

Softball Minors Rules Summary

All rules not referenced in this summary follow the 2024 Little League Softball Rulebook

Time Limit (Regular Season): No new inning will start after one hour and forty-five minutes. All regular season games will have a two-hour drop dead time limit. If the last inning is not completed prior to the drop-dead time, the official score reverts to the end of the last full inning. Any game lasting one-hour and forty-five minutes will be considered an official game regardless of number of innings played. If the home team is winning in the bottom of the last inning and time permits, they shall still bat in the bottom half of the inning.

Time Limit (Playoffs): There will be no drop-dead time limit however no new inning will start after one hour and forty-five minutes. If the game is tied at the end of time expiration, the game will continue until a winner is determined.

Batting Lineup: Continuous batting lineup will be used.

Minimum Play: Must play defensively at least every other inning. All players must sit out once before anyone sits out a second time. All players must play at least 1 inning of infield.

Run Limits: A half inning will be complete when 5 runs are scored or 3 outs are made, whichever occurs first. Any runs scored on the last play that exceed 5 runs will not count toward the score. As allowed under Little League Rule 4.10(e) Note (2), the 15-run, 10-run and 8-run mercy rules will NOT be utilized.

Number of Players: A game may start or continue with only 8 players. When the 9th position comes up in the batting order, the position is skipped without penalty as long as it is vacated. Defensively, the coach can choose which position to leave unoccupied.

Pitching: Prior to a date determined by the division director, after the 3rd batter receives a walk or hit by pitch, the manager or coach of the batting team will pitch for the duration of the half inning. The manager or coach shall deliver the pitch using an underhand motion with as little arc as possible. When the manager or coach is pitching, the batter may not advance to first base by walk or hit by pitch. A pitcher may only pitch 2 of the first 4 innings. She may return for the 5th and 6th innings if the game is within 5 runs.

Stealing: When stealing, there is no advancing on an overthrow. Stealing of home is allowed. No stealing is allowed when the manager or coach is pitching.

Bunting: No bunting when the manager or coach is pitching.

Baserunning/End of Play: Baserunners may, at their own risk, advance only one base on an overthrow per batted ball.