

**Academy Little League, Colorado Springs, High Plains &
Tri-Lakes Little Leagues
2025 Supplemental Softball Rules**

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Approval:

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2026 Little League Supplemental Rules

SECTION I: General

1. PURPOSE: These rules are intended to supplement, or extend, the contents of the current Regulations and Playing Rules published by Little League Baseball, Inc., Williamsport, PA.
2. Unless otherwise stated below, the official rules of this interleague agreement shall be the 2026 Little League Baseball/Softball Official Regulations and Playing Rules.
3. Each league agrees to these age divisions: Minors league age 7-11, Majors league age 9-12, Junior/Senior league age 12-16.
4. Each league agrees to abide by these rules and to distribute them to each coach, board member and umpire involved in softball.

SECTION II: Local Responsibilities

1. Scorekeeper:

- a. The home team shall provide the official game scorekeeper.
- b. The visiting team scorekeeper should verify the score following each inning with the official scorekeeper and any discrepancies must be rectified before the game continues. The umpire is the final authority for any discrepancies.
- c. The umpire, coaches from both teams, and home team scorekeeper shall be notified and in agreement of official game time start.

2. Umpires

- a. Minors Division: The home team Little League Board is responsible for scheduling one umpire for all games.
- b. Majors and Junior/Senior Divisions: The home team Little League Board is responsible for scheduling one or two umpires for all games.
- c. If the umpire(s) fail to show, each team will provide a substitute umpire. These substitutes should share the responsibilities, such as exchanging positions after each inning. If the coaches are unable to agree to impartial volunteer umpires, the game should be paused and rescheduled for another date. If an umpire fails to show for tournament play, coaches and parents shall not be permitted to umpire the game. If an impartial umpire is not available, the tournament game may be subject to reschedule.

SECTION III: Field Preparation

1. Pre-Game

- a. The home team Little League Board is responsible for getting the field ready to play at least 30-minutes prior to the scheduled game time, so each team has a minimum of 30 minutes to warm up prior to each game.

2. Post-Game

- a. The home team is responsible for securing the field after the game by putting the bases away, raking in the holes as needed and locking all fences.
- b. Both teams will clean up their own dugout and pick up all trash around the stands on their side of the field.

SECTION IV: Divisional Rules

1. Minors Division

a. The Game

- i. A maximum of ten (10) players may play defensively at a time. The 10th player will play as a fourth outfielder.
- ii. Teams are allowed to start a game with only 8 players. If a team can only roster 8 players, the 9th position in the batting order will NOT constitute an out.
- iii. Any team that cannot field a team with 8 players at the scheduled game time forfeits the game. While the game is forfeited, the coaches may elect to play the game, unofficially, by loaning the other team players. The game is marked as a forfeit and should be treated as a non-regulation scrimmage. Umpires are expected to stay for the scrimmage game.
- iv. Players that arrive after the game start time will be permitted to play. Players will be placed at the bottom of the batting order. Coaches must ensure that both score keepers, and the Umpire are aware. This rule does not mean that a game can be “un-forfeited.”
- v. Teams will use a continuous batting order. This means that all players will bat, regardless of whether they are playing defense at that time.
- vi. A game shall consist of 6 innings. No new inning may start after **1 hour and 30 minutes** has elapsed. Game times are not drop dead. The current inning will be completed in its entirety. A complete game is a minimum of 3 innings or a game that plays for at least 1 hour and 30 minutes.
- vii. Tie Games: If a game is tied after six innings have been played, the score stands. If the game is tied after the 1 hour and 30 minute rule or if called early due to weather, the score at the end of the last completed inning will stand.
- viii. There is a 5 run maximum per inning rule. Once 5 runs have crossed home plate the teams will switch sides regardless of the outs. A 6th run cannot cross the plate in the same play as the 5th run.
- ix. Mercy Rule: There is a ten (10) run mercy rule after four completed innings.
- x. A dropped third strike is an out. The batter-runner cannot attempt to advance to 1st base.
- xi. **Stealing**
 1. April 1 to April 30: No stealing is allowed. The runner may lead off once the pitched ball crosses home plate. A first-time warning on an early lead off will be issued. The second time the Runner will be called out.
 - a. A ball going from the catcher back to the pitcher is considered a dead ball regardless of whether the coach is pitching or a player is pitching.

2. May 1 to End of Season: Players shall be allowed to steal in accordance with Little League Rule 7.00, with the following exceptions:
 - a. Runners may not steal when the coach is pitching.
 - b. Runners may not steal home.
 - c. Runners shall be limited to one stolen base per pitch.
 - d. Runners may not steal while the pitcher is in possession of the ball in the pitcher's circle. The ball is dead.
- xii. Mandatory play for every player is three (3) defensive outs and one at bat.
- xiii. For the safety of all players, the runner must slide or attempt to get around a fielder who has the ball and is waiting to make the take. In accordance with Little League Rule 7.08(a)3, there is no "must slide rule."
- xiv. **A play is considered dead** when the ball is in the possession of a pitcher within the pitching circle.
- xv. Infield fly rule will not be enforced.
- xvi. Each Runner is allowed to attempt to advance one base at the time of an overthrow, per play. Per Play means if after an overthrow occurs, the defensive team attempts to make an out on the Runner, then a new play has occurred. At this point the Runner may continue to advance. This rule applies only if the overthrow did not go Out of Play.
- xvii. Out of Play is defined by extending an imaginary line from the end of the dugout into the outfield parallel to the first and third base foul lines. Runners are allowed to advance only one base at the time of an Out of Play overthrow (this rule clarified for fields that are not fully enclosed by fence).

b. Player Pitch/Coach Pitch

- i. Minor Division softball will have no walks, including when the batter is hit by a pitch. This does not preclude the Pitcher from striking out a batter.
- ii. The Player Pitcher will start each at bat. The Player Pitcher will pitch until:
 1. The Batter puts the ball into play, either for a hit or an out.
 2. The Batter is called out on Strikes.
 3. The Player Pitcher throws Ball Four
 4. The Batter is Hit By Pitch, in accordance with Little League rule 6.08.b.
- iii. If the Player Pitcher throws Ball Four or hits the batter before the batter can do either (1) or (2), the Coach Pitcher of the team at bat will take over.
- iv. The Coach Pitcher must attempt to pitch from the vicinity of the pitching rubber but not further forward than the lead edge of the pitching circle. The player pitcher must remain within the pitching circle to either side of the Coach Pitcher.
- v. The Coach Pitcher gets 3 pitches per batter, no matter what count the Player Pitcher had. Each pitch by the Coach Pitcher constitutes a strike. Within those 3 pitches the batter must either:
 1. Put the ball into play, either for a hit or an out.
 2. After 3 pitches, if the batter does not hit the ball, the Batter strikes out.
- vi. The only time a Coach Pitcher can pitch a 4th+ pitch is if the player fouls off the third pitch from the Coach Pitcher. The Coach Pitcher can continue pitching and the batter may continue their at bat until either (a) or (b) occurs.

- vii. There is no limit on the foul balls hit off a third strike either by the Player Pitcher or the Coach Pitcher.

c. **Pitching:**

- i. Minors division will set their pitching rubber at 35 feet.
- ii. No pitch count is taken, however, if a player pitches in one or more innings, one calendar day of rest is mandatory. One pitch is considered one inning. A player may pitch a maximum of six innings in one calendar day.
- iii. Pitchers shall be removed from pitching if they hit two batters in an inning or three batters in a game. Hitting a batter is defined in Little League Rule 6.08.b. The pitcher may be assigned to another position on the field. The removed pitcher will not be permitted to pitch again until the next game. In addition, the umpire may remove a pitcher at any time if they feel the pitcher is intentionally hitting batters or if, in the umpire's assessment, the pitcher presents a safety concern.

2. **Majors and Junior/Senior Divisions**

a. **The Game**

- i. Teams are allowed to start a game with only 8 players. If a team can only roster 8 players, the 9th position in the batting order will NOT constitute an out.
- ii. Any team that cannot field a team with 8 players at the scheduled game time forfeits that game. The coaches may then elect to play the game, unofficially, by loaning the other team players. Even if coaches decide to play, the game is to be documented as a forfeit and played as a scrimmage. Umpires are expected to stay for the scrimmage game.
- iii. Players that arrive after the game start time will be permitted to play. Players will be placed at the bottom of the batting order. Coaches must ensure that both score keepers, and the Umpire are aware. This rule does not mean that a game can be “un-forfeited.”
- iv. The drop 3rd strike is allowed in accordance with Little League Rule 6.09.b.
- v. Infield fly rule is in effect in accordance with Little League Rule 2.00.
- vi. Bunting is allowed.
- vii. Stealing is allowed. A runner may advance only after the ball is released out of the pitcher’s hand.
- viii. Teams will use a continuous batting order. This means that all players will bat regardless of whether they are playing defense at that time.
- ix. A game shall consist of 6 innings, but no inning may start after 1 hour and 30 minutes have elapsed. There is no drop dead time limit. The current inning will be completed in its entirety. A complete game is 4 innings (3 ½ if the home team is ahead). In the event time has been called due to weather or darkness before completing 4 innings, the game will be rescheduled for completion. The game will then resume with the same inning, outs and pitch count where it was paused.
- x. Tie Games: If a game is tied after six innings have been played, the score stands. If the game is tied after the 1 hour and 30 minute rule or if called early due to weather, the score at the end of the last completed inning will stand.
- xi. There is a 5 run maximum per inning rule. Once 5 runs have crossed home plate the teams will switch sides regardless of the outs. A 6th run that crosses the plate in the same play as the 5th run does not count. The only exception shall be that provided by Little League Rule “4.11.c, NOTE.”
- xii. Mandatory play for every player is six (6) defensive outs and one (1) at bat for games with four (4) or more completed innings. When less than four (4) innings played, mandatory play is three (3) defensive outs with one (1) at bat.
- xiii. For the safety of all players, the runner must slide or attempt to get around a fielder who has the ball and is waiting to make the take. There is no “must slide rule” in accordance with Little League Rule 7.08(a)3

- xiv. **A play ends** when the ball is in the possession of a pitcher within the pitching circle. This adheres to Little League rule 7.08 (a) (5) Note 2, also known as the “Circle Rule.”
- xv. When there is a play at the plate, a tag should be applied low and not at the head or face, to avoid injury on the runner.

b. The Pitcher

- i. Pitcher substitutions will occur in accordance with Little League Rule 3.03.
- ii. Pitchers shall be removed from pitching if they hit two batters in an inning or three batters in a game. Hitting a batter is defined in Little League Rule 6.08.b. The pitcher may be assigned to another position on the field. The removed pitcher will not be permitted to pitch again until the next game. In addition, the umpire may remove a pitcher at any time if they feel the pitcher is intentionally hitting batters or if, in the umpire's assessment, the pitcher presents a safety concern.

iii. Pitchers Max Innings and Mandatory Rest

Pitchers		
	Majors	Juniors
Innings	Max 12 per day Max 12 per game	No restrictions
Rest	Six or fewer innings in a day - none required Seven or more innings in a day - one calendar day	No rest required
Consecutive Games	Allowed, subject to rest requirements.	No restrictions
Consecutive Days	1 six or fewer inning previous day, gri picher of record in	No restrictions
Returning to Mound	May move to a different position and return once per inning. If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.	May move to a different position and return once per inning. May be removed from game and return once per inning if return does not violate substitution, charged conference, or mandatory play rule(s).

SECTION V – Softball Pitching Rules

- 1. There are no changes to Little League Softball Rule 8 for the delivery of a pitch.