

Minors Division Rules

Updated 2026 Season

1. Team Formation

- Teams in the Minors Division will be determined via a player draft prior to the start of the season.

2. Players

- Ten (10) players are to be fielded.
- A game may be played with a minimum of seven (7) players.
- No player on the regular roster may sit for more than one (1) inning in a row – unless due to injury.
- No penalty for players arriving late or leaving early, except that players arriving late must be placed at the bottom of the batting order.

3. Equipment

- Face masks are REQUIRED for all infielders, including the pitcher.
- No metal cleats are allowed.
- Helmets must be worn by batters and base runners during games and practices.
- Only ASA/USA Softball approved NON-COMPOSITE bats are allowed at any time.
 - This includes games or practice.
 - Only single-wall, one-piece bats may be used.
 - Composite, hybrid, or fiber reinforced bats are prohibited, including hybrid or half and half technology bats.
 - If a batter enters the box with an illegal bat, the batter will be called out.
 - If contact is made with an illegal bat, the batter is out and runners return to their bases.

4. Field Dimensions

- Base distance: 50 feet
- Pitching distance: 30 feet (measured from the back point of the plate to the front of the pitching rubber)
- Ball used: 11 inch Incrediball supplied by the league.

5. Game Length

- Weeknight start time: 5:45 PM
- Lineups must be submitted 5 minutes before game time.
 - Anyone arriving after that must be placed at the bottom
- Games last 6 innings (or 5½ innings if the home team is ahead).
- No new inning may begin 1 hour and 45 minutes after the start time.
- Forfeit time is 15 minutes after the scheduled game time. If both teams are not prepared to play – both forfeit.
- If a new inning is started before the time limit, and in the middle the inning the game is called for darkness or weather the game will be considered complete and the score will revert back to end of the last full inning.
- Games may end in a tie (except playoffs).

6. Season Format

- First ?? Weeks: All games will use the Blue Flame pitching machine.
- Regular Season Hybrid Model:
 - First 3 innings – Blue Flame machine pitch
 - Final 3 innings – Kid pitch

7. Pitching Rules

- A pitcher may pitch a maximum of 6 outs and must then be replaced.
- The two-inning defensive position rule still applies to Pitcher position even when the Blue Flame machine is used.
- Kid Pitch Rules:
 - 3 strikes = batter out
 - 4 balls = walk
- A ball which hits the ground into a batter is not considered ‘Hit-by-pitch’
 - Batter does not advance to 1st unless it was the 4th ball
- Pitcher Removal Rule:
 - A pitcher must be removed if they issue 5 walks in one inning.
 - Hit by pitch counts as a walk.
 - The opposing team is responsible for tracking walks.

8. Blue Flame Machine Rules

- Batter receives either 3 swings or a maximum of 6 pitches.
 - If the batter swings 3 times, the batter is out.
 - If the batter does not swing by the 6th pitch, the batter is out.
 - Unhittable pitch = do-over pitch

- When the Blue Flame is used, the defensive pitcher must stand on the opposite side of the hitter (weak side).
- If a batted ball hits the Blue Flame machine:
 - Immediate dead ball
 - All runners advance one base
- Machine speed will be determined by the league.

9. Ending an Inning

- Inning ends once a team has scored five (5) runs or there are three (3) outs, whichever comes first
- In the final inning ends once a team has scored ten (10) runs or there are three (3) outs, whichever comes first
- Final inning must be identified by coaches prior to the start of that inning
 - Once final inning is identified, the game is over after that inning – even if more time allows – unless additional inning is agreed to by BOTH coaches.

10. Defensive Positions

- Teams will field 10 players:
 - Pitcher
 - Catcher
 - 1st Base
 - 2nd Base
 - 3rd Base
 - Shortstop
 - 4 Outfielders
- Players may play the same defensive position for no more than two (2) innings per game.
- No short fielder is allowed.
- Outfielders must remain on the grass not in the infield.

11. Player Shortage

- If a team is short players, infield positions must be filled first before outfield positions.

12. Base Running

- Leads are allowed after the pitcher releases the ball.
 - Leads cannot exceed halfway to the next base.
- Stealing is not permitted.
- Dropped third strike rule is not in effect.

- Infield fly rule is not in effect.
- Ball hit to infield:
 - Runners may advance one base only.
 - There is no advancement on a ball that is overthrown to any base or back to pitcher.
- Ball hit to outfield:
 - If a hit ball reaches the grass, runners may advance as many bases as possible until the ball is returned to infield.
 - The play is dead as soon as the ball reaches the dirt infield. It does not have to be under the control of a player
 - A runner that is more than $\frac{1}{2}$ to the next base must return to the prior base
 - These extra bases are umpire discretion

Runners can be out by force/tag, at any base or within any base path in accordance with USA Softball Rules

13. Batting

- Each team member will bat in order, using all team members in the lineup.
- During Kid Pitch:
 - Strikes will be called and three (3) strikes is an out.
 - Balls will be called and four (4) balls is a walk.
- During Blue Flame:
 - Batter receives either 3 swings or a maximum of 6 pitches.
 - If the batter swings 3 times, the batter is out.
 - If the batter does not swing by the 6th pitch, the batter is out.
 - Unhittable pitch = do-over pitch
- Bunting is not allowed.
- Pinch runner
 - Courtesy runner may be used for catcher with two (2) outs.
 - The runner must be the player who made the last out.
 - No other pinch runners are allowed, except for injury

15. Playoffs

- Playoffs will follow the same Hybrid Model (Blue Flame and Kid Pitch).
- Specific inning format will be determined by the league.

16. Incomplete Games

- A game becomes official after 4 innings ($3\frac{1}{2}$ if the home team leads).
- If less than one complete inning is played, a full makeup game will be played.
- If more than one complete inning is played, the game resumes from where it stopped.

- Play picks up where it left off with same outs, players on base, and pitch count.
- If a player cannot make the rescheduled game, their place in the batting order is skipped during the continuation game.
- A player who is added to the make-up game is just added to the bottom of the batting order.

17. Conduct and Safety

- Only approved coaches with required background checks may be on the field, in the batting cages, or in the dugout. This includes games and practices.
- Only registered players may participate.
- No smoking, alcohol, or pets allowed in the field area.

18. Governing Rules

- Unless modified above, official USA Softball rules apply.