

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

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

1. Game time limit is 1 hour. No new inning will start after 1 hour; 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 an 11" hard softball.
4. The pitching plate shall be at a distance equal to 35 feet. (Tip of home plate to the front of the pitching plate).
5. The pitching circle shall be at a distance of an 8-foot radius from the middle of the pitching plate.
6. Must have at least 8 players at the start of the game. Must start and end with 8. A maximum of 10 may play on the field.
7. No (11) eleven-year-old are allowed to pitch. There will be NO 12-year-olds in minors.  
**See special note below.**
8. A pitcher can pitch up to (6) six innings before (1) one calendar day of rest is required. 6 innings or less no day of rest is required. A player may pitch up to (12) innings in one day.
9. Delivery of a single pitch constitutes an inning pitched.
10. Each team may have no more than 4 (four) approved coaches for Minor League.
  - a. When the team is on defense, they are allowed 1 coach in the the outfield and 1 on the infield.
  - b. The team may have two base coaches. One on the first base side and the other on third base side.
  - c. Coach pitcher should be a base coach
  - d. When a team has only 2 approved coaches, if both of them are on the field during offensive or defensive, 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 in Minor softball. 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

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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. Stealing home is not allowed in Minors. This includes the throw back to the pitcher from the catcher.
14. If an overthrown ball goes out of the playing field all runners are awarded the next base. If the ball is overthrown and remains in play, runners may advance with liability of being put out.
15. Runners shall not leave their base until the pitched ball has been batted or reached home plate. No warnings!
  - a. Penalty: Ball is dead, runner is out, all other runners return to the last base touched prior to the dead ball.
16. After two (2) walks (not hit by pitch) in an inning (by all pitchers) and the pitcher has pitched "ball four (4)", the offensive coach will finish the batter:
  - a. Valid pitches: only pitches considered strikes by the umpire are counted as valid pitches
  - b. Number of coach pitches will follow the pitch count.
  - c. Coaches cannot walk or hit the batter.
  - d. The coach must pitch from the pitching plate.
  - e. No stealing while the coach is pitching.
  - f. The defensive pitcher must be within-in the pitcher's circle as the ball is pitched by the coach.
17. A swing is a swing and that is a strike no matter what.
18. 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
  - 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>
19. No dropped third strike rule in Minors
20. The host site is responsible for providing umpires.
21. One doubleheader can be played Monday through Sunday of the calendar week.
22. District has the right to inspect all the equipment that is in the dugout at the time of pregame warmups.

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23. There is no on-deck circle.

### **SPECIAL NOTES:**

1. No player's age eleven may be on a minor softball team without the written approval of the District Administrator. This signed approval form must be available for all games.
2. Any Protest shall be marked in both scorebooks with the reason for the protest and game time remaining.
3. Arguing a judgement calls – balls, strikes, out, safe, fair, foul, etc. – will result in a warning to the team. Penalties will be given after 1 warning. Penalty For arguing can include:
  - a. Restriction of the coach and/or player to the bench for the remainder of the game
  - b. Ejection of coach and/or player who is arguing. NOTE: A warning is not necessary for an ejection to occur.

### **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. 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.

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