

High Desert Little League 2021 Softball Quick Reference Guide/by-laws - Fall Season					
		Minors	Majors	Juniors	Seniors
Little League Age (January 1 to December 31)		7, 8, 9, 10	10, 11, 12	13, 14	13, 14, 15, 16
Timeliness	Maximum Innings	6	6	7	7
	Cannot Start an Inning After	90 minutes	105 minutes	120 minutes	120 minutes
	Curfew - Lights Out in Anthem	10:00 PM			
	Drop Dead Time (after completion of current at bat)	105 minutes	120 minutes	135 minutes	135 minutes
	Run Rule	15 Runs/3 Innings 10 Run/4 Innings	15 Runs/3 Innings 10 Runs/4 Innings	15 Runs/4 Innings 10 Runs/5 Innings	15 Runs/4 Innings 10 Runs/5 Innings
	Maximum Runs per Inning	5 runs	5 runs	N/A	N/A
	Maximum Number of Games per Week	3			
	Allow Makeup Games	Due to weather or with written approval of board			
	Play on Sundays	Yes			
Lightening Safety	Any game or practice shall be suspended if a lightening strike occurs within 10 miles. All players and families shall seek shelter in a vehicle for safety. A game or practice may resume no sooner than 30 minutes from the last lightening strike.				
General	Bat Entire Lineup	Yes			
	Number of Players on Field Each Inning	9	9	9	9
	Number of Players Required to Start/Continue a Game	9	9	9	9
	Official Umpires	Yes	Yes	Yes	Yes
	Coaches Allowed on Field During Play	No	No	No	No
	Scores and Standing Officially Recorded	No	No	No	No
	Standings Sort Order	N/A			
	Mandatory Play Rules	1 at bat and 6 defensive outs			
	Pitching Distance	35 feet	40 feet	43 feet	43 feet
	Base Distance	60 feet	60 feet	60 feet	60 feet
	Pitching Rules	Coach pitch if count reaches 4 balls. Coach will have 1 pitch for each strike remaining +1	N/A	N/A	N/A
	Walk Allowed	Yes	Yes	Yes	Yes
	Base Stealing Allowed	Yes - After ball passes home plate	Yes- After ball leaves pitchers hand	Yes - after ball leaves pitchers hand	Yes - after ball leaves pitchers hand
	Steal Home Allowed	Yes	Yes	Yes	Yes
	Max Innings at Pitcher and Catcher	Catcher No Limit / Pitcher 12 Innings	Catcher No Limit / Pitcher 12 Innings	No Limit	No Limit
	Dropped 3rd Strike	No	Yes	Yes	Yes
	Bunting Allowed	Yes	Yes	Yes	Yes
	*Batting - Batter must keep one foot in box throughout at bat	LL Rule 6.02 - After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. There are eight (8) Exceptions to this rule listed below. -- Penalty: The umpire will warn batter. After one warning, the umpire will call a strike.			
	Coaches MAY NOT Warm Up Pitchers	LL Rule 3.09 - Coaches may not warm up pitchers			
	Bat Sizes	33"Max Length, 2 1/4" Max Barrel, 1.20 BPF Stamp		34", 2 1/4" 1.20 BPF Stamp	
	Leading Off Allowed	No	No	No	No
Advance Bases on Overthrow	Unlimited	Unlimited	Unlimited	Unlimited	
Sub Player Rules	Must bat at the end of the lineup and cannot pitch or catch				
Teams	Fall	Blind Draft			
Pitching	Time is Called/Play is Dead When	Umpire Calls Timeout			
	Maximum Number of Innings per Day	Max 12 innings per day per player		No Restrictions	No Restrictions
	Intentional Walk Rule	N/A	N/A	N/A	N/A
	Pitcher Removed from Mound cannot Return as Pitcher	Once per game	Once per game	May return 1 time	May return 1 time
	Innings Pitched Rest Requirements	More than 6 innings = 1 day rest		No Restrictions	No Restrictions

* **Exceptions to LL Rule 6.02** - 1.) On a swing, slap, or check swing. 2.) When forced out of the box by a pitch. 3.) When the batter attempts a "slap" or "slap bunt". 4.) When the catcher does not catch the pitched ball. 5.) When a play has been attempted. 6.) When time has been called. 7.) When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box. 8.) On a three ball count pitch that is a strike that the batter thinks is a ball.

Approved: 1/7/21