

2026 Softball Rules



Pitching Distance

- 10U - 35ft 12U - 40ft 14U - 43ft

Pitching Limit

- 10U/12U/14U = Unlimited
- Only starting pitcher can return to the mound second time.

Hit Batter

- If a pitcher hits 3 batters in a single game, the pitcher is to be removed from the mound. They may still play in the field.
- This includes balls that hit ground first.

Gear

- Facemasks required for pitchers, 1st and 3rd.
- Batting helmet with attached facemask required.

Sportsmanship

- Teams may not have organized cheers after pitcher touches rubber and while in motion

Bat Rule

- All bats must be marked as "Official Softball Bat" or "Official Fastpitch Bat".
- If any bat cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

Time Limit

- 10U - No new inning after 1 hour 45 minutes.
- 12U/14U – No new inning after 2 hours.
- If an inning is started and is not finished due to time, daylight or weather the score shall revert back to the last completed inning.

Base Running

- All divisions – Runner may steal a base after the ball is pitched. The ball must leave the pitchers hand before the runner can lift foot from base. Penalty - runner is out.

- Slide rule is in effect. Any contact between runner and defensive player is subject to be called out at the umpire's discretion.
- If a runner at any base, to include home plate, intentionally and maliciously runs into defensive player in the area, the runner will be called out and ejected from the game. Umpire discretion.

Runs

- Teams may score 6 runs per inning in all divisions. The last inning or 6th inning (whichever comes first) will be unlimited runs. Umpire must determine last inning before that inning starts.
- 10 run mercy rule after 4 innings. Game can only be called after home team bats.

Hitting

- Roster Batting - Each team will bat their entire roster. List all players present on the roster. Open substitution. Inform umpire and books when changing pitchers.
- Dropped third strike rule is in effect for 12u and 14u only.

Defense

- 10U - No infield fly rule.

General

- All players are required to play 2 innings per game (6 defensive outs) unless there is an injury or disciplinary action during a game/practice. Remember, this is a development league and all coaches should strive for equal playing time for all players.
- Coach/Player/Fan that is ejected from the game must leave the park immediately. If the individual that is ejected refuses to leave the park, their team forfeits the game. The coach or player that was ejected will be suspended for their next game. Ejection is at the discretion of the umpire. The manager of the team has 24hrs to appeal an ejection to the league representative and rules committee.