

## 2025 Youth Softball Local Option Rules (Updated 3-1-25)

### These rules apply to all age groups:

- A team must have eight roster players to start a game. No penalty for starting a game with eight players. Players arriving late will be added to the end of the roster. The game is a forfeit with only seven players.
- If a team has to forfeit, play a game utilizing those players present. If players are not registered on the roster, then forfeit; but you can bring a player up from younger age group to play the games. Fifteen minutes past game time is forfeit time
- A courtesy runner is allowed for the catcher if there are two outs. Runner must be the player who made preceding out.
- If a player is injured and unable to continue, it is not an out when the vacant spot comes up.
- If a player is ejected, an out will be recorded when the vacant spot in the batting order comes up.
- Catchers do not have to have a catcher's mitt. Catcher's mask must have throat guard (except with the hockey style mask).
- All batters, in every age division, must wear a batting helmet with attached face guard/mask.
- All pitchers, in every age division, must wear a face guard. It is mandatory that all infielders wear a face guard in 8U and 10U age divisions.
- All divisions will use the continuous batting order with entire team in batting order
- Each player is required to play six defensive outs. They do not have to be consecutive.
- Each division will have 10 players on defense with free defensive substitution
- Each team **MUST** use a catcher if they have less than 10 players.

### Time Limit Rule:

- Time limit is listed under each age group below. Time limit starts from time of first pitch. A countdown clock will be set; and when it expires, that inning will be the last played. If the home team is ahead, the game will end at that point.

#### Girls 8 & Under – 60 Minute Time Limit (See Above: These Rules Apply to All Age Groups)

- Pitching rubber is at 35 feet with a 16-foot diameter circle.
- Inning shall end with the third out or when a team scores a maximum of seven (7) runs per half inning, except in the fifth (5) inning, when there is unlimited runs.
- Player-pitcher must wear a face guard; face guard may be attached to an approved helmet.
- Coach pitcher must have one foot in the circle on release of pitch.
- Each batter will be given 5 pitches to put the ball in play. If the batter swings and misses at strike three she is out. A foul ball on the fifth pitch the batter will continue and either swing and miss resulting in an out, hit the ball in play or not swing and result in an out.
- All Infielders must wear a face guard.
- Infield fly rule does not apply in this age division.
- No bunting or slap hitting is allowed.
- No stealing is allowed.
- No overthrow rule.
- Catcher does not have to catch the third strike.
- Time out by the umpire cannot be called until the ball is in control of a player in the infield and in the judgement of the umpire, the play has come to a halt.

#### Girls 10 & Under - 75 Minute Time Limit (See Above: These Rules Apply to All Age Groups)

- Games will be five (5) innings, unless the time limit is reached.
- Inning shall end with the third out or when a team scores a maximum of seven (7) runs per half inning, except in the fifth (5) inning, when there is unlimited runs.
- Batter with base on balls must stop at first base.
- All Infielders must wear a face guard
- Any combination of four walks and hit by pitch in an inning and then the offense coach will pitch. Five pitches to put the ball in play unless before the fifth pitch, the batter swings and misses on strike three. If on the fifth pitch there is a foul tip, the batter will continue to bat until a swing and miss or a hit. There is no bunting or stealing when coach pitch is utilized.
- Stealing is allowed once the ball crosses home plate. (Runner is called out if she leaves too early)
- Bunting and slap hitting is allowed.

- Infield fly rule is in effect.
  - Catcher does not have to catch the third strike.
- If one team has mathematically reached the point that the other cannot win the game, the game shall be ended.
- Pitching rubber is at 35 feet with a 16-foot diameter circle.

**Girls 12 & Under – 75 Minute Time Limit (See Above: These Rules Apply to All Age Groups)**

Games will be six (6) innings, unless the time limit is reached.  
 Ten run lead after four innings (3 ½ innings, if the home team is ahead).  
 Stealing is allowed on the release from the pitcher. (Runner is called out if she leaves too early)  
 Catcher must catch the third strike, (unless 1<sup>st</sup> base is occupied with less than two outs)  
 Inning shall end with the third out or when a team scores a maximum of seven (7) runs per half inning, except in the sixth (6) inning, when there is unlimited runs.  
 Pitching rubber is at 40 feet with a 16-foot diameter.

**Girls 15 & Under - 90 Minute Time Limit (See Above: These Rules Apply to All Age Groups)**

Ten-run lead after five innings (4 ½ innings if home team is ahead).

Inning shall end with the third out or when a team scores a maximum of seven (7) runs per half inning, except in the seventh (7) inning, when there is unlimited runs.