1. Ages 7, 8, 9 & 10 on May 1st. 10 year old’s have the option to move up to Middle Girls with Coordinators approval. Anyone violating this rule will be ejected from the league and all games played with that player will be forfeited.

1. Official 11-inch softball must be used. Catcher’s mask with helmet, chest protector and shin guards are mandatory. Batting helmets for batters, runners and the on deck batter are also mandatory.
2. Coaches shall play all participants every game except for disciplinary reasons. All players must field two innings and bat every rotation.
3. Unlimited substitution.
4. Adult pitcher is to pitch starting the 3rd inning to the end of the game from the 34 ft. Adult should not touch the ball only to pitch or protect himself/herself. Adult pitcher pitches to his/her own team. At this time the adult pitcher may coach to the batter only, not to the base runners. Adults pitch a total of 5 pitches per player unless pitch #5 is a foul, then one more pitch is allowed. The adult pitcher is expected to not interfere with the defenses ability to play. When the Adult is pitching, player pitcher must be next to or behind adult pitcher, inside circle and not in front.
5. Youth pitcher is to pitch to the opposing team in the 1st and 2nd innings from the 34 ft. mound. Each pitcher is to pitch a maximum of three (3) outs. Once removed she cannot come back in as pitcher.
6. Pitcher starting position: One foot must be in contact with the pitching mound, shoulders to be squared with the first and third bases. One step back and then forward is permitted on delivery of pitch. (start on, end off) Underhand motion with wind up is optional.
7. If a batter is hit by a pitch and has attempted to get out of the way, she is awarded 1st base. If a pitcher hits 3 batters in one game, she is removed from the mound and cannot return to the mound.
8. Base length is 60 ft. There is a 6 ft. radius around the pitching mound. Half-way lines should be marked between the bases. If time is called and the runner has passed that mark, she may advance to the next base. If she has not passed the mark he must go back to the last base.
9. Players pitching position is in the 6 ft. circle. Time or dead ball cannot be called unless the pitcher is in that circle and has control of the ball. At least one foot must be in the circle.
10. Regulation game is 6 innings, with one extra allowed for tie. Four (4) innings complete a game due to darkness or weather.

1. Six (6) run limit per inning, with mercy rule of 12 runs after 3 innings or 10 runs after 4 innings. (amended 6/9/21)
2. Rover is an outfield position only.
3. No infield fly rule.
4. Team members are to stay in the dugout when on offense. No fans or parents in the dug out area.
5. No negative chatter. No celebrating on the playing field while the game is in progress.
6. A new inning cannot be started after 8:30 p.m. If the last inning starts at or before 8:25 p.m. the inning may have unlimited runs.
7. No bunting.
8. No stealing or leading off. Player is not to leave the base before the ball is hit. Automatic out.
9. If a player misses their turn at bat, it is an automatic out. If the coach declares the player removed from the game, they are not out but they may not return to the game.
10. No walks – After four (4) balls – player will hit off the tee – this is during player pitch in the first two innings.
11. An assistant (non-player) may help retrieve dead balls from behind the umpire and catcher.
12. It is recommended for the infield to use face guards.
13. Teams can field 10 players on defense using 4 outfielders (Left, Left Center, Right Center, Right) *Added 6/22*