




High Desert Little League 2025 Softball Quick Reference Guide/by-laws - Fall Season

		Minors	Majors
Little League Age (January 1 to December 31)		7, 8, 9, 10	10, 11, 12
Timeliness	Maximum Innings	6	6
	Cannot Start an Inning After	105 minutes	105 minutes
	Curfew - Lights Out in Anthem	10:00 PM	
	Drop Dead Time (after completion of current at bat)	120 minutes	120 minutes
	Run Rule	15 Runs/ 3 Innings 10 Runs/ 4 Innings 8 runs/ 5 innings	15 Runs/ 3 Innings 10 Runs/ 4 Innings 8 runs/ 5 innings
	Maximum Runs per Inning	5 runs	5 runs
	Maximum Number of Games per Week	3	
	Allow Makeup Games	Due to weather or with written approval of board	
	Play on Sundays	Only if necessary due to weather	
	Lightning Safety	Any game or practice may be suspended if a lightning strike occurs within 6-10 miles. All players and families shall seek shelter in a vehicle for safety. A game or practice may resume no sooner than 30 minutes from the last lightning strike.	
General	Bat Entire Lineup	Yes	
	Number of Players on Field Each Inning	9	9
	Number of Players Required to Start/Continue a Game	8	8
	Official Umpires	Yes	Yes
	Coaches Allowed on Field During Play	No	No
	Scores and Standing Officially Recorded	No	No
	Standings Sort Order	N/A	
	Mandatory Play Rules	1 at bat and 6 defensive outs	
	Pitching Distance	35 feet	40 feet
	Base Distance	60 feet	60 feet
	Pitching Rules	Coach pitch if count reaches 4 balls. Coach will have 1 pitch for each strike remaining +1. Both feet must remain inside circle.	N/A
	Walk Allowed	No	Yes
	Base Stealing Allowed	Yes - After ball reaches batter	Yes- After ball leaves pitchers hand
	Steal Home Allowed	No	Yes
	Max Innings at Pitcher and Catcher	Max 2 innings at catcher / max 2 innings at pitcher	Max 2 innings at catcher / max 2 innings at pitcher
	Dropped 3rd Strike	No	Yes
	Bunting Allowed	Yes	Yes
	**Batting - Batter must keep one foot in box throughout at bat	LL Rule 6.02 - After entering the batter's box, the batter must remain in the box with at least on foot throughout the at bat.** There are eight (8) Exceptions to this rule listed below. -- Penalty: The umpire will warn batter. After one warning, the umpire will call a	
	Coaches <b>MAY</b> Warm Up Pitchers	Yes	
	Bat Sizes	33"Max Length, 2 1/4" Max Barrel, 1.20 BPF Stamp	
	Leading Off Allowed	No	No
	Sliding (NO MANDATORY SLIDE RULE***)	No head first slide / dive back okay	No head first slide / dive back okay
	Advance Bases on Overthrow	1 base	Unlimited
	Sub Player Rules	Must bat at the end of the lineup and cannot pitch or catch	
Tee Ball	Fall	Blind Draft	
Pitching	Time is Called/Play is Dead When	Umpire Calls Timeout	
	Maximum Number of Innings per Day	Max 12 innings per day per player	
	Intentional Walk Rule	N/A	N/A
	Pitching Motions - see Rule 8.00(o)	Windmill or Slingshot (ball is released on first forward motion)	Windmill or Slingshot (ball is released on first forward motion)
	Pitcher Removed from Mound cannot Return as Pitcher	Once per game	Once per game
	Innings Pitched Rest Requirements	More than 6 innings = 1 day rest	
	* Must have played one year of Tee Ball (spring season) ** <b>Exceptions to LL Rule 6.02</b> - 1.) On a swing, slap, or check swing. 2.) When forced out of the box by a pitch. 3.) When the batter attempts a “drag bunt” 4.) When the catcher does not catch the pitched ball. 5.) When a play has been attempted. 6.) When time has been called. 7.) When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box. 8.) On a three ball count pitch that is a strike that the batter thinks is a ball. *** <b>Any runner is out when not making a physical attempt (to slide) in order to avoid a collision while a fielder who has the ball and is waiting to make the tag.</b>		
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