| Dublin Little League Softball Local Rules - Spring 2024 |  |  |  |  |  |
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| DIVISION: | Single A | AA | AAA | Majors | Juniors |
| SCORING: | No | Yes | Yes | Yes | Yes |
| League Age | 5-7 (8) | 6-8 (9) | 8-10 (11) | 10-12 | 12-14 |
| Fielders | 10+ | 10 | 9 | 9 | 9 |
| Game Time Limits | 1:30 Hard Stop | 1:30 No New 1:45 Hard Stop | 1:45 No New 2:00 Hard Stop | 1:45 No New 2:00 Hard Stop | 2:00 No New 2:15 Hard Stop |
| Max Innings (Official Game) | N/A | 6 (2) | 6 (2) | 6 (4) | 7 (5) |
| Umpires | Coaches | League umpires, parent volunteers, coaches, junior umpires | League Umpires \& Junior Umpires | League Umpires \& Junior Umpires | League Umpires |
| Game Ball (Yellow) | 10" Safety Softball (10" Worth RIF Level 1) | 10" Safety Softball ( 10 " Worth RIF Level 1) | 11" | $12^{\prime \prime}$ | $12^{\prime \prime}$ |
| Pitch Type | Coach Pitch (a) | Player/Adult - See (a) | Player/Adult - See (a) | Player | Player |
| Pitching Distance (Feet) | 30 - coach pitch | 30 | 35 | 40 | 43 |
| Pitching Limits (other than specified for LLI) | N/A | 3 Innings Game, 6 Innings Week | 3 Innings/Game, 21 Innings/Week | None | None |
| Pitching facemask | Batting helmet with facemask or fielding facemask required | Optional but strongly recommended | Optional but strongly recommended | Optional but strongly recommended | Optional but strongly recommended |
| Helmet w/facemask (NOCSAE Approved) | Optional | Optional | Optional | Optional | Optional |
| Fielding Faceguard | Optional but strongly recommended | Optional but strongly recommended | Optional but strongly recommended | Optional but strongly recommended | Optional but strongly recommended |
| Cleats | Rubber | Rubber | Rubber | Rubber | Metal allowed |
| Bats | BPF 1.20, Max 33" | BPF 1.20, Max $33^{\prime \prime}$ | BPF 1.20, Max $33^{\prime \prime}$ | BPF 1.20, Max $33^{\prime \prime}$ | BPF 1.20, Max 34" |
| On-deck Batter | Not allowed | Not allowed | Not allowed | Not allowed | Yes |
| Run Rule per inning | N/A | Yes - 3 runs per inning (Unlimited in 6th or declared last inning) | Yes - 1st half of season 3 runs per inning (Unlimited in 6th or declared last inning). <br> 2nd half of season, 5 runs per inning | No | No |
| 15/10/8 Run Rule during 3/4/5 Innings | N/A | Yes | Yes | Yes | Yes |
| Batting Order | Continuous | Continuous | Continuous | Continuous | Continuous |
| Mandatory Play | All players on the field each inning (up to 12) | 6 defensive outs and may not sit more than 2 consecutive innings | 6 defensive outs and may not sit more than 2 consecutive innings | 6 defensive outs and may not sit more than 2 consecutive innings | 6 defensive outs and may not sit more than 2 consecutive innings |
| Mandatory Play Infield | Rotate Players | 3 defensive outs (not required for playoffs) | $\qquad$ | 3 defensive outs (not required for playoffs) | N/A |
| Hit Batters allowed (suggestion) | N/A | $3 / \mathrm{inning}$ and $5 / \mathrm{game}$ | $3 / \mathrm{inning}$ and 5/game | N/A | N/A |
| Courtesy Runner for P or C 2 outs, must be most recent available in lineup | N/A | No | Yes | Yes | Yes |
| Walks | No | No - See (a) | See (a) | Yes | Yes |
| Bunting | No | Yes - during player pitch only | Yes - during player pitch only | Yes | Yes |
| Dropped 3rd strike | No | No | No | Yes | Yes |
| Stealing | No | No | Runner can leave base when pitched ball has been batted or reaches the batter. See (b) | Runner can leave base when ball leaves pitcher's hand | Runner can leave base when ball leaves pitcher's hand |
| Stealing Home | No | No | 1st half of season, no stealing home. 2nd half, stealing home allowed | Yes | Yes |
| Advance on Wild Pitch | No | No | Yes | Yes | Yes |
| Advance on Overthrow | No | Yes - 1 base per batter only | Yes | Yes | Yes |
| Infield Fly Rule | No | No | Yes | Yes | Yes |
| Ball Dead When | In Infield Dirt | When intentionally thrown to the pitcher in the pitcher's circle, regardless if ball is caught or not | Pitchers Circle | Pitchers Circle | Pitchers Circle |
| Special note (a): | 1st half of season: Coach Pitch 3 Pitches then 2 Swings off the tee 2nd half of season: Coach gets 5 pitches, player can be called out if ball not put in play on 5th pitch | Player pitch, coach comes in to complete count. Pitcher gets 3 pitches. If any strikes remain at end of 3 pitches, coach takes over count. | 1st half of season: Coach pitch when a batter gets 4 balls and bases are loaded 2nd half of season: Player walks on 4 balls |  |  |
| Special note (b): |  | Outfielders must remain in outfield grass until ball is hit | During the first half of the season, base runners may only advance one base per steal attempt. This applies to all runners on base at the same time. |  |  |
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|  |  |  | 2nd half of season begins 4/15/24 |  |  |
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