

# 2017 Little League Softball Tournament Rule Summary

Updated 09-Jun-2017

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Juniors (12/13/14)	Seniors (13-16)
<b>Max Roster Size</b>	14	14	14	14	16
<b>Pitching Distance</b>	35 feet	40 feet		43 feet	
<b>Softballs</b>	11-inch softball	12-inch softball			
<b>Mandatory Play</b>	13+ players: Minimum of 1 at bat 12 or fewer: Minimum of 1 at bat and 6 consecutive defensive outs. Substitute entering game for first time may not be removed until this is met.				Does not apply
<b>No New Inning After</b>	Midnight			12:30am	1:00am
<b>Time Limits</b>	If two games are scheduled for the same site, no time limit may be imposed on the first game.				
<b>Pitchers</b>	<b>Innings</b>	Max 12 per day Max 12 per game		No restrictions	
	<b>Rest</b>	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day		No rest required	
	<b>Consecutive Games</b>	Allowed, subject to rest requirements.		No restrictions	
	<b>Consecutive Days</b>	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended game.		No restrictions	
	<b>Returning to Mound</b>	May move to a different position and return once per inning. If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.		May move to a different position and return once per inning. May be removed from game and return once per inning if return does not violate substitution, charged conference, or mandatory play rule(s).	
Special case: See Rule 10.c Note 2					
<b>Re-Entry</b>	Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute entering the game for the first time may not be removed prior to completion of his/her mandatory play requirements.				Starters may re-enter to their original spot in the batting order <u>once</u> . Subs may not re-enter.
<b>Substitutions</b>	Defensive: Must be made as team takes the field, or while team is in the field. Offensive: Must be made as player comes to bat, or while player is on base.				
<b>Defensive Conferences</b>	Two in an inning, pitcher must be removed from mound on third visit in inning. Three in a game, pitcher must be removed from mound on fourth visit in game. Each pitcher has his/her own "count" of visits, which resumes if pitcher returns to mound.				
<b>10-Run Rule</b>	After 4 innings, 3 ½ if home team is ahead.			After 5 innings, 4 ½ if home team is ahead	
<b>3<sup>rd</sup> Strike Not Caught</b>	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.			
<b>Leaving Early</b>	Pitch reaches batter	Pitch leaves the pitcher's hand			
<b>On Deck Batters</b>	Not allowed. Only the leadoff batter is permitted outside the dugout between innings.			Allowed.	
<b>Illegal Bat</b>	Batter is out (unless defense opts for result of play). Batter and manager both ejected.				
<b>Batter's Box</b>	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.				
<b>Illegal Pitch Penalty</b>	Ball awarded to batter			Ball awarded to batter and base runners advance one base	
<b>Multiple Games/Day</b>	Up to two (2) doubleheaders in a seven-day period			Maximum of three games in a day	
<b>Special Pinch Runner</b>	Once per inning, <u>no more than twice per game</u> , any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game.				
<b>Adults</b>	1 manager and 2 coaches allowed regardless of number of players.				
<b>Base Coaches</b>	Two adult base coaches may be used at all levels, provided there is an adult in the dugout.				
<b>Protests</b>	<b>Playing rule or improper substitution:</b> Must be made before next pitch, play or attempted play. <b>Mandatory play:</b> As soon as the facts become known. <b>Ineligible pitcher or player:</b> As soon as facts become known, but before either teams' next game.				
<b>Unsportsmanlike Conduct</b>	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.				

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.