

## (Proposed) Maine District 6 Softball Rule Summary

		AA	AAA (Minors)	Majors	Juniors	Seniors
Player Age as of 1/1		8 & Under	10 & Under	12 & Under	14 & Under	16 & Under
Pitching Distance		35		40 feet	43 feet	
Softballs		11-inch		12-inch		
Mandatory Play		6 consecutive defensive outs			None	
Continous Batting Order		Yes			No	
Max Run Rule / inning		6			No Max	
No New Inning After		7:30pm		7:45pm	8:00pm	
Time Limits		If two games are scheduled for the same site, no time limit may be imposed on the first game.				
Pitchers	Innings (max)	Max 12 per day / 12 per game			No restrictions	
	Rest	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day			No rest required	
	Consecutive Games	Allow, subject to rest requirements			No restrictions	
	Consecutive Days	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended			No restrictions	
	Returning to Mound	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 If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.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 (or removed from game) and return once per inning.	
	Intentional Walk	None			May request an unpitched intentional walk	
	Coach Pitch	Yes* (see below)		None		
Substitutions		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.				
Defensive Conferences		Pitcher must be removed on 2nd visit in inning or 3rd visit in game.				
Mercy Rule		15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead. 10 runs after 5 innings, 4 ½ if home team is ahead	
3rd Strike Not Caught *		None	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. (See below)			
Stealing	Stealing	No stealing	No Stealing Home	No limits, stealing home allowed		
	Leaving Early	Pitch reaches batter		Ball leaves pitchers hand		
	Overthrow Bases	1 base (not home)		Unlimited		
Batter's Box		Batters must keep one foot in the batter's box between pitches. <u>Penalty</u> : Warning, then strike.				
Illegal Pitch Penalty		Ball awarded to batter				
Special Pinch Runner		Once per inning, no more than twice per game, any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game.				
Protests		<u>Playing rule or improper substitution</u> : Must be made before next pitch, play or attempted play. <u>Mandatory play</u> : As soon as the facts become known. <u>Ineligible pitcher or player</u> : As soon as facts become known, but before either teams' next game.				
*Coach Pitch (U8 & U10)		Coach pitches the <u>rest of the inning</u> after the 3rd consecutive or 5th walk of the 1/2 inning				
*Uncaught 3rd Strike		<a href="#">Please reference the following PDF for more information</a>				

*This chart is intended as a quick reference summary of the various rules which were slightly altered from the LL Allstar rules.  
Varying from any rule stated above must be agreed to by both coaches prior to the first pitch.*

Last Edited: 1/6/2022