



2026 DISTRICT ONE MINOR B SOFTBALL INTERLEAGUE RULES (Commonly referred to as Denim, Coach Pitch, Machine Pitch, Instructional Division)

- NO Supplemental League Rules Apply. All play not provided for in District One Interleague Rules is governed solely by the 2026 Little League Softball Official Regulations, Playing Rules and Polices Book. The Orange Book.
- Home Team provides two NEW 11" regulation softballs (**NOT** softie or cushioned safety balls) and Umpires (an individual volunteering to act in this role to enforce the rules); visiting team to arrive ready to play at game time.
- There is no minimum or maximum roster limitation; a game may start and continue with less than nine players (recommend no less than seven players). Continuous batting order is utilized, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made, five runs have scored, whichever comes first. If a player is removed from the batting order for injury or departure the spot is "skipped over". **There is no automatic out at any time, for any reason.**
- District-wide player pool - ten player roster **MAXIMUM utilizing borrowed pool players**. Pool players must start, play nine consecutive defensive outs, and bat once. They may play any position, however, **pool players are not eligible to pitch.**
- The Minor B Division will consist of machine/coach pitch and player pitch for the entirety of the game – no tees are to be used. Prior to the game, BOTH managers will meet at the pitching plate (rubber) and set the machine settings. A pitching plate (rubber) should be in place set at 35'; machine in place with back legs/support against the FRONT of the plate (rubber). This distance is to be maintained for the duration of the game. Adult coaches will adjust machine height and angle settings as required during the game; there are to be no long delays due to machine adjustments. There will be three (3) innings of machine pitch (reduced to two (2) innings AFTER Memorial Day). Batter will receive a MAXIMUM of six (6) balls machine pitched per at bat, no balls or strikes called. The batter is allowed three (3) total swings out of the six (6) machine pitches. After six machine pitches, if batter does not make contact, at bat is over, an out is recorded, next batter comes to the plate.
- Player Pitch - maximum 50 pitches per pitcher per game; no walks during Player pitch. After four balls, offensive Manager/Coach comes in to pitch from the thirty five (35) foot pitcher's rubber, **MUST** maintain one foot (pivot foot) on the pitching plate (rubber); batter's count remains the same. The Manager/Coach shall pitch underhand to all players, EVERY pitch from the Manager/Coach is recorded as a strike until the at-bat is complete. Eventual result is a hit (fair struck ball in play), a strikeout, or a base award (hit by pitch). The adult pitcher will not participate physically when the ball is in play. If the batter happens to get hit by the pitch, the player will take his/her free base. **Example: If the batter has a 3-1 count and the player pitcher pitches "ball four", the Manager/Coach will enter the game and the count continues forward BEGINNING with one strike/only two strikes remaining in the at bat until a hit, strikeout or base award occurs. If the Manager/Coach pitcher makes a "bad" pitch, call it a strike; do NOT keep pitching until the player gets a hit. The Manager/Coach must be prepared to enter field of play when there is a three ball count, and immediately vacate field of play upon contact. If ball strikes the Manager/Coach, the ball is in play same as if it would have hit an umpire. AT NO TIME must the Manager/Coach interfere with the play physically or verbally.**
- Rule 6.02 "Batters foot in the Box" rule is **NOT** applicable for District One Minor B Interleague play.
- Only two defensive adult coaches are allowed on the field, and they must remain in the outfield. No other coaches, except for the two offensive base coaches are allowed on the playing field while the game is in progress.
- Only one base awarded on an overthrow. There is only one overthrow per at bat. As an example, if a player hits the ball to the 2nd baseman and the throw to first is overthrown, the runner gets only one base and the play is dead. If a subsequent throw to 2nd is made and overthrown, the runner must remain on 2nd.
- Defensive team consists of maximum eleven (11) players; six infielders (to include the pitcher and catcher), and up to five outfielders, who must remain in the outfield grass. If a team fields less than (11) eleven due to a shortage of players, the opposing team is not penalized, and will field up to eleven (11) defensive players, contingent upon their game time roster. Competitive Minor leagues and above may use no more than nine players on defense.
- Each player plays at least two consecutive defensive innings (six outs). Each player may only play a maximum of three (3) innings at any single infield position per game.
- Intentional Walks and Courtesy Runner are **NOT** in use during District Interleague play. Special Pinch Runner rules apply.
- Stealing including home is allowed. Once play is completed on a batted ball, the ball is returned to the pitcher's mound. At this time, all play ceases, and the next batter takes position in the batter's box. When play has ceased, it will be considered as pitcher in circle having possession of the ball and not making a play.
- No inning may start after one hour and 45 minutes into the game; finish the inning if exceeding time.
- A maximum of 4 adults per team can be within the confines of the field / dugout.
- NOTE: Make up games (rainouts, suspended or postponed) should be processed as quickly as possible to ensure credit toward the teams' schedule requirements for Tournament play. Pool play games do **NOT** count toward a player's tournament eligibility.
- This is Minor B Interleague, **INSTRUCTIONAL PLAY**; no last inning with unlimited runs, no scores kept (**except to maintain the integrity of the 8/10/15 run mercy rule and 5 runs per inning rule**), no winning or losing teams, no standings kept, and **NO PROTESTS ALLOWED**. Use **COMMON SENSE** and **FAIR PLAY** – this is Instructional Softball!!!



2026 DISTRICT ONE MINOR A SOFTBALL INTERLEAGUE RULES

- NO Supplemental League Rules Apply. All play not provided for in District One Interleague Rules is governed solely by the 2026 Little League Softball Official Regulations, Playing Rules and Polices Book. The Orange Book.
- Home Team provides two NEW 11” softballs and Umpires; visiting team to arrive ready to play at game time.
- There is no maximum roster limitation; a game may start and continue with no less than eight players. Continuous batting order is utilized, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made or five runs have scored, whichever comes first. If a player is removed from the batting order for injury or departure the spot is “skipped over”. **There is no automatic out for any reason, at any time.**
- District-wide player pool - ten player roster MAXIMUM utilizing borrowed players. Pool players must start, play six consecutive defensive outs, and bat once. They may play any position, however, **pool players are not eligible to pitch.**
- The pitching availability and rest guides are regulated by the Pitch Count rules found under Official Regulations, Section VI, in the current Little League Softball Official Regulations, Playing Rules and Policies Book. Pitcher’s plate will allow for 35’ placement.
- Maximum ten defensive players shall be used, the tenth player must be an additional outfielder, **and must remain in the outfield grass.** The manager will be warned upon first infraction of this rule, and subject to ejection/suspension the second violation. If a team fields less than (10) ten due to a shortage of players, the opposing team is not penalized, and shall field up to ten (10) defensive players, contingent upon their game time roster. Each player plays at least two consecutive defensive innings (six outs). Competitive Minor leagues and above may use no more than nine players on defense.
- Courtesy Runner and Intentional walks are **NOT** in use during District Interleague play, Special Pinch Runner rules apply.
- Rule 6.02 “Batter’s foot in the box” rule is not optional, it is applicable and in play.
- No inning may start after two hours into the game; finish the inning if exceeding time.
- A maximum of 3 adults per team can be within the confines of the field / dugout.
- This is Minor A Interleague Play, NO PROTESTS ALLOWED.
- Last inning to be declared by umpire prior to start; unlimited runs allowed for **both** teams.
- NOTE: Make up games (rainouts, suspended or postponed) should be processed as quickly as possible to ensure credit toward the teams’ schedule requirements for Tournament play. Pool play games do **NOT** count toward a player’s tournament eligibility.



2026 DISTRICT ONE MAJORS SOFTBALL INTERLEAGUE RULES

- NO Supplemental League Rules Apply. All play not provided for in District One Interleague Rules is governed solely by the 2026 Little League Softball Official Regulations, Playing Rules and Polices Book. The Orange Book.
- Home Team provides two NEW 12” softballs and Umpires; visiting team to arrive ready to play at game time.
- Games may start and play with only eight players, no fewer, the ninth position will be skipped over without penalty, there are **NO** automatic outs in District Interleague play. District-wide player pool; ten player roster **MAXIMUM utilizing borrowed players**. Pool players must start, play six consecutive defensive outs, and bat once. Pool players are not eligible to pitch.
- Continuous batting order is utilized, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made. If a player is removed from the batting order for injury or departure the spot is “skipped over”. **There is no automatic out at any time, for any reason.**
- The pitching availability and rest guides are regulated by the Pitch Count rules found under Official Regulations, Section VI, in the current Little League Softball Official Regulations, Playing Rules and Policies Book.
- Rule 6.02 “Batter’s foot in the box” rule is not optional, it is applicable and in play.
- Courtesy Runner is **NOT** in use during District Interleague play. Special Pinch Runner rules apply.
- No inning may start after two hours (120 minutes) into the game; finish the inning if exceeding time.
- A maximum of 3 adults per team can be within the confines of the field / dugout.
- Protests shall be considered ONLY when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. Protest procedure as noted in the current Little League Softball Official Regulations, Playing Rules and Polices Book. Protest will be nullified if proper protest procedure is not followed. The responsibility falls on the Manager for Protest procedure awareness.
- NOTE: Make up games (rainouts, suspended or postponed) should be processed as quickly as possible to ensure credit toward the teams’ schedule requirements for Tournament play. Pool play games do **NOT** count toward a player’s tournament eligibility.



2026 DISTRICT ONE JUNIOR / SENIOR SOFTBALL INTERLEAGUE RULES

- NO Supplemental League Rules Apply. All play not provided for in District One Interleague Rules is governed solely by the 2026 Little League Softball Official Regulations, Playing Rules and Polices Book. The Orange Book.
- Home Team provides three NEW 12” softballs and Umpires; visiting team to arrive ready to play at game time.
- Games may start and play with only eight players and District-wide player pool; ten player roster MAXIMUM *utilizing borrowed players*. Pool players must start, play six consecutive defensive outs, and bat once. Pool players are not eligible to pitch.
- Continuous batting order is utilized for Intermediate and Junior Divisions, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made. If a player is removed from the batting order for injury or departure the spot is “skipped over”. **There is no automatic out for any reason, at any time.** Senior Division will bat nine and play nine in the field, there is no mandatory substitution for the Senior Division.
- The pitching availability and rest guides are regulated by the Pitch Count rules found under Official Regulations, Section VI, in the current Little League Softball Official Regulations, Playing Rules and Policies Book.
- 6.02 “Batter’s foot in the box” rule is not optional, it is applicable and in play.
- Courtesy Runner is **NOT** in use during District Interleague play. Special Pinch Runner rules apply
- No inning may start after two hours (120 min) into the game; finish the inning if exceeding time.
- A maximum of 3 adults per team can be within the confines of the field / dugout.
- Protests shall be considered ONLY when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. Protest procedure as noted in the current Little League Softball Official Regulations, Playing Rules and Polices Book. Protest will be nullified if proper protest procedure is not followed. The responsibility falls on the Manager for Protest procedure awareness.
- 15 year-old players may participate in the Junior Division however, are **NOT** eligible to pitch.
- 12 year-old players may participate in the Senior Division.
- NOTE: Make up games (rainouts, suspended or postponed) should be processed as quickly as possible to ensure credit toward the teams’ schedule requirements for Tournament play. Pool play games do **NOT** count toward a player’s tournament eligibility.