## **Downtown Little League Softball Game Rule Summary**

Updated March 4, 2025

## All PLAYERS & COACHES must be in uniform.

Players not in full uniform (team uniform + softball pants + socks) receive 1 automatic strike. Coaches not in 2025 coaches shirts cannot be on the field. Limited to 4 combined adult coaches & scorekeepers per team on the field and in the dugout.

Umpires can pause the game to ensure rule is enforced.

	Junior Minors	Int Minors	Minors	Majors
	5-6 year old	7-8 year old	9-10 year old	11-12 year old
Softball	10 inch Softie	10 inch Softie	11 inch hard softball	12 inch hard softball
Innings	6			
Time Limit	Until time runs out	90 minutes	120 minutes	120 minutes
No New Innings	Until time runs out	15 minutes	15 minutes	15 minutes
Scoring	No standings are kept  Hard stop at time limit; score reverts to last complete inning			•
Mercy Rule	No Game Mercies			
Inning Run Limit	5 batters per inning	5	5 with continuation	
Run Limit for 6 <sup>th</sup> inning		5	Unlimited	
Lineups	Everyone bats; Late players added after inning is complete			
Minimum Players	None. Teams should always play.		8 players – 9 <sup>th</sup> spot is out, 7 players – forfeit but play scrimmage	
Mandatory Play	No player can sit more than 1 defensive inning in a row			
Minimum Play	Everyone is in lineup			
Catchers	Coach catcher for coach pitch or if short on players	Normal rules, with full gear		
Defensive Players	Max of 7 - C, P, 1B, 2B, SS, 3B, and "CF" behind 2nd base, rotate positions every inning	9 total Players cannot sit more than 1 defensive inning in a row		
Outfielders	"CF" plays behind 2nd base 3 outfielders			
On-Deck Batters	Not Permitted			
Type of Pitching	Tee or Coach Pitch	Player or Coach Pitch Player Pitch		
Pitching Distance		32 feet	35 feet	40 feet

After 3 walks in a row, inclusive of hit by pitch; pitcher becomes helper			In effect after ball 4 during player pitch		
Coach Pitch Rules  Strikes or 7 pitches, whichever comes first; fouls can extend at bat  Walks  No walks  No Hit By Pitch  No Player Pitch  Ball awarded & all runners advance 1 base or take result of play; nullified if batter reaches first & all runners advanced at least one base  Max 12 innings per Day  Consecutive Games  Consecutive Games  Consecutive Days  Returning to Pitcher  Maximum Pitchers  No more than 5, except injury  Taking Leads  Pitch leaves the pitcher's	Coach Pitch	If not using Tee	April/May – each team can do coach pitch only for 1st 4 innings	inclusive of hit by pitch;	
Hit By Pitch  No Hit By Pitch  Pitch  No Hit By Pitch  No Hit By Pitch  No Hit By Pitch  On Player Pitch  Ball awarded & all runners advance 1 base or take result of play; nullified if batter reaches first & all runners advanced at least one base  Max 12 innings per Day  Allowed, subject to rest requirements  If six or fewer innings pitched previous day  May move to a different position and return once per inning. If withdrawn from the game for a substitute, may not return as pitcher  None  No more than 5, except injury  Field Modification  Runners start on 1st & 2nd Pitch reaches batter.  Pitch leaves the pitcher's	Coach Pitch Rules	3 strikes or 7 pitches	strikes from player pitch) or 7 pitches, whichever comes first;	whichever comes first;	
Ball awarded & all runners advance 1 base or take result of play; nullified if batter reaches first & all runners advanced at least one base    Part   Innings   Max 12 innings per Day	Walks	No	walks	On Pla	ayer Pitch
Pitch   Warning   Pitch   Warning   Pitch   Pitch	Hit By Pitch	No Hi	t By Pitch	On Pla	ayer Pitch
Rest Consecutive Games Consecutive Days Returning to Pitcher Maximum Pitchers  Field Modification  Runners Start on 1st & 2nd  Runner Modification  Runners start on 1st & 2nd  Runner Start on 1st & 2nd  Rest  6 Innings or less, none; 7 innings or more, 1 calendar day  Allowed, subject to rest requirements  If six or fewer innings pitched previous day  May move to a different position and return once per inning. If withdrawn from the game for a substitute, may not return as pitcher  None  No more than 5, except injury  Pitch leaves the pitcher's	Illegal Pitch		Warning	result of play; nullified	if batter reaches first & all
Consecutive Games  Consecutive Days  Returning to Pitcher  Maximum Pitchers  Field Modification  Runner Modification  Runner start on 1st & 2nd  Runner start on 1st & 2nd  Pitch reaches batter  Allowed, subject to rest requirements  If six or fewer innings pitched previous day  May move to a different position and return once per inning. If withdrawn from the game for a substitute, may not return as pitcher  No more than 5, except injury  Pitch leaves the pitcher's	P Innings	Max 12 innings per Day			
Allowed, subject to rest requirements    Consecutive Days   If six or fewer innings pitched previous day	t Rest	6 Innings or less, none; 7 innings or more, 1 calendar day			e, 1 calendar day
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Field Modification 50 feet bases  Runner Modification Runners start on 1st & 2nd Pitch reaches batter  Pitch reaches batter	Returning to				=
Runner Modification Runners start on 1st & 2nd Runners start on 1st Pitch reaches batter  Pitch reaches batter	Maximum Pitchers		No	one	•
Runner Modification Runners start on 1st & 2nd Runners start on 1st Pitch reaches batter  Pitch reaches batter					
Runner Modification & 2nd Runners start on 1st  Pitch reaches batter  Pitch leaves the pitcher's	Field Modification	50 feet bases			
l laking Leads I Pitch reaches patter I	Runner Modification		Runners start on 1st		
	Taking Leads	Pitch reaches batter			•
Leaving Early  Warning by umpire or out  Runner is out	Leaving Early	Warning I - 1		=	Runner is out
Steals Unlimited; can't steal home on during coach pitch Unlimited  Unlimited; can't steal home on during coach pitch	Steals		Unlimited; can't steal ho	me on during coach pitch	Unlimited
Uncaught 3 <sup>rd</sup> Strike  Batter is out  Batter is out  Batter is out if first is occupied <2 outs; otherwise, defense must put her out	Uncaught 3 <sup>rd</sup> Strike	Batter is out			occupied <2 outs; otherwise, defense must
Slide Rule  No must slide rule; runners to give themselves up and avoid contact on close plays; encourage sliding	Slide Rule	No must slide rule; runners to give themselves up and avoid contact on close plays; encourage sliding			

Lookback Rule		If pitcher has ball within circle and is not making a play (fake throw is a play), runners not in contact with base must IMMEDIATELY attempt to advance or return to a base; penalty is dead ball, no pitch, runner is out			
Infield Fly		In effect per rulebook			
Thrown Bat	Warn players – no outs or ejections				
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Weather	League makes decision before start of game; Umpire's discretion after game starts				
Coaches	Stay out of the infield	Only 3 Coaches and 1 Scorekeeper in the dugout and on the field			
Coaches on the Field	Cones set for outfield boundary; coaches can stand behind it to coach defense; batted ball that crosses untouched is homerun	Only 1 <sup>st</sup> and 3 <sup>rd</sup> base coach allowed on the field during offense; all coaches must be in dugout on defense			