

2025 Little League Softball Tournament Rule Differences

	8-10 Softball	9-11 Softball	Major Softball	Junior Softball	Senior Softball
Participation	Regulation IV (a) Note 2: Consistent with a manager's ability to conduct the affairs of his/her team; a manager may remove a player(s) from the team, subject to Board of Directors approval, for the current season if the player(s) repeatedly misses practices or games. Manager must make BoD aware of situation ASAP.				
Eligibility Play in 8 games of scheduled & played 12 game season	8–10-year-old Division	9–11-year-old Division	10–12-year-old Major Division	12, 13 or 14 year old Division	13-, 14-, 15- or 16-year-old Division (No minimum games played requirement)
Managers & Coaches	Teams are allowed three (3) coaches in the dugout regardless of tournament team roster size. Managers and coaches are NOT allowed to warm-up pitchers.				
Roster Size (Max)	14 players				16 players
Mandatory Play Requirement (Rule 9)	MANAGERS ARE RESPONSIBLE FOR FULFILLING MANDATORY PLAY. CONTINUOUS BATTING ORDER (CBO): All tournament teams must adopt a policy of a continuous batting order that will include all players on the team affidavit present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order.				Not required
Mandatory Play Requirement (Rule 9 (a))	MANAGERS ARE RESPONSIBLE FOR FULFILLING MANDATORY PLAY. A player may be entered and/or re-entered defensively in the game at any time. Rule Change 2023: There is no defensive mandatory play requirement. 2024 Rule Change: Rule 2.00 At Bat: Running requirement does not apply in tournament play.				Not required
Manager Responsibility	Failure to meet MPR, manager. (Rule 9. c.)				Not required
Curfew	No new inning starts after 12:00 Midnight			12:30 AM	No new inning starts after 1:00AM
Equipment	Conventional uniform, (optional-cap or visor), no metal cleats, long or short model chest protector, no skull caps, dangling throat protector on catcher's mask for infield & outfield practice (NOT an option) and 6 NOCSAE (non-glare surfaces) batting helmets (NO paint).			Conventional uniform, (optional-cap or visor), long or short model chest protector, no skull caps, dangling throat protector on catcher's mask for infield & outfield practice (NOT an option) and 7 NOCSAE (non-glare surfaces) batting helmets (NO paint), metal spikes or cleats are permitted.	
Game Ball	11-inch Ball	12-inch Ball			
Modifying Helmets	C-Flap Ruling. No attachments can be added to batting helmets without written approval from that helmet manufacturer.				
Bats (Rule 1.10)	Max. Length 33"—Max. Diameter 2 ¼" with BPF 1.20			Max. Length-34"—Max. Diameter-2 ¼" with BPF 1.20	
	NO Baseball Bats				
Illegal Bats-Penalty (Rule 3 a)	If a batter uses an illegal bat and is discovered before the next batter enters the batter's box 1. The opposing Manager may decline the rule and take the play, 2. The Manager of the offensive team is ejected, and the batter is ejected plus the offensive team will lose (1) adult base coach for the duration of the game.				
Pitching—Innings	12 Innings per day			NO Restrictions	
Pitching Distance	35 feet	40 feet		43 feet	
Rest	6 Innings=NO Rest 7 or more Innings pitched=1 calendar day rest			NOT REQUIRED	
Illegal Pitch (Penalty)	NO CHANGE			The pitch shall be called a ball. If a play follows the illegal pitch, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play.	
Return to Mound	A pitcher removed from the circle or withdrawn from the game defensively can return as a pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed. Visit count does not reset. JR/SR: Pitcher may be removed from game and return to pitch.				
Player Re-Entry into Game	A player may be entered and/or re-entered defensively in the game at any time.			Starters must re-enter in the same batting order. Substitutes may not re-enter the game. No MPR	
Two games in 1 day	A Team may play up to two (2) doubleheaders in a seven (7) day period.			Teams may participate in a maximum of three (3) games in a day.	
No Eligible Substitutes (Rule 10 a)	T-Rule 10 (a)-Opposing manager shall select player to enter as substitute if no eligible substitutes are available.				

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Defensive Conferences (Visits) With Pitcher or any other defensive player	3 in the same inning or 4 th time in game, pitcher is removed.	1 in an inning, pitcher must be removed from the mound on the 2 nd visit in the same inning. Pitcher must be removed from the mound on the 3 rd visit in the game.			
	Visit count resets for new pitcher but does NOT reset for returning pitcher. Coaches may go to the circle to visit pitcher w/catcher or any other defensive players.				
Offensive Conferences (Rule 5.10 (d))	Only ONE (1) Offensive time-out per inning				
Protests: All Protests are to be called in to the DA Immediately!!!!	Playing Rules: Before next pitch/play/attempted play Ineligible pitcher: Before the umpires leave the playing field Ineligible player: As soon as facts become known by accuser, but in any event before the next game for either team				
10 Run Rule	After 4 innings, 3 ½ if home team is ahead			After 5 innings, 4 ½ if home team is ahead	
15 Run Rule	After 3 innings, 2 ½ if home team is ahead			After 4 innings, 3 ½ if home team is ahead	
Tie Breaker	7 th Inning Player scheduled to bat last at second base, no outs.			8 th Inning Player scheduled to bat last at second base, no outs.	
Uncaught 3rd Strike (Rule 3-c)	Batter is out.	Third strike is not caught by the catcher when first base is occupied before two are out. See Rule 6.05 (b) & 6.09 (b)			
On-Deck Batter	Not permitted-Only the leadoff batter is permitted outside the dugout between half-innings			Permitted, on deck batters must stay on their teams side of the dugout.	
Courtesy Runner (Rule 3 (d))	JUNIORS & BELOW: COURTESY RUNNER: A tournament team may permit a 'courtesy runner' for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team's batting order and must be the player in the batting order who made the last out.				
Special Pinch Runner (Rule 3 (d))	SENIOR DIVISION ONLY: Twice a game but not more than one time per inning, a team may utilize a player who is not the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.				
Base Coaches (Rule 6)	2 Adult base coaches allowed at all levels provided that 1 adult coach remains in dugout at all times. (NOTE: See Rule 4.05)				
Designated Player DP/Flex (Rule 10 (h))	Not Permitted				Allowed-(Rule 10 i) Senior League: Any player in the starting lineup, including the Designated Player (DP)/Flex, who has been removed for a substitute may re-enter the game ONCE, provided such player occupies the same batting position as he or she did in the starting lineup. A substitute (non-starter) may not re-enter the game in any position once they are removed from the lineup.
Regulation Game (Complete)	6 full innings, 5 ½ if home team is ahead			7 full innings, 6 ½ innings if home team is ahead	
Regulation Game (Called)	4 full innings or 3 ½ innings if home team is ahead			5 full innings or 4 ½ innings if home team is ahead	
Ejections	See Rule 4.07—Coach or manager ejected cannot be replaced.				
Batter: 1 foot in the box (Rule 3 a)	After entering the batter's box, the batter must keep 1 foot in the box—with exceptions. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.				
Stealing Signs Rule 3 f	The stealing of "signs" is unsportsmanlike behavior. First offense: Warning. Subsequent offense: Managers, coaches, or players involved shall be ejected from the game.				