

1. Ten players in the field for defense only. Free substitution on defense as often as needed to get players in the game on defense. Each child must play six outs on defense for each game played. Teams can start with eight players with no penalty. Seven or fewer players will result in a forfeit. Each team **MUST** use a catcher if they have less than 10 players.
2. All players on the team roster will bat the entire duration of the game.
**Batting helmets with a face mask are optional **
3. 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.
4. Games will consist of 5 innings or 1 hr. time limit, whichever comes first. No new inning will start after time expires. If the game is in the top half of an inning and time expires, the bottom half will be played and the home team will get their turn at bat only if it is needed. No extra innings to break ties.
5. Pitching circle will be set at a 6 ft. radius (12 ft. diameter), drawn off the center of the 46 ft. chalk mark. Coach pitcher must throw overhand and player/pitcher must wear helmet with facemask.
6. The batter will be allowed (5) pitches or (3) strikes. The batter will be called out after the 5th pitch unless the 5th pitch is a foul ball. The pitch shall not count unless a foul fly is caught in the air. In this case the batter would be out. ****NOTE:** The player pitcher shall wear a face guard and be in a position behind the coach pitcher, even with the 46' chalk mark, and with at least one foot within the pitching circle until the ball is hit by the batter.**
7. Coach must keep both feet in the circle until the release of the pitch. The coach would be considered to be in the circle if one foot is on the chalk during the release of the pitch. Penalty: the umpire will issue a warning to the coach pitcher on the first offense. After the next violation, the umpire will give the defense the option of taking the result of the play or a no pitch.
8. Center of the circle should be at 46 ft. marked with a line across the center-- Bases will be set at 60 ft.
9. If a batted ball hits the coach, a dead ball will be called and the batter will be placed back in the box. A no pitch would then be declared. IF, in the umpire's judgment, the coach intentionally interferes with a play, the batter will be out. All runners would return to the base occupied at the time of the pitch.
10. Outfielders should be positioned at least 20 ft. back of the bases, in the grass. Umpire will note this and remind coach if players are not in the proper position. All fields will have variables with the size of infield in relation to outfield.
11. Time will be called by the umpire once the ball is under control by any infielder, and in the umpire's judgement, playing action has ended.
12. Catchers will be in full gear. An adult coach can assist the catcher to help get balls back to the coach pitcher, potential plays at the plate must be made by the catcher or fielder with no coach interference.
13. Runners can not advance on a passed ball or steal bases. *****Infield fly rule does not apply.*****
14. Only two defensive coaches allowed on the field to manage the defense. One coach must be in the outfield grass to instruct outfielders and one coach to help the catcher return balls to the pitcher only.
15. Regular baseballs will be used in all games, this includes regular season and the end of season tournament
16. Tie games at the end of regulation will end in a tie. ****Regular season only.****
17. All games are under the jurisdiction of the UIC (umpire in chief), once the officials take the field.
18. Run rule is 15-run lead after three innings and 10-run lead after four innings.
19. All Bats must be labeled with the USA Bat Standard, with the exception of wood bats. Tee ball bats are legal for coach pitch. The barrel of the bat can not exceed 2 5/8" inches in diameter or exceed 33" in length.
20. A courtesy runner can be used for the catcher at any time. The runner will be the player that made the last out.
21. Sportsmanship: Each coach is a representative of his/her community and must refrain from vulgar language and conduct themselves in a respectful manner. Any coach ejected from a game, must leave the park premises and take their child with them. The child can return to play his team's next game, however the coach must sit out his team's next scheduled game and is not allowed on park grounds. Any player ejected from a game will require an out recorded each time the ejected player's spot is due to bat.

2026 Youth Baseball Local Option Spring Rules

(Revised 3-1-26)

These rules apply to all age groups:

- ☐ A team must have eight rostered players to start a game. No penalty to start with eight players. Players arriving late will be added to the end of the lineup. The game is a forfeit with only seven players present.
- ☐ 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 (15) 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.
- ☐ All players present are placed into the batting order. Each player must play 6 outs on defense.
- ☐ The only acceptable protest is the player participation requirement.
- ☐ If a player is injured and unable to continue, it is not an out when the vacant spot in the batting order comes up.
- ☐ If a player is ejected, an out will be recorded when the vacant spot in the batting order comes up.
- ☐ All bats must comply with the USA Bat Standard. Refer to p. 12 of the 2024 Diamond Youth Rulebook. Run Rule for 10U and 12U is 15-run lead after 3 innings and 10-run lead after 4 innings.
- Inning shall end with the third out or when a team scores a maximum of seven (7) runs per half inning, except in the 5th inning for 10U, 6th inning for 12U, and 7th inning for 14U, when there is unlimited runs.
- Pitching rules will follow the 2026 DYB pitch count rule 8.07 on page 60 of the 2026 DYB Rulebook.

Time Limit Rule:

- ☐ 10u and 12u: 75-minute time limit 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.
- ☐ 14u: 90- minute time limit 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.
- ☐ Pitchers will be limited to only 5 warm up pitches at the start of each half inning. A new pitcher will have no more than eight pitches to warm up.

Boys 10 & Under

- ☐ 5 innings or 75-minute time limit. No new innings will begin after 75 minutes from the start of the game. Second game will begin immediately after the first game. Coaches have your players ready to play.
- ☐ Ten players on defense. Free substitution on defense.
- ☐ Place each player in the batting order for the duration of the game.
- Base runners must avoid collisions with the catcher. Head first slides are illegal if the player has a helmet with a facemask. Exception: penalty does not apply to a runner diving back to return to a base.
- Intentional base on balls-awarded on any count, ball is dead, pitches are not required.
- Stealing is allowed once the ball crosses home plate.

Boys 12 & Under

- ☐ 6 innings or 75-minute time limit. No new innings will begin after 75 minutes from the start of the game.
- ☐ Ten players on defense. Free substitution on defense.
- Place each player in the batting order for the duration of the game.
- Base runner must avoid collision with the catcher. Head first slides are illegal if the player has a helmet with a facemask. Exception: penalty does not apply to a runner diving back to return to a base.
- ☐ Intentional base on balls-awarded on any count, ball is dead, pitches are not required.
- ☐ Will follow O-Zone division rules. Balk rule will be enforced
- All runners may lead off their bases.

Boys 14 & Under

- ☐ 90 minute time limit. (See above).
- ☐ Nine players on defense. Free substitution on defense.
- ☐ Each player must play at least three consecutive defensive outs.
- ☐ Balk is in effect.
- ☐ Metal cleats are legal. No Metal cleats allowed on portable pitching mounds
- ☐ 15-run lead after three innings, 12-run lead after four innings and 10-run lead after five innings.
- ☐ All games must follow pitch count regulations.
- ☐ Place all players present in batting order and use continuous batting order throughout the game.

2026 Youth Softball Local Option Rules (Updated 3-1-26)

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.

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.
- 11 inch softball will be used
- RUN RULE: 12 after 3 innings, 10 after 4 innings.
- 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.
- 11 inch softball will be used.
- RUN RULE: 12 after 3 innings, 10 after 4 innings.
- 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 1st 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.
- 12 inch softball will be used
- RUN RULE: 12 after 3 innings, 10 after 4 innings, 8 after 5 innings.
- 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.
- 12 inch softball will be used
- RUN RULE: 12 after 4 innings, 10 after 5 innings, 8 after 6 innings.