

2026 NeoSoftball 9U Rec Softball Supplemental Rules

Neobaseball.org Revised 10/30/25

1. Age Limit:
 - a. The maximum age for playing on a 9U kid-pitch and coach-pitch “hybrid” girls softball team shall be 9 years old. Any child who is 10 years old before January 1st of the current year cannot be on a 9U hybrid team (December 31st cutoff – prior year). 8-year-olds can play in this division, but players younger than 8 as of December 31st should be rostered in coach-pitch, not in the 9U hybrid division.
 - b. Up to Two 10-yr-old “age exception” players may be permitted with league approval only (NOTE: age exception player can’t turn 11 prior to July 1st of the current year). Age exception players cannot pitch or catch and must be declared on the batting order lineup and verbally disclosed at ground rules.
2. Official Game(s):
 - a. All games are 6 innings. Additional full inning(s) may be played if the sixth inning ends in a tie (and time permits).
 - b. Mercy Rule: An official game shall be declared if at the end of 4 or more, full innings, the visiting team is ahead by ten or more runs, or if at the end of 3 ½ innings or more the home team is ahead by ten or more runs, the game shall be official and can end.
 - c. No new inning shall start after **2 hours** of gameplay (official start time shall be when umpire declares “play ball”/first pitch). If two rounds of games are played the same day (like the first Saturday of tournaments) then both rounds will be **1 hour 45 minutes** no new inning time limits.
 - d. There shall be a maximum of 5 runs per inning per team. NOTE: Unlimited runs shall be available for the 6th and additional innings (An umpire cannot declare an inning as unlimited prior to the 6th).
3. Substitution(s):
 - a. All players present for a game must play. (Roster batting - No Matching Rosters).
 - b. All players must play a minimum of two innings in the field. Exception: Player does not have to play two innings if being disciplined, but the opposing coach should be notified prior.
 - c. Each player available for a game will be inserted into the batting order and will bat even though she may not be playing in the field (continuous batting order).
4. Pitching
 - a. The pitching distance shall be 35 feet for the player-pitcher. An 8’ radius circle shall be drawn around the pitching rubber. When pitching, the coach-pitcher shall be required to release an underhand pitch within the circle (starting no closer than 32’).
 - b. When there is a coach-pitcher, the player-pitcher must be within the 8’ diameter circle during the pitch.
 - c. Player-pitch shall be no less than 4 innings and coach-pitch shall be no more than 2 innings, which shall be 2 player-pitch innings, 2 coach-pitch, then 2 player-pitch (Note: Any extra innings past 6 shall be player-pitch only).
 - d. Limits: There are no inning limitations, but it is strongly recommended that players do not exceed 55 pitches per day.
 - e. Re-entry at pitcher: Once a player-pitcher is removed from the mound, they can only re-enter as a pitcher in later innings (not in the same inning). Pitchers must be removed if they hit 3 batters in the same inning.
 - f. An age exception player is not permitted to pitch as a player-pitcher.
 - g. Coach-pitchers should not instruct baserunner(s) but can correct the batter’s stance.
 - h. If the coach-pitcher intentionally interferes with the batted ball, then the batter is out. If the coach-pitcher unintentionally interferes with the batted ball, it is ruled a dead ball and batter is awarded first base (other runners may advance only if forced).
5. Batting:
 - a. Bats
 - i. Must be marked “Official Softball” (must bear ASA 2000, ASA 2004, or USA Softball certified markings), and must not be listed on the USA Softball Non-Approved Bat list.
 - ii. Shall be no more than 34” long nor exceed 38oz.
 - iii. Must be free of damage, defects, and/or excessive wear.
 - b. When a coach-pitcher is used, the batter has a maximum of 5 pitches to hit the ball in fair territory, or the batter is out. If the batter hits a foul ball on the fifth pitch (and ensuing pitches), the batter shall receive another pitch (can’t strikeout if foul ball hit on final pitch). The coach-pitch portion is also a “3-strike batter out” scenario - providing it is from a foul ball and/or swing-and-miss strike (strikes will not be called if the batter doesn’t swing during the coach-pitch portion, but a pitch will be counted).
 - c. Foul tip: Batter is out on third strike from kid-pitcher and the fifth pitch from a coach-pitcher. (NOTE: A “foul tip” is a foul ball that does not go higher than the batter’s shoulders and is caught by the catcher behind the plate).
 - d. No Bunting off a coach-pitcher (penalty: a strike shall be called).
 - e. There will be no base-on-balls from a coach-pitcher.

- f. No drop third strike - The batter is out on any third strike from a kid-pitcher, whether the catcher drops the ball or not.
6. Baserunner(s):
- a. There will be no lead-off/steal of second or third base until the pitched ball has passed home plate. Penalty-If a player leaves early, the ball is dead, the runner is called "out" and the count does not change on the batter ("no pitch" shall be declared). This is a judgment call by the umpire and cannot be protested.
 - b. Runner from third base is only allowed to advance home as a result of a batted ball, forced home by a bases-loaded walk, hits batsmen, or ball out of play (baserunners can't steal home).
 - c. Any misplayed/overthrown ball at 1st base (from infield) shall become dead and no runners may advance further than the base they're advancing towards. A ball thrown out-of-play will be treated normally (runners advance in accordance with ball thrown out-of-play rules). Fielded/caught balls at first base will be played as a normal live ball.
 - d. Any overthrow by the catcher to second or third base (making a throw on a runner stealing) shall become dead with no further advancement by the runner/s (can't advance further than the base they were heading towards, with risk of getting out).
 - e. No stealing bases during the coach-pitch portion.
 - f. Courtesy Runner:
 - i. Can be used at any time for the catcher.
 - ii. Should be the player that was the last out recorded or run last scored if no out recorded (or the linked sub player, if applicable).
7. Defensive Player(s):
- a. Ten defensive players with four outfielders is optional. A 10-player defense shall consist of 4 outfielders and a traditional infield with a pitcher and catcher.
 - b. A team will be permitted to play a game with 8 players. An out will be declared in the missing player's spot in the lineup. Defensively that team would need to play with only two outfielders.
 - c. A catcher and pitcher must be present at all times (With an 8-player defense, the team will only have 2 outfielders).
 - d. No coaches are permitted on the field defensively (no coaches in the outfield)
8. Umpire(s):
- a. The Umpire Scheduler/s should do their best to have an umpire for all 9U hybrid games. However, if an umpire does not show up for a game, then a coach from each team should umpire when their own team is batting (or teams can agree to one coach to umpire from the mound) – this cannot be protested.
 - b. The strike zone for 9U shall be from white line to white line of the batter's box and from low knees to high letters (armpits). Our goal is to have batters hit the ball and not have an excess of walks.
9. 9U games shall be played with 11" Softballs (Diamond 11 FPSC Tournament or A.D. Starr OUSA1147PS only) – same as 10uFP.
10. Safety Base:
- a. For the "safety base" at 1st, the batter-runner shall take the outside/foul side unless the fielder switches to catch a ball then the batter-runner should take the inside base, if possible, to avoid a collision.
 - b. The fielder can only use the side of the safety base they are on (for example: if on the field side, they should not extend their foot onto the foul side of the base).
11. Music is not permitted during regular season or end-of-season tournament games (even if between innings or used as walkup music). Playing music prior to game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).
12. End-of-season Tournaments shall be:
- a. Seeded based on points (3 for win, 2 for tie, 1 for loss, and no points awarded for games not played)
 - b. Single Elimination style bracket
13. Teams shall consist of players from within the community and/or school system. No more than two players per team shall be from another community and/or school system. An authorized player release and disclosure is required prior to roster approval. Any exceptions (multiple player releases from a community when no team is available) must have NeoSoftball written approval. (Unapproved) Violation of these rules shall result in 1 to 2-year(s) suspensions of coach(es) and/or representative.
14. Coaches, players, parents, spectators, etc. shall be removed by the umpire and/or shall be banned from future events by NeoSoftball for inappropriate activities/behavior (i.e., Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, any harassment, etc.)
15. Background screenings/checks, completion of Lindsay's Law, and concussion training certificates are required for all managers/coaches. No more than 1 team manager, 3 assistant coaches and 1 person managing the bench per team is permitted.
- 16. Any items not specifically addressed in these supplemental rules will revert to the current general (10-14U) NeoSoftball Rules.**