



MALL Softball Rules: Farm

effective 4/1/26

1. General

- Fielder's masks and heart guards are strongly encouraged.
- Defensive coaches are permitted in the outfield to help with positioning but may not assist in the play..
- Game scores will not be kept.

2. Field & Equipment Set-Up

- **Bases** - Bases are set at **60 feet** for all levels.
- **Pitching Distance** - 35'
- **Balls** - 11" safety softballs

3. Game Length

- 4 innings or no more than 75 minutes

4. Rosters & Player Participation

- Every player should play at least 1 inning of infield and 1 inning of outfield regardless of skill. However, if a player demonstrates that he/she cannot pay attention and may be at risk for getting hurt in the infield, the player should only be assigned to the outfield.
- Whenever possible, for safety reasons, only 1st basemen who can get his/her glove up to protect themselves should be assigned to play the position. Kids who don't pay attention or are unable to follow a ball with his/her glove are in danger of getting hurt by a throw.
- No player can sit 2 defensive innings in a row.
- Defensive Variety: No player is allowed to play the same position for more than 2 innings during a game

5. Defense

- **Standard Defense:** 9 players take the field, including 4 outfielders (there is no catcher)
- **Minimum Players:** At least 5 players are required to start a game. There shouldn't be a need to borrow players as few kids will be expected to hit to the OF. Either the infielders can chase the balls or the coaches can assist.
- **Catcher:** No player catcher to prioritize safety and speed of play. When possible, a coach from the defensive team should stand near the backstop to catch or stop missed pitches and return them to the coach-pitcher.
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6. Pitching

- 1st Inning will only use the tee (no coach pitch). All other innings are coach pitch.
- Coaches pitch to their own team using a flat, underhand delivery. To maintain a consistent eye level and strike zone, coaches are encouraged to pitch while seated

- on a ball bucket or from a slight crouch. Coaches should pitch from the 35-foot rubber, though the distance may be adjusted based on the player's skill level.
- Players get 6 swings before the batting tee is utilized.
 - Players playing the pitcher position should stand at least 5 steps behind the coach and to either side of the mound (this is to ensure that the player's vision is not impeded and that the pitching rubber is not directly in front of the player creating a potential dangerous hop)

7. Batting

- All players should wear helmets when they get to the bench for safety reasons and so they are ready to hit.
- Every batter hits once per inning.
- There is No On-Deck Circle! No player may swing a bat in or around the dugout.
- The hitting team should keep all bats on the field side of the fence. This ensures no kids are swinging bats before they are due up and allows kids to get to the plate faster for hitting.
- If a batter makes an out, she is removed from the bases and should return to the dugout.

8. Base Running

- **No Stealing or Leading:** Base runners must stay on the base until the ball is hit.
- **Overthrows:** Runners may advance a maximum of **one base** on an overthrow.
- Play ends when the coach pitcher has possession and is on/near the mound. Base runners must return to previous base if not more than half-way to the next base when play ends. Determined by coaches.
- Coaches should only have players advance more than 1 base when a ball is hit well to the OF and gets past an outfielder (i.e. a ground ball to the pitcher where there is no play to first shouldn't result in a player running to second or third).