

## Softball Rules by Division (U8-U16) Division Rules Comparison

Rule Category	U8	U10	U16
<b>General Game Rules</b>	<ul style="list-style-type: none"> <li>-No new inning after 50 minutes.</li> <li>-Game clock starts immediately before Play Ball.</li> <li>-A complete game is 6 innings, 12-run rule after 3 innings, 10-run rule after 4 innings.</li> <li>-Weather shortened: 4 innings (3½ if home team is ahead or goes ahead).</li> <li>-If a game ends in a tie, total season runs allowed will be used for end-of-year tournament ranking.</li> <li>-Teams may start or finish with 7 players; fewer than 7 is a forfeit but a scrimmage will be played.</li> </ul>	<ul style="list-style-type: none"> <li>-No new inning after 55 minutes.</li> <li>-Game clock starts immediately before Play Ball.</li> <li>-A complete game is 6 innings, 12-run rule after 3 innings, 10-run rule after 4 innings.</li> <li>-Weather shortened: 4 innings (3½ if home team is ahead or goes ahead).</li> <li>-If a game ends in a tie, total season runs allowed will be used for end-of-year tournament ranking.</li> <li>-Teams may start or finish with 7 players; fewer than 7 is a forfeit but a scrimmage will be played.</li> </ul>	<ul style="list-style-type: none"> <li>-No new inning after 60 minutes.</li> <li>-Game clock starts immediately before Play Ball.</li> <li>-A complete game is 7 innings, 12-run rule after 3 innings, 10-run rule after 4 innings.</li> <li>-Weather shortened: 4 innings (3½ if home team is ahead or goes ahead).</li> <li>-If a game ends in a tie, total season runs allowed will be used for end-of-year tournament ranking.</li> <li>-Teams may start or finish with 8 players; fewer than 8 results in a forfeit, though a scrimmage will be played.</li> </ul>

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<b>Pitching</b>	<ul style="list-style-type: none"> <li>-Coach pitches from the mound, one foot must remain on the mound.</li> <li>-Player pitcher, must keep one foot in the pitching circle.</li> <li>-No intentional walks -Maximum of 5 pitches; batter is out after 5 pitches if ball is not hit. If 5th pitch is fouled, one additional pitch.</li> <li>-Three swings and misses equals an out.</li> <li>-Accidental contact with coach-pitcher is dead ball and re-bat; intentional contact results in batter out.</li> <li>-Coach-pitcher exits field after the ball is put in play.</li> </ul>	<ul style="list-style-type: none"> <li>-No intentional walks.</li> <li>-No illegal pitch will be called.</li> <li>-One trip to the mound per pitcher per inning</li> <li>-The pitcher may be removed at the joint discretion of the umpire and coaches.</li> <li>- A pitcher who is removed may return to the mound in a later inning.</li> </ul>	<ul style="list-style-type: none"> <li>-Any pitcher who hits 3 batters in a row must be removed from pitching for the remainder of the game and may not return to pitch but may play another position.</li> <li>-One free trip to the mound per pitcher per inning.</li> <li>-A pitcher may return to the mound once per game in the next inning, as long as she was not removed for hitting batters.</li> </ul>
<b>Batting &amp; Offense</b>	<ul style="list-style-type: none"> <li>-All players bat using an extended lineup.</li> <li>-Late arrivals added to the bottom of the lineup.</li> <li>-The vacant batting position(s) is declared out.</li> <li>-5-run maximum per inning or 3 outs.</li> <li>-No bunting.</li> <li>-No infield fly rule.</li> </ul>	<ul style="list-style-type: none"> <li>-All players bat using an extended lineup.</li> <li>-Late arrivals added to the bottom of the lineup.</li> <li>-The vacant batting position(s) is declared out.</li> <li>-4-run maximum per inning or 3 outs.</li> <li>-Three strikes equals an out, even if the third strike is dropped.</li> </ul>	<ul style="list-style-type: none"> <li>-All players bat using an extended lineup.</li> <li>-Late arrivals added to the bottom of the lineup.</li> <li>-The vacant batting position(s) is declared out.</li> <li>-5-run maximum per inning or 3 outs.</li> <li>-Dropped third strike rule applies when first base is unoccupied or with two outs.</li> </ul>

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<b>Base Running</b>	<ul style="list-style-type: none"> <li>-No head-first sliding except when returning. penalty is runner out.</li> <li>-One bat-slinging warning per player; next violation results in an out.</li> <li>-All helmets must have a face mask.</li> </ul>	<ul style="list-style-type: none"> <li>-Infield fly rule enforced. -No head-first sliding except returning; penalty is runner out.</li> <li>-One bat-slinging warning per player; next violation results in an out.</li> <li>-One offensive conference per inning. -All helmets must have a face mask.</li> </ul>	<ul style="list-style-type: none"> <li>-Infield fly rule enforced.</li> <li>-Intentional walks allowed; a player may be intentionally walked only once per game.</li> <li>-Head-first sliding allowed when advancing or returning.</li> <li>-One bat-slinging warning per player; next violation results in an out.</li> <li>-One offensive conference per inning.</li> <li>-All helmets must have a face mask.</li> </ul>
	<ul style="list-style-type: none"> <li>-Runners leave base when ball is hit. One team warning for leaving early; second offense results in runner out.</li> <li>-Slide or avoid contact required on tag plays. -Pitcher may not run down runners except at home (umpire judgment).</li> <li>-Lead runner must be stopped by a defensive player with the ball in front of the runner; all other runners must return to the previous base.</li> </ul>	<ul style="list-style-type: none"> <li>-Runners may leave base when the ball leaves the pitcher's hand. One team warning for leaving early; second offense results in runner out.</li> <li>-Slide or avoid contact required on tag plays. -Pitcher may not run down runners except at home (umpire judgment). -Lead runner must be stopped by a defensive player with the ball in front of the runner; all other runners must return to the previous base.</li> <li>-Runners may advance from third to home on passed balls and wild pitches.</li> </ul>	<ul style="list-style-type: none"> <li>-Runners may leave base when the ball leaves the pitcher's hand. One team warning for leaving early; second offense results in runner out.</li> <li>-When a slide or tag play is imminent, the runner must slide or attempt to avoid the fielder. Illegal contact or interference results in runner out.</li> </ul>

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<b>Defense</b>	<ul style="list-style-type: none"> <li>-All players play defense; 6 infield all others outfield.</li> <li>-Player-pitcher required, &amp; must keep one foot in circle dirt until the ball is hit.</li> <li>-Infielders must remain behind the halfway mark.</li> <li>-No intentional rolling of the ball.</li> <li>-All players are required to wear a face mask on defense.</li> </ul>	<ul style="list-style-type: none"> <li>-10 defensive players; 4 outfielders</li> <li>-Free defensive substitutions allowed; batting order must remain intact.</li> <li>-Every player must play at least 6 defensive outs.</li> <li>-All players are required to wear a face mask on defense.</li> </ul>	<ul style="list-style-type: none"> <li>-Free defensive substitutions allowed; batting order must remain intact.</li> <li>-Every player must play at least 6 defensive outs</li> <li>-Infield players are required to wear a face mask on defense.</li> </ul>

**Equipment**

No metal cleats allowed for players, coaches, or umpires. Players must have team uniform on.

**Game Administration (All Divisions)**

External league games will count towards end of season ranking.

No spectators on field unless injury requires it.

Home team keeps the scoreboard. The visiting team runs the scoreboard. The home team secures field equipment, returns score equipment to the concession stand, and posts the final score in the league coaches' group chat.

**Governing Rules (All Divisions)**

Refer to the USSSA Softball Rulebook for any rules not listed above.

## Tball Rules

- The game format will be either 55 minutes or 4 innings. If time runs out in the middle of the inning, finish the inning.
- There is no umpire for your game. Someone please set a timer. It can be your dugout parent or anyone just to keep up with time.
- The schedule designates who is the home team and the away team. The away team bats first and the home team is in the field first.
- Each inning, ALL players bat each inning and swing until they put a ball in play. They will go to first base and advance ONE base at a time regardless of where they hit the ball. Having a coach on each base helps.
- The last batter hits a "homerun" and clears the bases. Throughout your games, rotate who is the last batter. Also, one inning you can bat in regular order, the next do it in reverse, this gives 2 kids per game a chance to hit a "homerun". Pick two different ones in the next game.
- There are no outs from strikeout or getting "tagged" or at a base.
- On defense, please try to spread your kids out and don't encourage dogpiling. When a player gets the ball, try to have them throw it back to a coach to then give to the batting team. I have seen some teams who put half the players in the infield and half in the outfield just to spread out and then switch each inning who does what.
- On defense, there is no catcher but the kids can play a "position" or be spread throughout the infield just be back enough not to get hit.
- Parents who are not coaches cannot be on the field, they can bring chairs and enjoy watching their kids. If a child has special needs, we make accommodations.

Updated 2026-03-27