

2026 House Softball Rules for Canton, Garden City, Livonia and Northville

1. All coaches and umpires will adhere to modified rules listed below for each division and USSSA for rules all other rules.
2. Head Coaches must keep their assistant coaches and parents under control. Only the Head Coach should address the umpire, per the code of conduct that everyone has agreed to when registering.
3. Unsportsmanlike conduct will not be tolerated from players, coaches and spectators. Engaging in this behavior will result in ejection from the game along with a 1 game suspension for the next game.
4. **VAPING AND SMOKING IS PROHIBITED AT ALL FACILITIES.** Coaches, parents and players can be given warnings and written for review by all city Commissioners if found vaping at a Canton, Garden City, Livonia or Northville facility during games or practices.
5. **Coaches and parents have 48 hours to report any issues.** Parents should first address concerns with their coach before going to the appropriate city commissioner.

6. Game Information:

	8U	10U	12U	14U
Bases	60 Ft, 84-10.25 Ft to 2	60 Ft, 84-10.25 Ft to 2 nd	60 Ft, 84-10.25 Ft to 2 nd	60 Ft, 84-10.25" Ft to 2 nd
Mound	Coach Pitch @ 35 Ft	35 feet	40 feet	43 feet
Innings	6	6	7	7
In-Field Fly	No	No	Yes	Yes
Stealing	No	Yes (*)	Yes (*)	Yes(**)
Lead Off	No	No	No	Yes(**)
Metal Spikes	No	No	No	Yes
Minimum Player Field Time	2 Innings by the 4 th , Minimum 3 Total	2 Innings by the 4 th , Minimum 3 Total	2 Innings by the 4 th , Minimum 3 Total	2 Innings by the 4 th , Minimum 3 Total
Strike/Ball Count	0-0* see new 2026 modified rules on page 3	Start at 0-0	Start at 0 - 0	Start at 0 - 0
Dropped 3rd Strike	No. Batter is Out	No. Batter is Out	No. Batter is Out.	Batter must be thrown or tagged out, unless 1 st is occupied
Bunting	Not Allowed	Allowed (+)	Allowed (+)	Allowed (+)
Ball	11" softies	11" composite	12" composite	12" composite
Max # of players in field	10	10	9	9
Coaches allowed in the field	Yes	No		
Player Pitching Limit	N/A	3 innings per game	4 innings per game per 7 inning game, extra innings are considered a new game	
Hit by Pitch Limit	N/A	5 HBP per pitcher	4 HBP per pitcher	4 HBP per pitcher
Game Time Limit	90 min. No new inning after 90 minutes. If the inning has started before the 90 minute mark it will be completed as long as daylight is available for safety. Double Headers - no new inning after 75 minutes. Complete game is 4 innings or 3.5 if home team is winning			
Batting Order Line up	Batting order line up cards must include player first name and number and be exchanged at the plate meeting with opposing coach and umpire prior to the game. Coaches are responsible for creating the lineup to share.			
Score Limit	5 runs per inning 5 th inning unlimited runs	5 runs per inning 5 th inning unlimited runs	5 runs per inning 6 th inning unlimited runs	5 runs per inning 6 th inning unlimited runs
Mercy Limit	15 runs after 4 innings, 10 runs after 5 innings			
Walk up music	Music is allowed at coaches, umpire or facility discretion. Please check with the city or facility for music rules and verify with opposing coach and umpires on using walk-up songs or playing music between innings. Warm-up or pre-game music is allowed. Teams playing music with explicit material lose the right to play music for the remainder of the game.			

- a. Game time is first pitch. Umpire is the official timekeeper.
- b. Scores must be recorded and sent to gcybsascores@yahoo.com and marycurquhart@gmail.com. Livonia teams must also record game scores in Sports Engine.
- c. Lightning or thunder -if spotted or heard by the umpire, game will be delayed 15 minutes and clock will restart at each successive strike of lightning.

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7. Uniforms:

- a. Must use uniform provided by league, with jerseys tucked in.
- b. Face masks are strongly encouraged at all age levels, especially when playing infield positions
- c. No Jewelry to be worn at any level.
- d. **No reflective sunglasses allowed for pitchers**

8. Batting:

- a. All batters must wear helmet with mask/cage
- b. Roster bats, every uniformed player in attendance who is playing in the field must also be in the batting lineup. Batters arriving to the game late should be placed at the bottom of the batting lineup and are not an out.
- c. Batters that leave games early are skipped in batting lineup for next at-bat. Coaches must inform Head Coach and scorekeepers.
- d. **Bat Rule – Barrel Size 2.25" Max, No weight drop limit**
- e. Intentional bat flipping or throwing of any kind is prohibited and umpire discretion. 1st accidental bat throw is a warning; additional instances are subject to batter being removed from game at umpire discretion.
- f. When bunting a foul ball on 3rd strike results in batter being called out (8U doesn't apply)
- g. Runners must slide or give themselves up to avoid collision with fielder. All base runners can be called out for failing to avoid contact.
- h. + No Fake or Swinging Bunts. A batter will be called out for fake bunting.

9. Umpires:

- a. 8U and 10U if umpire(s) are not present at field 5 minutes after scheduled game time, please proceed with coaches umpiring the game to ensure game is not delayed or cancelled.
- b. 12U and 14U please contact city umpire liaison to ensure umpires are scheduled and en route.

Additional Modifications per age group:

***10U Base Running & Batting:**

- Base to base movement on batted balls unless the batted ball reaches the outfield. Runners may continue to advance bases until the ball is returned to the infield.
- A runner may take one extra base on an overthrow (in jeopardy).
- **** NEW UPDATED RULES**
 - **Batters that hit off a player pitcher (non-coach) have NO BASE LIMIT and can hit for a single, double, triple or home run.**
Example - If a player hits a home run, they can complete their home run around the bases and any runs past 5 do not count and the inning is over.
 - **Batters that hit off a coach during the coach pitching have maximum of 2 bases period.**
 - **Stealing 1st to 2nd and 2nd to 3rd is permitted after May 25, 2026 once the ball crosses the plate. Limit of 3 steals per inning per team.. A passed ball counts as a steal. A double steal counts as one steal. No stealing home allowed.**

***12U Base Running:**

- Stealing is permitted once the ball crosses the plate. Limit of 3 steals per inning per team.. A passed ball counts as a steal. A double steal counts as one steal. A runner on 3rd cannot advance to home unless there is a ball put in play, bases loaded walk, or bases loaded and the batter is hit by pitch.

***14U Base Running:**

- Lead off and stealing is permitted on the release of the ball (pitch). Unlimited stealing allowed all season. Stealing home is allowed after May 25, 2026.

New 8U & 10U Pitching Modification Rules for 2026

8U Coach Pitch prior to May 25, 2026:

- 5 total swings/pitches - Hit off a Batting Tee after swings/pitches (unless 5th pitch is fouled off, then batter gets another pitch, no strikeouts), No walks.
- 2B maximum hit; no advancement on overthrows
If a player is hit by pitch, the pitch is counted towards the 5 pitches and player is not awarded first base.

8U Coach Pitch AFTER May 25, 2026:

- **Innings 1 & 2 – Coach Pitch**
 - 5 total swings/pitches from coach

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- No walks
- If ball is not hit after 5th pitch, batter is out.
- 2B maximum hit; no advancement on overthrows. If a player is hit by pitch, the pitch is counted towards the 5 pitches and player is not awarded first base.

- **Inning 3 & 4 – Kid Pitch/Coach Pitch**

- Batter starts with a 1-1
- 3 strikes is a strikeout, 4 balls is not a walk, the batter's coach will complete the at-bat for the remaining strikes. See below for details on pitch count and rules for balls/strikes.

- **10U only - 3 inning max per pitcher per game, pitchers can be reinserted as long as they do not exceed 3 innings
- A pitch to 1 batter in an inning counts as a complete inning. 1 mound visit per inning.
- 5 HBP per game, pitcher must be removed. New pitcher can take the mound.
- HBP gets 1B, though HBP is at the discretion of the umpire and may be called a ball if the batter makes no attempt to avoid the pitch.
- **8U batters will begin with a 1-1 count, 10U batters will begin with a 0-0 count
- 3 strikes is a strikeout, 4 balls is not a walk, the batter's coach will complete the at-bat for the remaining strikes.
- **Batters get 7 pitches MAX between the pitcher and coach pitching with 1 re-do pitch for coach pitch only if it is very obviously unhittable (see below for definition)**, 3rd strike Foul balls do NOT count towards the max or pitch limit.
- The count will continue from the change from the player to coach pitcher. If the batter has not either put the ball in play or struck out after the **7 per player pitch max**, then she is out except on a foul.
 - Example: If the Count is
 - 4 balls 0 strikes the batter gets 3 coach pitches
 - 4 balls 1 strike the batter gets 2 coach pitches
 - 4 balls 2 strikes the batter gets 1 coach pitch
 - Coach pitches within the circle, FROM THE MOUND or within 1 step off the mound.
 - **A hittable pitch** is a pitch that is within reason around the strike zone from approximately one softball below the knees, under the chin and on either side of the strike zone.
 - **A non-hittable pitch** is when the ball bounces before the plate, rolls on the ground, over the batter's head, clearly outside or almost hitting the batter the coach gets a 1 redo pitch and the non-hittable pitch does not count towards the 7 pitch max.
 - If it looks as though the coach who is pitching is having an off day and consistently throwing non-hittable pitches, then another coach should step in and give it a try. Batters do not get additional pitches because of this.