/s based on number of players eligible for the division.

#### **E. Fall Baseball and Softball:**

There is no draft for Fall Baseball—teams will be formed based on parent request for placement with friends, family members or schoolmates.

**There are no Spring property rights for the next season by any team to a Fall player.**

### **Split Division Format Approved by Regional**

When the draft was complete, we distributed teams between the American and National division to balance divisions with returning Majors, New teams and Team moving up from the Minor division.

We then determined league ages of all players within the division and divided teams so that league between the divisions were as balanced as possible---given the number of teams with divisions.

To allocate teams to Minors, we used a similar method---identifying returning Minors coaches, coaches moving up from AA Machine Pitch and New coaches. We then looked at League Age distribution between the divisions to keep them as balanced as possible.

We then looked at coaches who had teams in multiple divisions. We kept the teams of those coaches in the same division in Major/Minor to continue to keep those players and coaches in the same division going forward. Some of the paired Major/Minors were allocated to American division and some to National division.

We only split divisions in Major and Minor Baseball.

We did not split divisions in Baseball Jr, Intermediate, AA Machine Pitch, Tee Ball or in Girls Softball.

For the purposes of tournament team allocation, we will be asking for a waiver for Baseball Jr and Intermediate divisions and for Girls Softball Minors to enter one team in each tournament division.

### **Playing Rules**

See **Addendum Baseball Rules Summary for the 2026 Capitol Little League Season.**

See **Addendum Girls Softball Rules Summary for the 2026 District 3 Little League Season.**

***Note: Capitol Little League will allow Baseball and Girls Softball Minor and above teams to play with 8 players available without penalty—the vacant position will be skipped in the batting line up without penalty—no automatic out will be charged.***

#### **Time limits on games played at Capitol Little League fields.**

***Capitol Little League fields do not have lights.*** With the number of teams requiring games each Saturday we must limit game times to allow all scheduled games to be played.

On weeknights we have time limits so players can be home at a reasonable time on school nights.

**Coed Baseball** -Capitol Little League is adopting these time limits as provided in Little League rules.

There will be no new inning:

After 75 minutes for Tee Ball games;

After 90 minutes for Machine pitch games;

After 1 hour 45 minutes for Minor and Major games on Saturday's; drop dead after 2 hours IF 4 innings have been completed.

After 2 hours Intermediate, JR and SR games on Saturdays; drop dead after 2 ½ hours IF 5 innings have been completed.

**Girls Softball**—Capitol Little League and District 3 is adopting these time limits as provided in Little League rules:

There will be no new inning:

After 90 minutes for Coach Pitch games;

After 1 hr. and 45 minutes for Minor and Major game on Saturday's; drop dead after 2 hours IF 4 innings have been completed.

### **Challenger-**

Normally plays 2 to 3 innings so no time limit is imposed.

### **Run limits on games played at Capitol Little League fields for Coed Baseball**

Capitol Little League fields do not have lights. With the number of teams requiring games each Saturday we must limit runs so that innings can be completed within the time limits, and we can have complete games as follows:

**Tee Ball & Challenger**-no run limits; a full inning is when every player present has batted. As many innings as can be completed in time limit. No score is kept.

**AA Machine** - 3 runs/3 outs per inning. As many innings as can be completed in time limit. No score is kept.

**Minor Kid Pitch**-3 runs/3 outs per inning. Last declared inning 5 runs/3 outs. Full game 6 innings; complete game 4 innings- if shortened by time limits/weather. If the home team is ahead at end of 3 ½; 4 ½ or 5 ½ the bottom of the inning will not be played. Games may end in a tie. Minimum of 4 innings must be played 3 ½ if home team is ahead at end of time limit. Games may end in a tie.

**Major**-5 runs/3 outs per inning. Full game 6 innings; complete game 4 innings if shortened by time limits/weather. If the home team is ahead at end of 3 ½; 4 ½ or 5 ½ the bottom of the inning will not be played. Games may end in a tie. Minimum of 4 innings must be played 3 ½ if home team is ahead at end of time limit. Games may end in a tie.

**Intermediate, JR or SR**-5 runs/3 outs per inning. Full game 7 innings; complete game is 5 innings if shortened by time limits. If the home team is ahead at end of 4 ½ or 5 ½ or 6 ½ the bottom of the inning will not be played. Games may end in a tie. Minimum of 5 innings must be played 4 ½ if home team is ahead at end of time limit. Games may end in a tie.

**Run limits on games played in District 3 for Girls Softball**

**AA Machine** - 3 runs/3 outs per inning. As many innings as can be completed in time limit. No score is kept.

**Minor Kid Pitch**-4 runs/3 outs per inning. Full game 6 innings; complete game if shortened by time limits/weather-4 innings. If the home team is ahead at end of 3 ½; 4 ½ or 5 ½ the bottom of the inning will not be played. Games may end in a tie.

**Major, Intermediate, Jr and Sr**-5 runs/3 outs per inning. Full game 6 innings (7 innings Intermediate, Jr/Sr); complete game is 4 innings (5 innings Intermediate, Jr/Sr) if shortened by time limits/weather. If the home team is ahead at end of 3 ½; 4 ½ or 5 ½ the bottom of the inning will not be played. Games may end in a tie. Minimum of 4 innings (5 innings Intermediate Jr/Sr) must be played 3 ½ (4 ½ Intermediate, Jr/Sr) if home team is ahead at end of time limit. Games may end in a tie.

**Advanced base running-kid pitch divisions Coed Baseball**

**Minor and Major divisions**- no leading off until the ball reaches home plate; no head-first slides; no on deck batter.

**Minor division**- stealing home from 3<sup>rd</sup> base is prohibited until May 10.

**Examples:**

Advancing from third base to home on a passed ball or wild pitch

Advancing from third base to home on a routine catcher/pitcher exchange when an overthrow occurs within the mound area. A ball beyond the mound area does not constitute a routine exchange.

*The intent of this rule is to restrict stealing of home during the first half of the season to allow more players to have at bats.*

**Coed Baseball**-no slash bunts allowed.

**Intermediate, JR and SR divisions**-may lead off, headfirst slides allowed, on deck batter allowed, slash bunts allowed.

**Advanced base running-kid pitch divisions Girls Softball.**

**Minor division**- no leading off until the ball reaches home plate; no head-first slides; no on deck batter.

**Minor division**- no stealing home on passed ball allowed until May 10.

**Major division**- leading off allowed once ball leaves pitcher's hand; no head-first slides; no on deck batter.

**Girls Softball**-slash bunts are allowed.

**Continuous batting order will be used in ALL divisions Coed Baseball, Girls Softball and Challenger**

In both Spring and Fall Ball-continuous batting order is used in all divisions. If a player arrives late to game, they will be placed at end of the batting order. If a player is ill or injured during the game, they will be skipped in the order with no penalty. ***No penalty for 8 players in field or line up.***

**Mandatory Play in ALL divisions Coed Baseball, Girls Softball and Challenger**

In both Spring and Fall Ball mandatory play is that every player shall have at least one at bat and two defensive innings (do not need to be consecutive) unless the game is shortened by time limit or weather.

**Courtesy Runner in ALL kid pitch divisions of Coed Baseball and Girls Softball**

A courtesy runner will be allowed for pitcher and/or catcher with 2 outs in the inning in conformance with the Little League rules.

A courtesy runner will be allowed for a player injured during their current at bat.

If an ill or injured player can't continue, they will be skipped in the batting order with no penalty.

No other pitch runner is allowed.

The courtesy runner will be selected in accordance with Little League rulebook.

**Adults in dugouts-Spring and Fall Baseball-Coed Baseball and Girls Softball**

In **T-Ball and Machine/Coach Pitch divisions** as many adults as needed to maintain order in dugout or on field are allowed. All adults must have a background check.

In **Minor, Major, Intermediate, JR & SR divisions**, only 3 adults per team will be allowed in the dugout.

The League will provide jerseys and hats for a maximum of 3 adults per team.

**Season ending division tournaments will be held for Kid Pitch divisions.**

Minor and Major divisions will hold season ending tournaments. If there are 4 or more teams in the Intermediate, JR or SR division or a Girls Softball Minor or Major division, a season ending tournament may be held for those divisions.

***These games will be considered regular season games for tournament eligibility.***

***There are no season ending tournaments in Fall Ball.***

**Post Season Tournament Selection**

**District and Tournament of Champions Teams-Coed Baseball and Girls Softball**

Parents may nominate their player/s based on availability/eligibility to play in the various post season tournaments via an online tryout registration which will open May 1 and close May 10.

No fee is charged for the tryout. If selected a fee will be charged to cover jersey and hat.

Nominated players will be invited to a tryout for tournament team/s they have indicated they are available to participate in.

Tryouts will be conducted by the league player agents/ and the board selected post season team managers and coaches.

***No post season tryout will be held before May 15.***

Regular season managers and coaches may apply online for the post season team/s they are available to manage/coach beginning May 1. The board will recommend tournament managers and coaches from a list of interested eligible regular season managers and coaches. **The President has sole discretion in appointing tournament staff.**

***Following try outs, the selected tournament team managers and coaches, player agent/s and board members will meet to select players for tournament teams based on player ability, availability and eligibility.***

The district teams' players will not be notified until after ALL kid pitch teams have played 12 games in their division but no earlier than May 15 and no later than the last game of the regular season.

Players will be selected to ONE tournament team ONLY.

***NOTE: A Player/s may be selected to a second team IF their initial tournament team has completed tournament play in accordance with Little League tournament rules. This would occur only when a player originally selected is unable to play due to injury or other factors***

## BASEBALL RULES SUMMARY FOR THE 2026 CAPITOL LITTLE LEAGUE SEASON

Division	T-BALL	AA (Machine pitch)	MINORS	MAJORS	U13 Intermediate & U15 JR & SR U16
# of innings	4	6	6	6	7
End of inning	Bat the roster once per team	3 runs or 3 outs	<b>3 runs or 3 outs, last inning 5 runs/3 outs. Last inning must be declared.</b>	<b>5 runs or 3 outs last inning 6 runs Last inning must be declared.</b>	<b>5 runs or 3 outs</b>
# of fielders	All team members present.	10-12 if available -4 outfield 1 extra infield	<b>9</b> <b>May play with 8 no penalty</b>	<b>9</b> <b>May play with 8 no penalty</b>	<b>9</b> <b>May play with 8 no penalty</b>
Minimum play	Equal playing time for those present at game	Equal playing time for those present at game	<b>6 defensive outs not continuous Unlimited substitutions</b>	<b>6 defensive outs not continuous Unlimited substitutions</b>	<b>6 defensive outs not continuous Unlimited substitutions</b>
Pitcher	Batter hits from tee Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitching Machine used Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch. <b>See Little League Pitch Count rules 11 yr old may pitch.</b>	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch. <b>See Little League Pitch Count rules</b>	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch- <b>See Little League Pitch Count rules 15 yr old may pitch in Jr if NO SR div.</b>
Catcher	Recommend don't use	Recommend use Adult may backup	See catcher to pitcher rule.	See pitcher to catcher rule.	See pitcher to catcher rule.
Pitch count	Does not pitch	Does not pitch	USE LITTLE LEAGUE PITCH COUNT RULES Cannot reenter same game as pitcher Pitches for intentional walk count to pitch count. Can not intentionally walk same player twice	USE LITTLE LEAGUE PITCH COUNT RULES Cannot reenter same game as pitcher Pitches for intentional walk count to pitch count. Can not intentionally walk same player twice	USE LITTLE LEAGUE PITCH COUNT RULES. JR May pitch in 2 games same day. IF doesn't leave field may return to mound. Pitches for intentional walk count to pitch count Can not intentionally walk same player twice
Base Running	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	No base stealing No leading off No head first slides. Runners advance one base at time unless ball hit to outfield	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until ball reaches batter. NO head first slides.	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until ball reaches batter. NO head first slides.	Base stealing allowed. Head first sliding allowed
Advanced Base Running	No advancing on overthrows If a coach is hit by batted ball, ball is dead and batter is awarded first base, all other runners advance one base	No advancing on overthrows If COACH is hit by a pitched ball, ball is dead and batter is awarded first base, all other runners advance one base.	May advance on overthrows. Can't steal home on passed ball until May 10. No leading off allowed. <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>	May advance on overthrows. No leading off allowed. <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>	Leading off allowed <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>
Batting	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>	Continuous batting order Players arriving after start of game go to end of batting order <b>ON DECK BATTERS ALLOWED</b>
Advanced Batting	No bunts No Walks Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference	No bunts No Walks even if hit by pitch NO ON DECK BATTER ON FIELD Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference May use T or coach soft pitch after 5 attempts.	Bunts allowed. <b>NO SLASH BUNTING.</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout <b>Batter must remain in batter box thru out at bat.</b>	Bunts allowed. <b>NO SLASH BUNTING.</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout <b>Batter must remain in batter box thru out at bat.</b>	Bunts allowed <b>SLASH BUNTS ALLOWED.</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit On deck batter allowed on Field. <b>Batter must remain in batter box thru out at bat.</b>
Equipment	Batting Tee Safety Baseballs	Pitching machine Safety 5 Baseballs	Regular hard ball. RS or RST	Regular hard ball. RS or RST	Regular hard ball. RS or RST
10 run rule	Not applied	Not applied	<b>Applied after 4 innings</b>	<b>Applied after 4 innings</b>	<b>Applied after 5 innings</b>
Time Limit Adults in Dugout	<b>No new inning after 75 minutes</b> No double headers Dugout adults unlimited	<b>No new inning after 90 minutes</b> No double headers Dugout adults unlimited	<b>SAT. No new inning after 1 hr 45 min Drop dead 2 Hrs. 4 innings completed.</b> Incomplete game score reverts to last completed inning. 3 adults in dugout.	<b>SAT. No new inning after 1 hr 45 min Drop dead 2 hrs. 4 innings completed.</b> Incomplete game score reverts last completed inning. 3 adults in dugout.	<b>SAT No new inning after 2 hrs. Drop dead 2 ½ hrs. 5 innings completed.</b> Incomplete game score reverts last complete inning. 3 adults in dugout.

## GIRLS SOFTBALL RULES SUMMARY FOR THE 2026 DISTRICT 3 LITTLE LEAGUE SEASON

Division	AA (Coach pitch)	MINORS	MAJORS
# of innings	6	6	6
End of inning	3 runs or 3 outs	4 runs or 3 outs	5 runs or 3 outs /last declared inning open IF coaches agree at plate meeting. IF game reaches time limit--score reverts to last complete inning
# of fielders	10-12 if available -4 outfield 1 extra infield not pitcher	9 <b>May play with 8 no penalty</b>	9 <b>May play with 8 no penalty</b>
Minimum play	Equal playing time for those present at game	<b>6 defensive outs not continuous</b> <b>Unlimited substitutions</b>	<b>6 defensive outs not continuous</b> <b>Unlimited substitutions</b>
Pitcher	Pitcher stands with at least one foot in pitcher's circle May leave when ball is hit	<b>See Little League Pitch Count rules</b> <b>COACH MAY NOT PITCH</b>	<b>See Little League Pitch Count rules</b>
Catcher		See catcher to pitcher rule.	See pitcher to catcher rule.
Pitch count	Does not pitch	USE LITTLE LEAGUE PITCH COUNT RULES	USE LITTLE LEAGUE PITCH COUNT RULES
Base Running	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until ball reaches batter.	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner may advance at risk when ball leaves pitcher's hand.
Advanced Base Running	No advancing on overthrows If COACH is hit by a pitched ball, ball is dead and batter is awarded first base, all other runners advance one base.	May advance on overthrows. Can't steal home on passed ball until May 10 No leading off allowed. <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>	May advance on overthrows. No leading off allowed. <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>
Batting	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>	Continuous batting order Players arriving after start of game go to end of batting order <b>NO ON DECK BATTERS</b>
Advanced Batting	No bunts No Walks even if hit by pitch NO ON DECK BATTER ON FIELD Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference May use T or coach soft pitch after 5 attempts.	<b>SLASH BUNTING allowed</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout <b>Batter must remain in batter box thru out at bat.</b>	<b>SLASH BUNTING allowed</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout <b>Batter must remain in batter box thru out at bat.</b>
Equipment	11" Softball	11" Softball	12" softball
10 run rule	Not applied	<b>Applied after 4 innings</b>	<b>Applied after 4 innings</b>
Time Limit & Double headers	<b>No new inning after 90 minutes</b> No double headers <b>Dugout adults unlimited</b>	<b>No new inning after 1hr 45 min drop dead 2 hours if 4 innings completed</b> Double headers allowed 3 HR max. Incomplete game reverts to score of last completed inning. <b>3 adults in dugout.</b>	<b>No new inning after 1hr 45 min</b> <b>Drop dead 2 hours if 4 innings completed</b> Double headers 3 HR max. Incomplete game reverts to score of last completed inning. <b>3 adults in dugout.</b>