

2025 DISTRICT 30
JUNIOR SOFTBALL BASEBALL RULES
(IN ADDITION TO LITTLE LEAGUE RULE BOOK)

1. Ejection Policy: If an umpire ejects a player or coach, there will be a mandatory one game suspension (game following that game). Local board governing person will decide if infraction warrants further disciplinary action, in cooperation with other local board involved.
2. Host site board member(s) should be present at game site for crowd control.
3. No inning shall start after 1 hr and 45 min.
4. No inning shall start after 9:45 p.m.
5. There shall be a mandatory 15 run rule after four innings and 10 run rule after five innings.
6. After entering the batter's box, the batter must remain in the box with at least one foot throughout the bat. See Rule 6.02(c).
7. A maximum of one manager and two coaches per game will be allowed . The manager or one coach must be in the dugout with the players at all times (offense and defense). One or two adult base coaches are permitted only if there is an adult manager or coach in the dugout.
8. Suspended game will resume prior to next scheduled game between teams involved.
9. All games cancelled should be played on next available date. Teams involved are responsible for rescheduling. Must notify both of the managers, Vice Presidents or Player Agents, and Umpires. In case of inclement weather, try to cancel game by noon. (cancel by 8:00 p.m. the day before or earlier for all other reasons).
10. All protests must be filed in accordance with the Little League Rule Book. A protest committee will be comprised of the District 30 Administrator (or

appointee), a District 30 Umpire Consultant, and the President (or appointee) of each team involved. Protest letter shall be sent to president of league marking protest within 24 hours.

11. Before games, Managers should meet with scorekeepers to verify pitchers. Managers should sign the official scorebook after games.
12. Little League approved optic yellow 12” softballs shall be used and supplied by the home team.
13. Teams scheduled to play must show up for the game unless rescheduled ahead of time. There will be no substitutions in scheduling. Failure to show, by either team, with sufficient players at scheduled time will result in a reschedule of the game.
14. Refer to Little League Rule book for correct batter’s box size.
15. Each team’s on deck circle shall be on the same side as their team’s dugout.
16. Remember** Notify Umpires of any change in game schedule.
17. Host site is responsible for providing umpires and scorekeeper.
18. Teams may use a courtesy runner for a pitcher and/or catcher when there are two outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.
19. A “continuous batting order” will be used by each team (see Rule 4.04).
20. Coaches may warm up pitchers.
21. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).

22.If a batter throws the bat into the catcher, umpire, or any other defensive player and hits someone, the batter shall receive an official warning on the first offense. If the batter throws the bat into the catcher, umpire, or any other defensive player and hits someone a second time, that player is ejected. If the batter reaches the base safely he will then be ejected and he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3(d) Courtesy Runner), but if the batter is ejected before he completes his/her at bat the next batter in the lineup shall replace the ejected player and assume the count of the ejected player. *An umpire can warn a batter at any time if a bat is thrown, however, they do not receive an official warning unless the bat hits someone.

23.All catchers masks shall have a dangling throat guard (this includes hockey style masks).