Lakeside Softball League 2025 Spring Quick Reference Guide

*Revised 9/7/2025*

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| 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 3rd 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 | 2nd and 3rd Only | 2nd, 3rd and Home |
| *Pitching* | | | |
| 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.