

Dublin Little League Softball Local Rules - Spring 2025

DIVISION:	Updated as of April 21, 2025	Tee-Ball	Single A	AA/A	AAA	Majors	Juniors
SCORING:		No	No	No for Fall	No for Fall	No for Fall	No for Fall
League Age	4-5	5-8 (9)	5-8	8-11	11-12	12-14	
Fielders	All Players	All Players	9 or 10	9	9	9	
	75 minutes Hard Stop	1:30 Hard Stop	1:30 No New 1:45 Hard Stop (AA) 1:15 No New 1:30 Hard Stop (A)	1:45 No New 2:00 Hard Stop	1:45 No New 2:00 Hard Stop	2:00 No New 2:15 Hard Stop	
Game Time Limits							
Max Innings (Official Game)	N/A	N/A	6 (2)	6 (2)	6 (4)	7 (5)	
Umpires	Coaches	Coaches	Coaches, League Umpires & Junior Umpires	League Umpires or Junior Umpires	League Umpires or Junior Umpires	League Umpires	
Game Ball (Yellow)	10" Safety Softball (10" Worth RIF Level 1)	10" Safety Softball (10" Worth RIF Level 1)	10" Worth RIF Level 1 or equivalent	11" Worth or equivalent	12" Worth Dream Seam or equivalent	12" Worth Dream Seam or equivalent	
Pitch Type	N/A (Batting off Tee)	Coach Pitch (a)	Player/Adult	Player	Player	Player	
Pitching Distance (Feet)	N/A	30 - coach pitch	30	35	40	43	
Pitching Limits	N/A	N/A	3 Innings Game 6 Innings Week	3 Innings/Game, 21 Innings/Week	None	None	
Pitching facemask	N/A	Batting helmet with facemask or fielding facemask required	Optional	Optional	Optional	Optional	
Helmet w/facemask (NOCSAE Approved)	Optional	Optional	Optional	Optional	Optional	Optional	
Fielding Faceguard	Optional	Optional	Optional	Optional	Optional	Optional	
Cleats	Rubber	Rubber	Molded	Molded	Molded	Metal allowed	
Bats	BPF 1.20, Max 33"	BPF 1.20, Max 33"	BPF 1.20, Max 33"	BPF 1.20, Max 33"	BPF 1.20, Max 33"	BPF 1.20, Max 34"	
On-deck Batter	Not allowed	Not allowed	Not allowed	Not allowed	Not allowed	Yes	
Run Rule per inning	N/A	N/A	Yes - 5 runs per inning (Unlimited in 6th or declared last inning)	5 runs per inning.	None	None	
15/10/8 Run Rule during 3/4/5 Innings	N/A	N/A	Yes	Yes	Yes	Yes	
Batting Order	Continuous	Continuous	Continuous	Continuous	Continuous	Continuous	
Mandatory Play	All players on the field each inning (up to 12)	All players on the field each inning (up to 12)	6 defensive outs and may not sit more than 2 consecutive innings 3 defensive outs (not required for playoffs)	6 defensive outs and may not sit more than 2 consecutive innings 3 defensive outs (not required for playoffs)	6 defensive outs and may not sit more than 2 consecutive innings 3 defensive outs (not required for playoffs)	6 defensive outs and may not sit more than 2 consecutive innings	
Mandatory Play Infield	Rotate Players	Rotate Players					
Hit Batters allowed (suggestion)	N/A	N/A	3/inning and 5/game	3/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	N/A	No	Yes	Yes	Yes	
Bunting	No	No	Yes - during player pitch only	Yes	Yes	Yes	
Dropped 3rd strike	No	No	No	No	Yes	Yes	
Stealing	No	No	No	Runner can leave base when pitched ball has been batted or reaches the batter  Spring - 1st half of season, no stealing home. 2nd half, stealing home allowed *(c)	Runner can leave base when ball leaves pitcher's hand	Runner can leave base when ball leaves pitcher's hand	
Stealing Home	No	No	No	Yes	Yes	Yes	
Advance on Wild Pitch	No	No	No	Yes	Yes	Yes	
Advance on Overthrow	No	No	Yes - 1 base per batter only	Yes	Yes	Yes	
Infield Fly Rule	No	No	No	Yes	Yes	Yes	
Ball Dead When	In Infield Dirt	In Infield Dirt	When intentionally thrown to pitcher's circle, regardless if ball is caught or not	Pitcher has the ball in the Pitchers Circle	Pitcher has the ball in the Pitchers Circle	Pitcher has the ball in the 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 (timing determined prior to season start), coach comes in to complete count. Pitcher gets 3 pitches. If any strikes remain at end of 3 pitches, coach takes over count.				
Special note (b):			Outfielders must remain in outfield grass until ball is hit	Outfielders must remain in outfield grass until ball is hit			
Special note (c):							