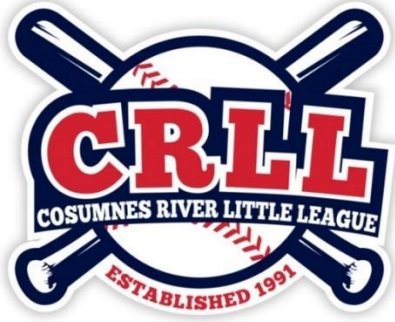


2026 “Minors Softball” LOCAL RULES

1. **Batting** - The entire lineup shall bat through the order (Continuous Batting Order). Bunting is allowed only on a pitch received from a player pitcher.
2. **Pitching** – Player pitch is the standard and preferred option for the Minor softball division. This is to ensure development and consistency among other leagues and the district. However, if 70% of the players are new to minors, managers can implement a hybrid player/coach pitch strategy for the first two weeks of the season games. This would allow a coach to enter on ball four and pitch to their own players from the pitching plate. The batter would be allowed a maximum of 3 coach pitches under the existing strike count. Coach pitch will result in either a ball hit in play or a strike out, but no walks. Coach pitch continues on last pitch foul balls. Hybrid player/coach pitch would only apply to games played between CRLLE teams and not exceed the first two weeks of the season games.

If a pitcher hits any three batters during the course of a single game, they must be removed from the pitching position for the remainder of that game. A player hit by a pitch from a player will be allowed to take their base.
3. **Fielding** - No player will sit on the bench for more than two innings per game, consecutive or otherwise. Each player is required to play an infield position for a minimum of one inning. The “Infield Fly Rule” is not in effect. Third strike not caught is not in effect.
4. **Disputed Umpire Calls** – Only the manager may approach the umpire regarding a disputed call and only after requesting and being granted a time out by the umpire.
5. **Minimum Number of Players** – 9 players are required to start the game. However, after consulting with the player agent and confirming a player-pool player is not available, a team may start a game with only 8 players present. Teams must finish a game with at least 8 players.
6. **Umpires and Scorekeepers** - In the event that no umpires are present at game time, and both managers agree, an adult may umpire the game. The home team shall provide the game scorekeeper whose scorebook (or electronic application) will be deemed the official book.
7. **Playing Time** - If less than six innings have been played, another inning shall start only if the previous inning was completed within 1 hour 45 minutes after the beginning of the game. No new full inning shall start after 1 hour 45 minutes after the beginning of the game. Tied games at the end of six innings or games called due to time shall remain a tie and no make-up games shall be scheduled.



2026 “Minors Softball” LOCAL RULES

8. **Five Run Rule** - Upon either team scoring five runs in an inning, that half of the inning shall be considered complete, as if the third out has been made.
9. **Field Preparation** - The home team shall be responsible for preparing the field for play - dragging the field (if needed), setting out the bases and chalking the base lines. The visiting team shall drag the field after the game and put the bases away. Each team shall be responsible for cleaning out its dugout and throwing away trash.
10. **Dugout Coaches** - A manager and three coaches only may occupy the dugout.
11. **End of Year Tournament** - A tournament will be held at the end of year. Seedings will be based on season record. The winner will advance to the TOC post season tournament.
12. **Local Rules** - If local rules are not followed, the incident is to be reported to the Division Coordinator, and the Cosumnes River Little League Board will determine if action/consequences are warranted. Protests at this level must be resolved before the next pitch or play.

Notation: If you as a player, manager/coach, parent/guardian observe any of the above rules not being followed we encourage you to speak with the manager of the team directly, and try to resolve the issue before reporting it to the Division Coordinator. In the spirit of working together and modeling positive sportsmanship we, as a league, should take precautions to avoid formal “protests”