

# Lakeside Softball League 2025 Spring Quick Reference Guide

*Revised 9/7/2025*

Rule	3/4	5/6	7/8
General Rules			
Min # to Start	7 girls to start, no outs against for absent girls		
Ball	11” Softball	12” Softball	12” Softball
Base Distances	60’		
Pitching Distance	35’	40’	43’
Inning Limit	6 or 5 1/2 if the home team is ahead		
# of Fielders	10 (4 in outfield)	9 (3 in outfield)	
Half-Inning Ends	3 outs or the maximum number of runs is scored. The maximum number of runs is 5, unless the batting team is behind by more than 5 runs. A team behind by more than five runs can score up to 10 runs to tie the game, but they cannot take the lead that inning. Run limits are in effect for the final inning.		
Overthrows	No extra base	One extra base at runner’s risk	Unlimited bases at the runner’s risk, one if ball is out of play
Dead Ball	Ball enters the infield. Runners between bases advance at their own risk	Ball is in the possession of any player within 10’ of the pitching rubber. Runners between bases advance at their own risk	
Hitting and Fielding			
# of Batters	Entire Team		
Bunting	No	Yes	Yes
Infield Fly Rule	No	No	Yes
Dropped 3 <sup>rd</sup> Strike	No	No	Yes
Lead-Offs	After the ball crosses the plate	After the ball crosses the plate	After the ball leaves the pitcher’s hand
Stealing	No	2 <sup>nd</sup> and 3 <sup>rd</sup> Only	2 <sup>nd</sup> , 3 <sup>rd</sup> and Home
Pitching			

*This chart is for quick reference only. Refer to the full rules for clarifications.*

Coach Pitch	After 3 balls. The strikes carry over, and the batter receives no more than 3 pitches until the ball is put into play or the batter strikes out.	No	No
Inning Limits	2	3 non-travel / 2 travel	
The number of innings pitched by all travel pitchers combined may not exceed 4. One pitch counts as an inning			
Hit by Pitch, direct or 1 bounce	No base, coach pitch	Batter awarded first base	
Removal of pitcher for multiple hit-by-pitch at the discretion of the umpire			

ANY INDIVIDUAL EJECTED FROM A GAME MUST LEAVE THE PARK IMMEDIATELY AND NOT RETURN. ANY CONTINUED INTERACTIONS BETWEEN THE EJECTED INDIVIDUAL AND THE GAME WILL RESULT IN FORFEITURE OF THE GAME.

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