

## 2026 Softball Interleague Rules

### **I. Organization and Competition**

#### **Official Rules**

1. The current **Perfect Game\*\*** softball rulebook will govern league play, except when superseded by these local rules.
2. The league reserves the right to act on situations not covered by these local or **Perfect Game\*\*** softball rules. All interpretations and/or rule intents will be made by the league.
3. Coaches or umpires may not deviate from these rules.

### **II. Players/Coaches**

#### **A. Age Control Divisions**

1. The age control date is the players' age as of August 31, 2025\*.
2. Players of a younger age shall be allowed to play in an older age division by one age year with parental consent. Older age players are not permitted to play in a younger age division.

#### **B. Conduct**

1. Any player, coach, parent, or spectator ejected from a game by umpire or because of unsportsmanlike conduct will be suspended for the next game at which his/her team plays, a forfeited game does not count.
2. If player, coach, parent, or spectator has a second offense, this can result in automatic expulsion from the league as deemed necessary by league directors.
3. The league reserves the right to suspend any players, coaches, managers, parents and spectators for unbecoming conduct or actions before, during, or after a game.
4. Use of any tobacco products, alcohol or drugs of any form is PROHIBITED!
5. Persons under the influence of alcohol or drugs shall be removed from the park.
6. All coaches on the field must complete criminal background check with local agency and complete NAYS coaches' certification or equivalent certification.
7. All coaches must have Rec. Dept. issued coaches or NAYS ID badge on person at all games.

### **III. General Playing Rules**

1. Continuous batting order. If player leaves game due to injury or illness, their position in batting order will be skipped and no penalty assessed to the offensive team. The umpire, scorekeeper, and opposing team must be notified when a player leaves a game. The player may re-enter the game without penalty. If a player is ejected from the game, their position in batting order will be recorded as an out.
2. Free substitutions with a minimum of two (2) innings or six (6) out as a defensive player.
3. Teams may start game with eight (8) players.\*\*
4. 12U & 16U age divisions may play with (10) players which consists of (6) infielders and (4) outfielders if both coaches agreed during home plate meeting before game.
5. No extra innings if time limit has expired - game will be scored a tie.
6. Grace Time – Fifteen (15) minutes on first game, none on any other games.
7. Bats – Official softball bats that does not exceed 34" long or 2 1/4" barrel diameter – with BPF 1.20
8. Home team is responsible for keeping official scorebook & scoreboard.
9. Mercy Rule – (10) after (4) innings, (8) after (5) innings.
10. Home Park supplies two game balls.
11. Headfirst sliding is not allowed in this league.
12. All pitchers must wear a defender's facemask in all age groups, it is also highly encouraged for all infielders to wear a defender's facemask.
13. Courtesy runner may be used for the pitcher or catcher at any time by the last out.
14. Player pitchers must leave pivot foot on the rubber. Coach pitcher must keep one foot inside the circle.

#### IV. Age Division – Special Rules

##### 6U – Coach Pitch/Tee Ball

1. One (1) hour time limit – no new inning after (1) hour. No games called prior to 1 hr in 6U.\*\*
2. 5 innings and 5 runs per inning
3. No infield fly rule, No stealing, No bunting, No drop third strike rule
4. No catcher is required for this age division
5. Teams can play all players on the field for defense, if playing a catcher there will be (6) infielders and rest outfielders that must start each play behind restraining line (20) feet or “edge of grass” from 1<sup>st</sup> to 3<sup>rd</sup> base.
6. Eleven-inch (11”) optic yellow official USSSA stamped .47 cor. 375 comp. fast pitch softball will be used.
7. The player pitcher must have both feet in the pitcher’s circle even with or behind (but not in front) of the pitcher’s plate till ball is batted. No defense players may play in front of an imaginary line extended across pitchers’ rubber from 1<sup>st</sup> baseline to 3<sup>rd</sup> baseline.
8. A semi – circle foul line shall be placed 10’ from the back of home plate. A ball hit from the tee or a pitch but does not leave this area is considered a foul ball, the semi – circle foul line is in fair territory.
9. Two (2) defensive coaches are allowed in the outfield only behind players
10. The coach pitcher must start pitch with both feet in the pitcher’s circle and must leave field opposite side the ball is put into play. If playing with NO catcher one offensive coach must be behind home plate to catch pitches and throw back to pitching coach to speed up game.
11. Coach Pitch – Each batter will receive three (3) pitches coach in which batter can miss, foul or hit in fair territory if not they will be given (2) chances to put ball into play from the tee, on the 2<sup>nd</sup> attempt if they miss or foul ball off tee the batter is out.
12. Bases shall be sixty (60) feet.\* Play will stop when pitcher or any defensive player has possession of the ball inside pitcher’s circle or lead runner has stopped advancing. The umpire will determine what base the runner will advance too. If multiple runners on bases the lead runner will determine where other runners can advance.
13. Only (1) one base per runner on overthrown ball to 1<sup>st</sup> base.
14. Any ball hit from the batting Tee the batter and all base runners are limited to no more than two (2) bases.
15. There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If an out is made by rolling the ball the batter/base runner will be called safe.
16. Pitchers plate at 35’ with a circle of 8’ radius.
17. Stopping play by stopping lead runner or pitcher in circle making no attempt on play.

\*Revised 3/6/2026

## V. 8U - Coach Pitch

1. One (1) hour ten (10) minute time limit. No new inning after 1hour 10min.
2. 5 innings and 5 runs per inning
3. No infield fly rule, No stealing, No bunting, No drop third strike rule
4. Catcher must have required equipment – mask, full helmet, chest protector, leg guards & throat protector
5. Teams can play with a maximum (10) players on the field for defense (6) on infield and (4) in outfield, outfielders must start each play behind restraining line (20) feet or “edge of grass” from 1<sup>st</sup> to 3<sup>rd</sup> base.
6. Eleven-inch (11”) optic yellow official USSSA stamped .47 cor. 375 comp. fast pitch softball will be used
7. The player pitcher must have both feet in the pitcher’s circle even with or behind (but not in front) of the pitcher’s plate till ball is batted. No defensive players may play in front of an imaginary line extended across pitchers’ rubber from 1<sup>st</sup> baseline to 3<sup>rd</sup> baseline.
8. The coach pitcher must start pitch with both feet in the pitcher’s circle and must leave field opposite side the ball is put into play.
9. Coach pitch – Each batter will receive five (5) pitches from the pitching coach. If after (2) strikes or (5) pitches the (5<sup>th</sup>) pitch is fouled off, the batter will receive another pitch until either a strike out or the ball is put in play. If the batter does not swing at the (5<sup>th</sup>) pitch it is called an out.
10. Bases shall be sixty (60) feet with hash marks halfway between 1<sup>st</sup> & 2<sup>nd</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>, 3<sup>rd</sup>, 3<sup>rd</sup> & home. Play will stop when pitcher or any defensive player has possession of the ball inside pitcher’s circle or lead runner has stopped advancing. The umpire will determine what base the runner will advance too. If multiple runners on bases the lead runner will determine where other runners can advance.
11. One (1) defensive coach is allowed in the outfield only behind players.
12. Pitcher’s plate at 35’ with a circle of 8’ radius
13. Stopping play by stopping lead runner or pitcher in circle making no attempt on play

## VI. 10U

1. One (1) hour and twenty (20) minute time limit – No new inning after (1) hour (20) minute
2. 5 innings, and 5 runs per inning
3. Maximum of ten (10) defensive players on the field
4. On defense, 4 outfielders may be employed. \*
5. Eleven-inch (11”) optic yellow official USSSA stamped .47 cor. 375 comp. fast pitch softball will be used
6. 10U Division will be unrestricted play same as 12U division
7. (35) Feet pitching distance
8. No dropped 3<sup>rd</sup> strike rule
9. Three (3) defensive conferences allowed per game – Penalty on the 4<sup>th</sup> will be automatic removal of the pitcher, the pitcher can play another on defense but cannot pitch again.
10. Pitching distance: 35 feet with circle of 8’ radius
11. Regular Season Pitching Rule – This league will be straight girl pitch.\*
12. Base Stealing is allowed for all bases. Base runners must remain on the base until the ball leaves the pitcher’s hand at which time the ball is then live and runners are at risk of being thrown or tagged out. Leaving the base early is an out for the runner.\*
13. THERE IS NO STEALING HOME. There are only 3 ways to score\*:
  - Bases loaded walk
  - Bases loaded HBP
  - Batted ball in play
14. Bunting is allowed
15. For 10U, players may only advance one base per pitch on a ball not put in play by contact.\*
16. If a runner advances past the 1 base allotment they are liable to be put out prior to reaching base safely. If the runner advances past the allotment safely the officials shall call time and place the runner back to the correct base. \*
17. Batters may not advance on a dropped 3rd strike. \*
18. There will be an expanded strike zone in place for 10U.\*
19. No infield fly rule.\*

\*Revised 3/6/2026

\*\*Revised 3/9/2026

**VII. 12U**

1. One (1) hour & twenty (20) minute time limit – No new inning after (1) hour (20) minute
2. 6 innings and 5 runs per inning
3. Maximum of nine (9) defensive players on the field. (See playing rules III 4.)
4. Twelve-inch (12") optic yellow official USSSA stamped .47 cor. 375 comp. fast pitch softball will be used
5. Three (3) defensive conferences allowed per game – Penalty on the 4<sup>th</sup> will be automatic removal of the pitcher, the pitcher can play another position on defense but cannot pitch again.
6. Pitching Distance: 40 feet with circle of 8' radius

**VIII. 16U**

1. One (1) hour & twenty (20) minute time limit – No new inning after (1) hour (20) minute
2. 6 innings and 5 runs per inning
3. Maximum of nine (9) defensive players on the field. (See playing Rules III 4.)
4. Twelve inch (12"0 Optic yellow official USSSA stamped .47 cor.375 comp. fast pitch softball will be used
5. Three defensive conferences are allowed per game – Penalty on the 4<sup>th</sup> will be automatic removal of the pitcher, the pitcher can play another position on defense but cannot pitch again.
6. Metal cleats are allowed in this age division
7. Pitching distance: 43 feet with circle of 8' radius