



University Little League - Local Rules

Softball

Revised February 17, 2026



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Purpose

The rules contained herein are local rules for University Little League. For all Little League rules please download the app “LL Rulebooks” which contains all other information needed.

Conduct

All coaches, players, and spectators are expected to demonstrate patience, good sportsmanship, and civility towards one another and towards the Umpire at all times. Abusive or profane language, threatening or disruptive behavior is prohibited. Coaches are accountable for their actions as well as the behavior of their assistant coaches, team parents, and players. Coaches are not permitted to overrule umpire decisions. The Head Coach is responsible for addressing the Umpire(s) for any necessary clarifications. Any team choosing to play “walk up” songs will do so at a reasonable volume level. Repeated violations of this rule will result in forfeiture of the game.

Game Operations

The umpire will provide all game balls. Each head coach is expected to meet with the umpire before the game can begin.

The Home Team sits in the 1st base dugout, provides the scoreboard operator, and prepares the field before the game as needed. For minors and majors divisions, this includes setting up the bases and placing the pitching rubber at proper distance (Minors at 35ft; Majors at 40 ft).

The Visiting team sits in the third base dugout, provides the official scorekeeper (via GameChanger), and handles post-game fieldwork if the last game of the day (placing the bases in the dugout).

Both teams are responsible for cleaning up their own dugouts.

Rosters

A team may begin a game with eight (8) players. If a team drops below eight (8) players, the team will be required to take an out every time the eighth spot in the lineup is reached. If a player leaves the game due to injury, illness, or parental control, no out will be recorded in that batting slot unless the loss of the player reduces the team to six (6) players.



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If a team anticipates that it will have fewer than nine (9) players for a game, that team's coaches are encouraged to contact their division's commissioner to request a call-up from a lower division. This a great opportunity for younger players to get experience. A call-up is only allowed to play outfield and must bat last.

Daisy: No catcher. Each team will have a maximum of nine (9) defensive players in the field: one pitcher, four infielders (in traditional positioning), four outfielders and no catcher.

Coach Pitch: Each team will have a maximum of ten (10) defensive players in the field: one pitcher, one catcher, four infielders (in traditional positioning), and four outfielders. If the catcher's position is utilized, the catcher must have proper catcher's gear.

Upper and Lower Minors: Each team will have a maximum of ten (10) defensive players in the field, including four (4) outfielders.

Majors: Each team will field a maximum of nine (9) defensive players in the field.

Coaches

No defensive coaches are permitted on the infield during play; however, a coach may warm up the pitcher if necessary.

Daisy/Coach Pitch: Only four (4) adults per team are allowed in the dugout. The defensive team is permitted two coaches in the outfield. Coaches must remain in the outfield at all times. Two (2) adult base coaches are allowed.

Lower Minors: Only four (4) adults per team are allowed in the dugout. Two (2) adult base coaches are allowed. One approved adult must be in the dugout at all times.

Upper Minors and Majors: Only three (3) adults per team are allowed in the dugout. Two (2) adult base coaches are allowed. One approved adult must be in the dugout at all times.

Game Play

Games are confined to a specific number of innings or duration, as specified by each division below. Teams are also limited to a maximum number of runs per inning as outlined below.

The Umpire-in-Chief (the home plate umpire) serves as the official timekeeper. The Umpire must inform both the official scorekeeper and the scoreboard operator of the game's official start time and initiate the scoreboard game clock accordingly.

Once time has expired, a new inning cannot commence. An inning is considered to begin when the final out of the previous inning is made. In the final 5 minutes of the game, the home plate



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umpire will halt the clock for pitching changes, field conferences, injuries, or any other reasons deemed necessary by the Umpire. The clock does not stop between half-innings, with a 2-minute allowance for transitions between them.

| Division | Innings Max | Time (minutes) | Maximum Runs per inning |
|---------------|-------------|---|-------------------------|
| Daisy | 6 | 75 | 4 |
| Coach Pitch | 6 | 75 | 5 |
| Minors/Majors | 6 | 85 (Lower Minors) 85 (Upper Minors) 95 (Majors) | 5 |

Batting

All players, regardless of field status, bat in continuous order as initially submitted to the scorekeeper. Late arrivals are placed at the end of the order. Only 2 ¼” diameter softball bats are allowed; no baseball bats. Batters are required to wear a helmet with a face mask in all divisions.

Daisy: Batters will get four (4) underhand pitches from a coach. No strikes will be called on pitches regardless of the result, and players will have unlimited foul balls on the final pitch of the at-bat. If a batter doesn’t put a pitched ball in play, the batter will get two (2) swings off the Tee. If the player fails to put the ball in play after two (2) swings on the Tee (including foul balls), the batter is out.

Coach Pitch: Each player has a maximum of 3 strikes or 6 pitches (if the last pitch is not fouled). If a batter does not swing on the 6th pitch, the batter is out automatically. In the case where the batter fouls the 6th pitch, they will receive another pitch and continue receiving pitches until one of the following occurs: the ball is hit into fair territory, the batter swings and misses, or the batter does not swing at the pitch.

Base Running

No taunting will be permitted from baserunners. The team will receive a verbal warning for the first instance. If the taunting persists, the next incident/runner will result in an out. When sliding, players are encouraged to slide feet first if a play is being made at any base except first base. Runners must not make intentional contact with a defensive player if they do not slide. The infield fly rule will be enforced in Majors only. Runners may tag up from any ball hit to the outfield



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but cannot advance on a ball caught in the infield. A runner struck by a thrown softball is not out if they are within the baseline.

Daisy/Coach Pitch: Bases are tight; runners may only advance when the ball is hit. No base stealing is allowed. A runner attempting to advance can be put out after infield control is called and before time is called. Runners may slide into any base except first base.

Lower Minors: Stolen bases are allowed once the ball has crossed the plate, but stealing home is not permitted. No drop third strike. When an attempt is made to throw out a stealing base runner, the runner can not advance beyond the initial stolen base, even if there is an overthrow.

Upper Minors: Stolen bases are allowed once the ball has crossed the plate. No drop third strike. Runners can advance on overthrows including the ability to take home. Stealing home is not allowed. However, all runners at 3rd base are live and can take home if the fielder engages with the runner or there is an over throw on the exchange between the catcher and pitcher that passes the rubber.

Majors: Stolen bases are allowed once the ball has been released by the pitcher from the pitching strip to home; runners need not wait for it to cross the plate. Runners can advance on overthrows. Stealing home is allowed.

Fielding

Free substitutions are permissible. Outside the context of a pitching change, players may not switch positions during a half inning unless due to injury or exceptional circumstances. All players occupying any infield position must wear a facemask, and it is highly recommended for outfielders as well.

Minimum Play: the following rules apply during game play:

Teams with up to one active player above the division's maximum defensive players (e.g., 11 in Daisy/Coach Pitch/Lower Minors/Upper Minors, 10 in Majors): No player may sit more than one (1) defensive inning until all players have sat at least one (1) inning.

Teams with more than one active player above the division's maximum defensive players (e.g., 12 in Daisy/Coach Pitch/Lower Minors/Upper Minors, 11 in Majors): No player may sit more than two (2) defensive innings until all players have sat at least one (1) inning.

Daisy/Coach Pitch: No player will be allowed to play more than 2 innings at the following positions: Pitcher and 1B. This 2 inning rule applies to each position individually, not combined. Players should be in their natural positions in the infield, and not be clustered around the pitcher.



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Daisy, Coach Pitch, Lower Minors and Upper Minors: Outfielders must remain in the physical outfield and be at least three feet into the outfield. There should be two groups of outfielders (totaling four) positioned on either side of second base: one group of two between first and second base, and another group of two between second and third base. They cannot, for example, position themselves directly behind second base.

Over Throws

Daisy/Coach Pitch: Runners can advance one base per overthrow and continue advancing only on those subsequent overthrows that are attempts at an out. For example, if the pitcher overthrows 1B and the RF tries to throw out the runner at 2B and overthrows 2B, the runner can advance to 3B. If, on the same example, the RF instead returns the ball to the infield without attempting to get an out at 2B, no extra bases can be taken.

Lower Minors: Runners can advance one base per overthrow and continue advancing only on those subsequent overthrows that are attempts at an out. For example, if the pitcher overthrows 1B and the RF tries to throw out the runner at 2B and overthrows 2B, the runner can advance to 3B. If, on the same example, the RF instead returns the ball to the infield without attempting to get an out at 2B, no extra bases can be taken. **No extra bases are allowed on catcher overthrows during steal attempts.**

Stopping Play

For all divisions, play is "live" once the ball is hit into fair territory. It becomes "dead" when the umpire calls "infield control." Runners advancing to the next base may continue if they started before "infield control" was called and do not stop their momentum. If a runner halts or tries to advance after time is called, they must return to the previous base. This rule also applies to runners attempting to score, and it applies independently to each runner. Only the umpire determines if a runner was advancing when "infield control" was established.

Daisy/Coach Pitch: Infield control is gained when any member of the defense has possession of the ball within the infield boundary and the defense ceases any attempt to advance the play.

Lower Minors: Infield control is defined as when an infielder possesses the ball in the infield between the base lines.

Upper Minors and Majors: Infield control is determined when the pitcher has possession of the ball while standing in the pitcher's circle, or when the umpire calls time, regardless of who has the ball.



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Catcher

Catchers must wear protective gear, including a chest protector, shin guards, and a helmet with a throat guard. This applies to all divisions except Daisy (see below). In between innings, a coach may serve as a catcher to warm up the pitcher while the player catcher gets their gear on.

Daisy: No catchers allowed in Daisy. A Coach, Parent or a Sibling at least 9 years old will need to be retrieving balls behind home plate.

Majors: If the catcher drops the third strike, the batter can advance to 1st base if it is unoccupied and there are fewer than 2 outs. However, if a runner occupies 1st base, the batter is out. With 2 outs, the batter can run to 1st base even if it is occupied.

Catcher Obstruction occurs when the catcher, without possession of the ball, blocks the runner's path to home plate or impedes their progress. The umpire will call a "delayed dead ball" and award the runner the base or bases they would have reached had the obstruction not occurred. The key for the catcher is to have the ball before blocking the base path to home plate.

Pitcher

Daisy: For games played on the Pee Wee field, the coach pitcher must pitch from the white rubber on the field (28 feet). After four pitches without a hit, the batter gets to hit off the tee unless the fourth pitch is fouled, allowing more pitches until it is hit, missed, or not swung at. If a batted ball touches the coach before a defender, it's a dead ball, and the pitch is replayed. If the coach interferes with fielding, the batter is out and runners can't advance. The coach cannot coach base runners from the mound but can position the batter.

Coach Pitch: The pitching rubber is 35 feet away, within a 12-foot diameter circle for the coach and pitcher. The coach must pitch from behind the circle's front line. After six pitches without a hit, the batter is out unless the sixth pitch is fouled, allowing more pitches until it is hit, missed, or not swung at. If a batted ball touches the coach before a defender, it's a dead ball, and the pitch is replayed. If the coach interferes with fielding, the batter is out and runners can't advance. **The coach cannot coach base runners from the mound but can position the batter.**

Lower Minors: The pitching distance of the Rubber is 35 feet. The pitcher and coach pitcher must start their wind-ups from the Rubber. The batter starts at bat with the kid pitcher, and if four balls are obtained during the at-bat, a coach finishes it. If anytime during the at-bat, four balls are obtained, the coach steps on the mound, and the pitch count is decided by the number of strikes remaining in the at-bat. No walks are awarded at any time during the game. The coach cannot coach base runners from the mound but can position the batter. A batter hit by a kid



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pitcher will be ruled a dead ball, and the batter will decide to either take first base or continue the at-bat. If choosing to continue the at-bat, the coach pitcher will immediately come in to pitch. No base stealing is allowed while a coach is pitching. If a hit ball strikes the coach pitcher, the play is dead, and the at-bat resumes with the same circumstances. The fielding player who assumes the pitcher's position must play behind or even with the coach pitcher with at least one foot inside the pitching circle. Pitchers are not limited by innings pitched, but if a pitcher throws more than 9 outs in a game, that pitcher is ineligible to pitch in the team's next game.

Upper Minors: The pitching distance of the Rubber is 35 feet.

Majors: The pitching distance of the Rubber is 40 feet.

Game Conclusion:

Regular season games that are tied at the end of the allowed innings or when time runs out remain ties. Teams will shake hands with the opposing team and the Umpire(s) after the game. If a team forfeits, the score will be 6-0. Coaches and players are responsible for cleaning the dugouts post-game. The visiting team is responsible for entering the final score into the Game Changer app.

Run Rule:

Daisy/Coach pitch: 10 runs after 4.5 innings, 5 runs after 5.5 innings.

Lower Minors, Upper Minors and Majors: 11 after 4.5 innings, 6 after 5.5 innings

Post Season Play

Seeding

All teams will participate in the playoffs during the spring season. The top 4 teams in each division will participate in the playoffs during the fall season. Playoff eligibility and seeding will be determined by winning percentage.

When two or more teams are tied in wins, apply the following tiebreakers in order. *For 3+ team ties: Apply each step to all tied teams. Eliminate any team(s) separated at a step, and restart at Step 1 with the remaining tied teams. Repeat until all ties are broken or a coin flip is required.*

1. Overall record (applicable if the teams have played the same number of games)
2. Winning percentage (if the number of games played differs)
3. Head-to-Head Record (among tied teams only, example on next page)
 - a. *Two-team tie: Team with better record advances.*



- b. *3+ team tie: If every tied team has played every other at least once, create a mini-league table using only games between tied teams: Rank by: Wins (or winning % if unequal games played). If a clear ranking emerges (e.g., one team beat all others), use that order to break tie. If schedule is incomplete or results are circular (no separation), proceed to Step 4.*
- 4. Record against common opponents (starting with the top team in the standings and proceeding downward until a tie is broken)
- 5. Team with the best record in the final four games (then five, six, etc. if still tied)
- 6. Coin flip

Game Operations

All regular season rules apply unless explicitly noted below.

Teams must field a minimum of nine players in playoff games. If unable to field a nine-player team, a call-up must be requested. Should a team fail to request a call-up or choose not to field nine players, they may play with eight players, taking an automatic out when the ninth player’s turn at bat occurs. Playing with seven players in the postseason is prohibited.

In the event of a tie after the regulation time or innings, one additional normal inning will be played. If the game remains undecided, another inning will be conducted under California rules, whereby the last two outs will be placed on first and second bases, and the inning will begin with one out.

Regular season time and inning limits apply to Championship Games.

Tie Breaker Step 3: Step-by-step Example

Suppose **Teams A, B, and C** are tied with the same overall record, and each has played the others once:

Circular Example

| Game | Result | Team | W | L | PCT |
|--------|--------|----------|---|---|------|
| A vs B | A wins | A | 1 | 1 | .500 |
| A vs C | C wins | B | 1 | 1 | .500 |
| B vs C | B wins | C | 1 | 1 | .500 |

→ **Circular result** (each team beat one, lost one) → **No clear leader** → **Proceed to Step 4.**

| Team | W | L | PCT |
|----------|---|---|-------|
| A | 2 | 0 | 1.000 |
| B | 1 | 1 | .500 |



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Clear Winner Example

| Game | Result |
|-------------|---------------|
| A vs B | A wins |
| A vs C | A wins |
| B vs C | B wins |

| Team | W | L | PCT |
|-------------|----------|----------|------------|
| C | 0 | 2 | .000 |

→ **A is #1, B is #2, C is eliminated** → **Tie broken completely** (no need for Step 4)
