

- **8U Softball League Rule Highlights**

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- The field will use 60' bases (Rule 1.04) with the pitching rubber set at 40' (Rule 1.07).
- The pitching machine may be set closer (36') to accommodate a slower speed (Page 13, Rule 4).
- No metal spikes (Rule 1.11).
- Bats may be made of wood or metal and must not be more than 33 inches in length or have a barrel in excess of 2 ¼ inches (Rule 1.10).
- All players are listed in the batting order (Page 12, Rule 2).
- Each batter receives a maximum of five pitches. If they do not hit the ball fairly, the batter is out. (Page 13, Rule 3)
- There is no stealing. Runners may not leave the base until the ball has reached the batter. (Page 13, Rule 6)
- Seven infielders (including a catcher and pitcher) are to be used if available. The pitcher is to stand on one side of the pitching machine. The seventh infielder will stand in between the second baseman and shortstop directly behind second base. Four outfielders will be used defensively. Games may be played with as few as eight players. With each new inning, the coach must rotate players on the bench to the field with a different player sitting out each inning. Using this concept, no player should have to sit out more than one inning per game. (Page 12-13, Rule 2)
- Games will be no more than six innings in length (Page 13, Rule 3).

- **8U Softball League Local Rules**

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- Coaches/umpires may allow additional pitches based on poor pitches delivered by the machine.
- A 10" softball is recommended for 8U play and tournaments.
- Two coaches are allowed on the field with their team to instruct and assist in positioning their players.
- The side is out once 12 players have batted, the batting team has scored 7 runs, or 3 defensive outs have been made.
- There will be no taking of home in the event of a pass ball. The runner on third must be batted in.
- Players may be freely substituted.
- There will be no penalty for players who must leave the game for injury, illness or personal reasons.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team.
- No new inning may start after 95 minutes of playing time has elapsed. No new inning may start 25 minutes before the start of the next scheduled game.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.
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- **10U Softball League Rule Highlights**

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- The field will use 60' bases with the pitching rubber set at 40' (Rule 1.04).
- A 12" softball will be used (Rule 1.09).
- Bats may be made of wood or metal and must not be more than 34 inches in length, 38 oz. in weight or have a barrel in excess of 2 ¼ inches (Rule 1.10).
- No metal spikes (Rule 1.11g).
- Pitchers can pitch a maximum of 10 innings per calendar week (Monday-Sunday). If a pitcher throws one pitch in an inning, it is considered an inning pitched. A pitcher must have at least two-calendar days rest between assignments if they pitch more than two innings in any one game. All innings pitched in a single game are considered one assignment (Rule 0.06).
- Games will be no more than six innings in length (Rule 0.02, paragraph 7).

- **10U Softball League Local Rules**

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- The pitching distance will be set to 35' (Page 57).
- An 11" softball is recommended for 10U play and tournaments (Rule 1.09).
- Pitchers will be limited to 6 innings instead of 10 innings for the pitching rule.
- The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only. The fourth batter hit by a pitch in the same game by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.
- All players will be listed in the batting order. The batting order does not change when substitutions are made.
- The side is out once the batting team has scored 7 runs even if 3 defensive outs have NOT been made.
- Stealing is not permitted (Page 57).
- The batter is out when a third strike is caught or not caught by the catcher.
- Four outfielders may be used. This fourth outfielder must be in an outfield position (no short fielders).
- There will be no penalty for players who must leave the game due to injury or illness.
- Players may be freely substituted.
- Each player must play a minimum of nine defensive outs. Should a player not get nine defensive outs because of a short game, those innings must be made up at the next game played.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team, or after 5 innings (4½ innings for the home team) if one team has 10 more runs than the other team (Page 20).
- No new inning may start after 100 minutes of playing time has elapsed. No new inning may start 20 minutes before the start of the next scheduled game.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.

- **12U Softball League Rule Highlights**

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- The field will use 60' bases with the pitching rubber set at 40' (Rule 1.04).
- A 12" softball will be used (Rule 1.09).
- Bats may be made of wood or metal and must not be more than 34 inches in length, 38 oz. in weight or have a barrel in excess of 2 ¼ inches (Rule 1.10).
- No metal spikes (Rule 1.11g).
- Pitchers can pitch a maximum of 10 innings per calendar week (Monday-Sunday). If a pitcher throws one pitch in an inning, it is considered an inning pitched. A pitcher must have at least two-calendar days rest between assignments if they pitch more than two innings in any one game. All innings pitched in a single game are considered one assignment (Rule 0.06).
- Games will be no more than six innings in length (Rule 0.02, paragraph 7).

- **12U Softball League Local Rules**

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- Runners may not leave the base until the ball reaches the batter. This is a modification to Rule 7.13 per recommendation on Page 13 of the rule book.
- The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only. The fourth batter hit by a pitch in the same game by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.
- All players will be listed in the batting order. The batting order does not change when substitutions are made.
- Four outfielders may be used. This fourth outfielder must be in an outfield position (no short fielders).
- There will be no penalty for players who must leave the game due to injury or illness.
- Players may be freely substituted.
- Each player must play a minimum of nine defensive outs. Should a player not get nine defensive outs because of a short game, those innings must be made up at the next game played.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team, or after 5 innings (4½ innings for the home team) if one team has 10 more runs than the other team (Page 20).
- No new inning may start after 100 minutes of playing time has elapsed. No new inning may start 20 minutes before the start of the next scheduled game.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.

- **16U Softball League Rule Highlights**

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- The field will use 60' bases with the pitching rubber set at 40' (Rule 1.04).
- A 12" softball will be used (Rule 1.09).
- Bats may be made of wood or metal and must not be more than 34 inches in length, 38 oz. in weight or have a barrel in excess of 2 ¼ inches (Rule 1.10).
- No metal spikes (Rule 1.11g).
- Pitchers can pitch a maximum of 10 innings per calendar week (Monday-Sunday). If a pitcher throws one pitch in an inning, it is considered an inning pitched. A pitcher must have at least two-calendar days rest between assignments if they pitch more than two innings in any one game. All innings pitched in a single game are considered one assignment (Rule 0.06).
- Games will be no more than six innings in length (Rule 0.02, paragraph 7).

- **16U Softball League Local Rules**

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- Runners may not leave the base until the ball leaves the pitcher's hand to deliver the pitch.
- The third batter hit by a pitch in the same inning by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only. The fourth batter hit by a pitch in the same game by the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.
- All players will be listed in the batting order. The batting order does not change when substitutions are made.
- Four outfielders may be used. This fourth outfielder must be in an outfield position (no short fielders).
- There will be no penalty for players who must leave the game due to injury or illness.
- Players may be freely substituted.
- Each player must play a minimum of nine defensive outs. Should a player not get nine defensive outs because of a short game, those innings must be made up at the next game played.
- Games are complete after 4 innings (or after 3½ innings for the home team) if one team has 15 more runs than the other team, or after 5 innings (4½ innings for the home team) if one team has 10 more runs than the other team (Page 20).
- No new inning may start after 100 minutes of playing time has elapsed. No new inning may start 20 minutes before the start of the next scheduled game.
- Any game called because of time is a complete game regardless of the number of innings played.
- A courtesy runner for the catcher may be used and is suggested in the event that the catcher is a base runner and there are two outs. The runner must be the last batter to make an out.
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