

2026 12U DYS Softball Schedule

1. Floyd Co. Gold
2. Floyd Co. Black
3. Auburn Elliott

Helm
Carr

4. Pulaski
5. Newport

Day and Date	Time	Teams	Location
Monday, April 20	6:00	2 vs 4	RP3

Day and Date	Time	Teams	Location
Saturday, April 25	11:00	3 vs 5	NEWPORT

Day and Date	Time	Teams	Location
Tuesday, April 28th	5:45	3 vs 1	FSF1
	7:15	4 vs 2	FSF1

Day and Date	Time	Teams	Location
Wednesday, May 6	6:00	5 vs 4	RP3
	6:00	2 vs 3	TP2

Day and Date	Time	Teams	Location
Tuesday, May 12	6:00	1 vs 3	TP2

Day and Date	Time	Teams	Location
Monday, May 18	6:00	1 vs 4	RP3
	7:15	1 vs 4	RP3

Day and Date	Time	Teams	Location
Wednesday, May 27	6:00	2 vs 3	TP2

Day and Date	Time	Teams	Location
Friday, May 29	5:45	2 vs 1	FSF1

Day and Date	Time	Teams	Location
Thursday, April 23	6:00	3 vs 2	FSF1
	7:15	5 vs 1	FSF1

Day and Date	Time	Teams	Location
Monday, April 27	6:00	3 vs 4	RP3
	7:15	1 vs 2	FSF1

Day and Date	Time	Teams	Location
Saturday, May 2	11:00	2 vs 5	NEWPORT
	12:30	1 vs 5	NEWPORT

Day and Date	Time	Teams	Location
Saturday, May 9	11:30	5 vs 1	FSF1
	12:30	5 vs 2	FSF1

Day and Date	Time	Teams	Location
Wednesday, May 13	6:00	4 vs 3	TP2

Day and Date	Time	Teams	Location
Tuesday, May 19	6:00	5 vs 3	TP2

Day and Date	Time	Teams	Location
Thursday, May 28	6:00	4 vs 5	NEWPORT

FIELD GUIDE:

RP - RANDOLPH PARK 5100 Alexander Road, Dublin, VA 24084

FSF - FLOYD REC PARK 114 Park Drive, Floyd, VA 24091

NEWPORT - NEWPORT FIELD 641 Blue Grass Trail Newport, VA 24128

TP - Teel Park, 3621 Riner Road, Riner, VA 24149

CP - CREED FIELDS PARK 4390 Riffe Street, Elliston VA 24087

LOCAL RULES: *****Local Rules only apply to regular season play***

No new inning will start after 1 hour and 15-minute time limit. 1 hour and 30 minute drop dead time limit.

RUNS PER INNING: There is a 5 run limit per inning with the exception of the last inning, if it is called last inning by the umpire, then that inning will be unlimited.

There will be 3 outfielders during play

BASE RUNNING: Base runners shall not leave their base until the ball is released.

When a base runner is legitimately off base, i.e., moving off a base after a pitch or rounding a base after a hit or walk, the pitcher is obligated to allow sufficient time for the runner to return; however, once the pitcher has the ball within a radius of eight feet from the center of the pitcher's plate, the runner is obligated to move directly toward the next base or the base last touched without any motion or recognition by the pitcher. The runner may not stand motionless, or after returning to the base, may not move off that base even though the pitcher is standing off the pitcher's plate. Failure of the runner to respond as indicated shall cause the umpire to signal the runner out. The ball shall be declared dead. However, if the ball is not in the 16-foot circle or a fake throw is made, the runners are not governed by this note.

COURTESY RUNNER: At any time, the team at bat may use courtesy runner for the catcher in order to speed up the game and give the catcher a break.

STEALING: Stealing bases is permitted, on release of the pitch

BATTING ORDER: Continuous batting order must be used.

All other rules shall follow Babe Ruth Softball.