



Holland Little League Majors Softball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 45 minutes from the game start time.
 - Time limits may be adjusted if there are games before or after and will be declared to both coaches before the game begins.
 - A drop-dead time is at 2 hours 15 minutes from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- 12" softball will be used.
- The mercy rule is 10 runs after 4 innings.
- At 45 minutes before game time, visiting team gets the cage (if available), home team gets the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage (if available).
- Pregame field time is not guaranteed if a game is being played on the field prior to your game. Cage time is shared between baseball and softball and is not guaranteed.

Offense Rules

- Roster batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- "Ball in the circle" rule: following LL Rule 7.08(a)
 - When the pitcher is in possession of the ball in the circle and is not making a play (for purpose of the rule, feinting a throw is considered a play), all runners off their bases must immediately attempt to advance or retreat. Immediately, is interpreted to mean within a three-second time frame.
- Runners may leave their base (or steal) after the pitcher releases the ball.
- Runners may only advance one base on overthrows that leave field of play.
- Runners may not slide headfirst into any base.
- Bunting is allowed
- The dropped 3rd strike rule is in effect (LL Rule 6.09(b)).
- No on deck batters are allowed.



- If the team's catcher is on base with 2 outs, she may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)
- Teams are limited to scoring 2 runs per inning via passed ball/wild pitch.

Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited number of times)
- Facemasks are recommended, but not required, for all players playing an infield position.
- Players must have equal playing time in the field and be given the opportunity to play multiple positions.

Pitching Rules

- The pitcher will pitch from 40 feet.
- A hit by pitch will award the batter first base. *NOTE – if a ball thrown by the pitcher begins rolling and then hit the batter, it will be counted as a ball. It is umpire's discretion if the ball was rolling.*
- Delivery of a single pitch constitutes having pitched in an inning.
 - A player pitching more than seven (7) innings is required to have one calendar day of rest.
- If a pitcher walks 5 batters in the inning, she must be replaced by a different pitcher for that inning. The walks do NOT have to be consecutive. Teams may use/reenter the same pitcher multiple times
 - This rule is intended to give players opportunities to pitch, but also ensure that games have action for both the offense and defense.

Thank you to Zeeland Little League for allowing the use of most of their rules, with some modifications. In all cases, unless specifically addressed by local rules, Little League International Rules apply.

