

District V Softball Interleague Rules 2024 *(Updated 2/27/24)*



Modified Coach Pitch

General Rules

1. Games may be played with 10 players on defense to include 4 outfielders. If only 9 players are present, the team will play with 3 outfielders. Teams may NOT elect to pull the catcher instead of an outfielder.
2. Continuous batting order is used. All players will be in the batting order and the batting order shall not change during the game. Only players present at the start of the game may be placed in the lineup. If a player arrives late they are to be added at the bottom of the lineup.
4. Players will receive 3 pitches from the coach. If unable to hit the ball, they may hit off the tee.
3. There is no drop third strike or infield fly.
4. There will be no stealing of bases on overthrows.
5. Play stops when the player pitcher has the ball in the circle.
6. Game time limit – no new inning may start after 1 hour 30 minutes.
7. An inning ends when the defense records 3 outs or when the offense scores **5 runs**.
8. Standard LL mercy rules are in play – game ends if 15 run lead after 3 innings, 10 after 4, or 8 after 5.
9. There must be at least 1 adult in the dugout at all times.
11. Unless otherwise stated, all others rules are in accordance with LL Rules & Regulations.

Machine Pitch

General Rules

1. Games may be played with 10 players on defense to include 4 outfielders. If only 9 players are present, the team will play with 3 outfielders. Teams may not elect to pull the catcher instead of an outfielder.
2. Continuous batting order is used. All players will be in the batting order and the batting order shall not change during the game. Only players present at the start of the game may be placed in the lineup. If a player arrives late they are to be added at the bottom of the lineup.
3. There is no drop third strike or infield fly.
4. The machine will be at 35 feet and will be set at 4-2-4. Batters may receive 5 pitches from the machine.
5. Runners may attempt to steal 1 base per play/batted ball on overthrows.
6. Play stops when the player pitcher has the ball in the circle.
7. Game time limit – no new inning may start after 1 hour 30 minutes.
8. An inning ends when the defense records 3 outs or when the offense scores **5 runs**.
9. Standard LL mercy rules are in play – game ends if 15 run lead after 3 innings, 10 after 4, or 8 after 5.
10. There must be at least 1 adult in the dugout at all times.
11. Unless otherwise stated, all others rules are in accordance with LL Rules & Regulations.

Minor (aka Kid Pitch) Division

General Rules

1. Games should be played with 9 players however teams may start and finish the game with 8 players if that is all they have. If playing with 8 players the ninth position will be skipped over in the batting order without penalty.
2. Continuous batting order is used. All players will be in the batting order and that order shall not change during the game. Only players present at the start of the game may be placed in the lineup. If a player arrives late they are to be added at the bottom of the lineup.
3. There is no drop 3rd strike.
4. Infield fly is in effect.
5. Runners may steal bases at their own risk, including home.
6. Teams **MAY** utilize a coach pitch option with the following stipulations:
 - a. On the third walk in a row from a player pitcher, a coach pitcher will come out to finish that batter.
 - b. Coach will get up to 5 pitches, resuming the count with the current strike count. Batter will hit the ball, strike out, or if they receive 5 pitches with neither happening they will be called out.
 - c. Players will not be allowed to walk while a coach is pitching, even if hit by pitch.
 - d. There will be no stealing while the coach is pitching.
7. Teams may use of a courtesy runner for the pitcher or catcher of record WHEN THERE ARE 2 OUTS (as allowed under playing rule 3.04/7.14b)
8. Game time limit – no new inning may start after 1 hour 45 minutes.
9. An inning ends when the defense records 3 outs or when the offense scores **5 runs**.
10. Standard LL mercy rules are in play – game ends if 15 after 3, 10 after 4, or 8 after 5.
11. There must be at least 1 adult in the dugout at all times.
12. Unless otherwise stated, all others rules are in accordance with LL Rules & Regulations.

Major Division

All general rules that apply to Minor Division apply to Majors EXCEPT for these:

General Rules

1. An inning ends when the defense records 3 outs or when the offense scores **7 runs**.
2. DROPPED 3RD STRIKE – A batter is out when a third strike is not caught by the catcher when first base is occupied before two outs. Otherwise, if the batter swings and misses or is called out on strike 3, the batter can advance to 1st base on a dropped third strike and the catcher must either tag him out or throw to 1st base. This rule ALWAYS applies when there are two outs – regardless of who is on which base. This rule ONLY applies when no runner is on 1st base with 0 outs or 1 out. If a runner is already on 1st base with 0 outs or 1 out, the batter is recorded as out. Base runners may advance at their own risk on a dropped 3rd strike.
3. There will be no coach pitch option.

Jr/Senior Divisions

All general rules that apply to Major Division apply to Seniors EXCEPT for these:

General Rules

1. An inning ends when the defense records 3 outs or when the offense scores **7 runs**.
2. Game time limit – no new inning may start after 1 hour and 45 minutes.
3. Standard LL mercy rules are in play – game ends if **15 after 4, 10 after 5 or 8 after 6**.
4. On deck circle is used in junior and senior divisions.
5. Metal spikes are permitted.