



2026 SUPPLEMENTAL PLAYING RULES

6U, 7U, 8U, 10U, 12U and 14U

Revision Date: January 12, 2026.

6U - 2026 Supplemental Rules

16.1 - Balls used for this division are 10" Worth RIF Level 1 Sof-Dot.

16.2 - Games are 5 innings, 1 hour drop-dead.

16.3 - Teams need a minimum of 5 players. All players bat and play defense every inning. Defense must play traditional infield positions: P, 1B, 2B, SS, 3B, but no catcher. Infielders may not be positioned any closer to home than a 30' arc.

16.4 - If a team has 6 or more players, only 5 may play the infield at one time. Outfielders must be behind the bases (Ideally situated toward the back of the dirt) until the earlier of (a) the pitch being released toward home plate, and (b) the batter striking the ball off the Tee.

16.5 - No player can play outfield for two consecutive innings. No player can play either pitcher or first base for more than one inning per game. Score is not kept. Outs are not recorded. Each half inning ends when the team at bat has batted through their lineup.

16.6 - No base stealing. No leading off. All throws are no-fault throws.

16.7 - The ball is dead and runners must stop advancing, when a put out is attempted or made.

This includes the following

16.7.1 - When the ball leaves a player's hand on a throw - whether it is an overthrow or thrown to the wrong base.

16.7.2 - When a player attempts to tag a base.

16.7.3 - When a player attempts to tag a player.

16.8 - A coach for the offensive team will be used to deliver a maximum of three pitches to each batter. If the batter is unable to put a ball into fair play after three pitches, a batting tee will be placed on home plate and the batter will hit off the tee.

16.9 - No Player pitch.

16.10 - No strike outs.

16.11 - Two coaches from the defensive team should be placed in the outfield. Defensive coaches may not touch the ball. The team on offense must place a coach behind the plate who will retrieve coach pitched balls and tee up the ball.

16.12 - A batted ball that strikes a coach in the field of play is called dead, the batter is awarded first base, runners advance one base if forced, and runners not forced to advance return to the base reached prior to that at-bat.

7U - 2026 Supplemental Rules

- 16.13 - Game Balls used in 7U are league provided JUGS pitching machine dimple balls. 10" or 11", based on availability.
- 16.14 - Games are 6 innings, or 1 hour 15 minutes, no new, 1:30 drop-dead. No new inning shall start after 1 hour 15 minutes.
- 16.15 - Monitoring, or not monitoring, of game score tracking is at coaches agreed upon pre-game discretion.
- 16.16 - There are no standings or win/loss tracking for 7U division. No scores are officially recorded.
- 16.17 - The maximum runs per inning is four (4) for the first three innings, unlimited from the fourth inning forward.
- 16.18 - Minimum Playing Requirements:
- 16.18.1 - Teams need a minimum of 7 players. A maximum of 10 may play defense, with a maximum of 6 infielders including pitcher and catcher, who must all play the traditional infield positions. Outfielders must remain on the grass until the pitcher releases the ball.
 - 16.18.2 - All players bat round robin. A player arriving after team's first at bat has started will be placed at end of the lineup.
 - 16.18.3 - No player can sit out more than one inning in a game until all other players have sat out an inning.
 - 16.18.4 - With 12 or less players at the game, each player must play one inning in the infield by the end of the third inning and two innings in the infield by the end of the fourth inning.
- 16.19 - No infield fly rule.
- 16.20 - No dropped third strike rule.
- 16.21 - No stealing in 7U
- 16.22 - No-fault throws for the following situations.
- 16.22.1 - A throw from any player on the field to the coach pitcher provided the coach pitcher is in the circle.
 - 16.22.2 - On an overthrow on a put-out attempt: all runners are allowed to advance no more than one base and are subject to be put-out. On subsequent overthrows on the same play after the first advancement, players are no longer allowed to advance.
 - 16.22.3 - When a thrown ball to the coach/pitcher is made by a player on the field - the ball is dead and runners must stop advancing and return to the lesser base.
- 16.23 - 7U is JUGS Machine Pitch only - full season – Machine balls fed by a coach of the team that is hitting.
- 16.23.1 - No walks during the entire 7U season. The batter may hit or strike out; she may not walk.
 - 16.23.2 - If a batter receives four (4) balls from the machine, the play will assume the strike count and continue for (3) pitches max). If the maximum 3 pitches are machine thrown without the batter hitting, batter is called out.
 - 16.23.3 - If the 3rd pitch results in a foul ball, the coach will continue to machine pitch until the batter strikes out or hits the ball in play. A batter may strike out against the machine on called strikes.
 - 16.23.4 - The umpire will rule on each pitch utilizing the strike zone.
 - 16.23.5 - A batter hit by a machine-pitched ball, will not be awarded first base.
 - 16.23.6 - JUGS Pitching Machine: Front legs will be placed 30 feet from front of pitching plate to back corner of home plate. The machine will be set at a speed as directed by softball leadership.
 - 16.23.7 - The offense coach may not coach (e.g., "Don't Swing!") while machine pitching, and cannot field balls.
 - 16.23.8 - The player-pitcher must stand parallel with the pitching rubber with one foot in the pitching circle.
 - 16.23.9 - For clarification, a caught foul-tip on a third strike is an out.

16.24 - Players shall not advance to next base on an over-throw but remain at risk for a put out if they come off the base.

16.25 - The defensive team may place one coach in the outfield and must remain on grass and not interfere in the play

16.26 - In the interest of time, it is recommended that the defensive team provide a coach to be positioned against the backstop to retrieve passed balls. This coach must be silent leading up to and during the pitch. Positioning a catcher in the field is optional, but encourage to develop catchers that can be ready at 8U.

16.27 - The batter/runner CAN advance past first base on any hit pitch. Overthrow rules still apply, so the batter/runner may advance past first base (one base only), at risk, on an overthrow.

16.28 - If a coach on the field is hit by a batted ball, the play is called dead, the batter is awarded first base, and all runners advance one base.

8U Division - 2026 Supplemental Rules

17.1 - Balls used in 8u are a 10" RIF Level 1 or equivalent.

17.2 - Games are 6 innings, or 1 hour 30 minutes, no new, 1:40 drop-dead. No new inning shall start after 1 hour 30 minutes.

17.3 - If the game is called due to time, the score reverts to the last complete inning, unless in the final inning the home team has tied the score or taken the lead. In that case, the score is taken at the point the game is called, and the home team gets the tie or win.

17.4 - A game may end in a tie.

17.5 - The maximum runs per inning is four (4) for the first three innings, unlimited from the fourth inning forward.

17.6 - Minimum Playing Requirements:

17.6.1 - Teams need a minimum of 7 players. A maximum of 10 may play defense, with a maximum of 6 infielders including pitcher and catcher, who must all play the traditional infield positions. Outfielders must remain on the grass until the pitcher releases the ball.

17.6.2 - All players bat round robin. A player arriving after the team's first at bat has started will be placed at the end of lineup.

17.6.3 - No player can sit out more than one inning in a game until all other players have sat out an inning.

17.6.4 - With 12 or less players at the game, each player must play one inning in the infield by the end of the third inning and two innings in the infield by the end of the fourth inning.

17.7 - No infield fly rule.

17.8 - No dropped third strike rule. Batter is out, ball is live, and runners may advance one base.

17.9 - No-fault throws for the following situations.

17.9.1 - Throw down for a steal.

17.9.2 - A throw from any player on the field to the pitcher provided the pitcher is in the circle.

17.9.3 - On an overthrow on a put-out attempt: all runners are allowed to advance no more than one base and are subject to be put-out. On subsequent overthrows on the same play after the first advancement, players are no longer allowed to advance.

17.10 - When a thrown ball to the pitcher crosses the plane of the pitcher's circle, the ball is dead and runners must stop advancing and return to the lesser base.

17.11 - Pitchers Eligibility - a pitcher may pitch a maximum of two (2) innings per game in the regular season. The throwing of a single pitch shall constitute a full inning.

17.11.1 - Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described above.

17.12 - Pitcher Rules Full Regular Season with Coach pitch

17.12.1 - No walks during season

17.12.2 - If a batter receives four (4) balls from the opposing pitcher; the batter's coach shall pitch to the batter. Follow more Coach Pitch Rules below and in 17.15.

17.12.3 - The coach/batter will assume the strike count and continue to pitch (up to (3) pitches max).

17.12.3.1 - The umpire will rule on each pitch utilizing the strike zone.

17.12.3.2 - The batter may hit or strike out; she may not walk.

17.12.3.3 - If the maximum 3 pitches are thrown without the batter hitting, batter is called out.

17.12.3.4 - If the 3rd pitch results in a foul ball, the coach will continue to pitch until the batter strikes out or hits the ball in play. A batter may strike out against the coach on called strikes.

17.12.4 - Hit By Pitch: Any batter hit by a player-pitched ball will be awarded first base, even when bases are loaded, and it forces a runner home. At the discretion of the Offensive manager, a hit-by-pitch may be scored as a ball and the at bat continued. [Note: the strike count will NOT be reset].

17.12.4.1 - A batter hit by a coach-pitched ball, will not be awarded first base.

17.12.4.2 - Any player-pitcher who hits 4 batters in the same inning must be removed as a pitcher for the remainder of the inning. She may return as the pitcher in a later inning. Any pitcher that hits 4 batters in one inning twice in the same game may not pitch the remainder of that game.

17.12.5 - Illegal Pitches:

17.12.5.1 - First half of the season or 50% of the games played: In the event of an illegal pitch that is not hit, the play will be called dead, and the pitch will be redone (no ball or strike assessed; no advancement). After the play is concluded, the umpire will notify the Manager of the illegal pitch, and the manager is encouraged to explain the illegal pitch call to the pitcher. For a ball put into play on an illegal pitch, the Offensive manager has the choice of allowing the play to stand or the pitch to be redone (no ball or strike assessed; no advancement).

17.12.5.2 - Second half of the season or remaining 50% of the games left to play in a full season: the penalty for an illegal pitch will be a called ball with no automatic base runner advancement (stealing bases per league rules is permitted). For a ball put into play on an illegal pitch, the Offensive manager has the choice of allowing the play to stand or accepting a ball in the count and having the batter continue to bat.

17.13 - Stealing is allowed; but no stealing home (closed home plate); players are allowed to steal one base, per runner, per pitch. Players shall not advance to next base on an over-throw and remain at risk for a put out if they come off the base.

17.14 - The defensive team may place one coach outfield and must remain on grass and not interfere in the play in any way.

17.14.1- In the interest of time, it is recommended that the defensive team provide a coach to be positioned against the backstop to retrieve passed balls. This coach must be silent leading up to (pitcher coming set) and during the pitch. Note that once this coach helps the catcher retrieve the ball, the runner may not be put out stealing if she attempted the steal in a reasonable time from the pitch being released.

17.15 - Coach Pitch Rules

17.15.1 - Coach will pitch, inheriting the strike count.

17.15.2 - The coach must start from the pitcher's plate/rubber and remain in the pitching circle upon release of the pitch.

17.15.3 - The coach may not coach (e.g., Don't Swing!) while pitching. The player-pitcher must stand parallel with the pitching rubber with one foot in the pitching circle.

17.15.4 - For clarification, a caught foul-tip on a third strike is an out.

17.15.5 - Bunting is not allowed during coach pitch.

17.15.6 - Base stealing is not allowed during coach pitch.

17.15.7 - Hit-by-pitch rules, innings limits and rules applying to players do not apply to coach pitchers.

17.15.8 - The batter/runner CAN advance past first base on a coach-pitch hit. Overthrow rules still apply, so the batter/runner may advance past first base (one base only), at risk, on an overthrow.

17.15.9 - If a coach on the field is hit by a batted ball, the play is called dead, the batter is awarded first base, and all runners advance one base.

10U Division - 2026 Supplemental Rules

18.1 - Balls used in this division are 11" RIF 1 Softballs

18.2 - Games are 6 innings, or 1 hour 30 minutes, no new, 1:40 drop-dead. No new inning shall start after 1 hour 30 minutes.

18.3 - If the game is called due to time, the score reverts to the last complete inning, unless in the final inning the home team has tied the score or taken the lead. In that case, the score is taken at the point the game is called, and the home team gets the tie or win.

18.4 - Regular season games may end in a tie.

18.5 - Minimum Playing Requirements:

18.5.1 - Teams need a minimum of 7 players. A maximum of 9 may play defense, with a maximum of 6 infielders including pitcher and catcher, who must all play the traditional infield positions. Outfielders must remain on the grass until the pitcher releases the ball.

18.5.2 - All Players bat round robin. A player arriving after the team's first at bat has started will be placed at the end of the lineup.

18.5.3 - No player can sit out more than one inning in the first four innings, and two innings through six innings. If a team has 12 or more players, no player can sit out more than one inning in the first three innings, and two innings through six innings.

18.5.4 - Each player must play two innings per game in the infield when innings played allows for it, one inning otherwise.

18.5.4.1 - With 11 or less players at the game, each player must play one inning in the infield by the end of the third inning and two innings in the infield by the end of the fourth inning.

18.5.5 - If a player arrives after the completion of the team's first inning on defense, infield minimum play is waived for that player (though the intent is to still try to give them their minimum play).

18.6 - The maximum runs per inning is four (4) for the first three innings, unlimited from the fourth inning forward.

18.7 - The maximum number of innings a player can pitch is four (4). No player may pitch more than 2 of the first 4 innings.

18.8 - The maximum number of innings a player can catch is four (4). No player may catch more than 2 of the first 4 innings. This rule does not apply for the first three games of the regular season; as of Game Four, this rule is in effect.

18.9 - The penalty for an illegal pitch will be a called ball with no base runner advancement. For a ball put into play on an illegal pitch, the Offensive manager has the choice of allowing the play to stand or accepting a ball in the count and having the batter continue to bat.

12U Division - 2026 Supplemental Rules

19.1 - Balls used in this division are a 12" Rawlings Dream Seam or equivalent.

19.2 - Games are 7 innings, or 1 hour 30 minutes, no new, 1:40 drop-dead. For interleague games, LA/South Bay USA Softball Interleague timing will apply (typically 1:45 drop-dead; no new inning after 1:30).

19.3 - If the game is called due to time, the score reverts to the last complete inning, unless in the final inning the home team has tied the score or taken the lead. In that case, the score is taken at the point the game is called, and the home team gets the tie or win.

19.4 - Extra innings are played if tied after regulation with time remaining.

19.5 - Regular season games may end in a tie.

19.6 - Teams need a minimum of 7 players. Players bat round robin. A maximum of 9 may play defense, with a maximum of 6 infielders including pitcher and catcher, who must all play the traditional infield positions. Outfielders must remain on grass until the pitcher releases the ball.

19.7 - The maximum runs per inning is four (4) for the first three innings, unlimited from the fourth inning forward.

19.8 - No player can sit out more than one inning in the first four innings, and two innings through six innings. If a team has 12 or more players, no player can sit out more than one inning in the first three innings, and two innings through six innings.

19.9 - Each player must play one inning per game in the infield.

19.10 - Rules regarding pitching limits:

19.10.1 - No player may pitch more than 3 of the first 4 innings.

19.10.2 - Any pitcher removed from pitching may not return to pitch in the same inning.

19.10.3 - Any pitcher removed may return to the pitching position only once.

19.11 - Any inning shortened by the run limit rule must have three (3) pitching outs charged for that inning. Outs are recorded as made. Any outstanding outs will be charged based on the greater number of batters each pitcher has faced. If only one pitcher, all three (3) outs are charged to that pitcher for the inning. With two pitchers, if no outs were recorded, the pitcher who pitched to the greater number of batters will be charged 2 outs. The starting pitcher of the inning will be charged 2 outs if both pitchers faced the same number of batters. In case the inning had 3 or more pitchers, outs are recorded as made. Remaining outs to be charged based on greater number of batters faced by each pitcher.

19.12 - The penalty for an illegal pitch will be a called ball with no base runner advancement. For a ball put into play on an illegal pitch, the Offensive manager has the choice of allowing the play to stand or accepting a ball in the count and having the batter continue to bat.

19.13 - Mercy rule is 10 runs after 4 innings plus agreement of both managers, unless playing in an interleague game where the rule differs.

14U Division - 2026 Supplemental Rules

20.1 - Balls used in this division are 12" Rawlings Dream Seam or equivalent.

20.2 - USA Softball rules are used with the following inter-league modifications:

20.2.1 - The DP/FLEX rule will not be in effect.

20.2.2 - A team may have between 9 and 16 batters and no more than 9 defensive Fielders.

20.2.3 - If a player needs to leave early, this must be declared to the plate umpire and the opposing team at the plate meeting (before the game starts). No penalty "out" will be assessed if the situation is declared before the game starts. If the situation is brought to the attention of the umpire and the opposing team during the game, a penalty "out" will be declared only the first time that the vacant spot in the batting order comes up. An inning or a game can end with an automatic out.

20.2.4 - All batters must bat and run for themselves unless injured. If a batter or runner becomes injured and cannot complete their turn at bat or time on the bases, a replacement runner will be allowed to finish the at bat or time as a courtesy runner for that half inning only.

20.2.5 - When a play has stopped the team member who was the last out before the injured players turn at bat will be the courtesy runner. If the last out is on base or at bat, the next available player in the line up before the injured player will become the courtesy Runner.

20.2.6 - A courtesy runner may be used as a replacement runner for pitcher, catcher or injured player.

20.2.7 - Any batter or base runner that must use a courtesy runner a second time due to injury will be removed from the game for safety reasons. When the player who has left the game due to injury and misses the next at bat, an out will be declared for that one time only. An inning or a game can end with an automatic out.

20.3 - No player can sit out more than one inning in the first four innings, and two innings through six innings. If a team has 12 or more players, no player can sit out more than one inning in the first three innings, and two innings through six innings.

20.4 - Unless otherwise indicated by LA/South Bay USA Softball Interleague rules (which are typically 1:45 drop-dead, no new inning after 1:30), games are 7 innings, or 1 hour, 30 minutes, no new, 1:40 drop-dead. The score reverts to the last complete inning unless the home team is batting and is ahead, or if the score is tied. Extra innings are played if tied after 7 innings with time remaining. Games may end in a tie.

20.5 - Teams need a minimum of 7 players. Players bat round robin. 9 play defense. Outfielders must remain on the grass until the pitcher releases the ball.

20.6 - The maximum runs-per-inning is six (6) for the first three (3) innings and unlimited runs per inning for the remainder of the game.

20.7 - Mercy Rule is 15 runs after 5 innings plus agreement of both managers.