

# **Northeast Indiana-District 10 Little League Baseball & Softball**

## **Summary District 10 Majors Softball Rules as of April 7, 2026**

1. Game time limit is 1 hour, 15 minutes. No new inning will start after 1 hour, 15 minutes; play continues until completion of the current inning. Tie games are permitted.
2. Run Rules:
  - a. Lead of 15 after 3 innings
  - b. Lead of 10 after 4 innings
  - c. Lead of 8 after 5 innings
3. The softball needs to be a 12" little league hard softball.
4. The pitching plate shall be at a distance equal to 40 feet (12U)
5. The pitching circle shall be at an 8-foot radius from the middle of the pitching rubber.
6. Must have at least 8 players at the start of the game. Must start and end with 8. A maximum of 9 players on the field.
7. A pitcher can pitch up to (6) six innings before, (1) one calendar day of rest is required. 5 innings or less no rest is required. A player may pitch up to 12 innings in one day.
8. Delivery of a single pitch constitutes an inning pitched.
9. One-way communication to the catcher is allowed.
10. Each team may have no more than 3 approved coaches for Major League.
  - a. The team may have two base coaches. One on the first base side and the other on third base side.
  - b. When a team has only 2 approved coaches, if both of them are on the field during offense, there must be an approved volunteer in the dugout.
11. The team is allowed no more than 10 batters per inning. The 10<sup>th</sup> batter cannot be intentionally walked.
12. A continuous batting order is used. There are no substitutes, if you have a late arrival, that player should be moved to the end of the batting line up. If you have a player that is unable to continue or finish the game, mark through that player's batting position and continue with the batting order. There is not an out on the vacant spot. A player may return to the batting order.
13. Infield Fly Rule will be used. If the criteria below are met, the batter is automatically out:
  - a. "Pop-up" inside the bases, which is catchable by "ordinary effort"
  - b. Less than 2 outs

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- c. Runners on 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>
- 14. One doubleheader can be played Monday through Sunday of the calendar week.
- 15. District has the right to inspect all the equipment that is in the dugout at the time of pregame warmups.

### **Common Reminders**

1. Little league requires a batter to keep a foot in the batter's box (Rule 6.0.2) with the following exceptions:
  - a. On a swing, slap or check swing
  - b. When forced out of the box by a pitch.
  - c. When the batter attempts a "slap" or "slap bunt"
  - d. When the catcher does not catch the pitched ball.
  - e. When a play has been attempted.
  - f. When time has been called.
  - g. When the pitcher leaves the eight-foot circle, or the catcher leaves the catcher's box.
  - h. On a three-ball count pitch that is a strike that the batter thinks is a ball.
2. Time between innings is 60 seconds from the last out to the first pitch. Leniency will be given to catchers who were on base for the third out. The penalties are as follows:
  - a. Defensive team running late = Ball to the batter; 1<sup>st</sup> batter starts 1-0
  - b. Offensive team running late = Strike to the batter; 1<sup>st</sup> batter starts 0-1
3. Time between pitches is 20 seconds. The pitcher has 20 seconds after receiving the ball or the umpire calls "play" to release the next pitch.
4. Pitching visits and team huddles are permitted but should not be used to delay the game. If officials feel these scenarios are being used to delay a game, penalties could be enforced.