

**New Berlin, Greendale Twi-Nite, Brookfield,
West Allis, & Whitnall
2026 Softball MAJORS Division Rules**

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The rules outlined in this document apply only to the Majors Girls Softball League and are intended to supplement the Universal Rules/Little League Rules for this level of play. If there is a contradiction between the two documents, this document shall take precedence

A. FIELD

1. **Base Paths:** 60 feet.
2. **Pitching Rubber:** 40 feet from the center front of the pitching rubber to the point of Home Plate whenever possible.
3. **Pitcher's circle:** 16 feet in diameter from the center front edge of pitching rubber and should be marked (in chalk if possible) prior to the game.

B. GAMES

1. Home team shall supply two (2) 12-inch yellow raised seam softball game balls
2. Home team shall supply the umpires.
3. **Run Limit:**
 - a. Maximum of 7 run- scored per half inning
4. **Innings:**
 - a. Standard game: **7 innings**
 - b. A game is official at:
 - i. 3½ innings if the home team is ahead.
 - ii. 4 innings if the visiting team is ahead.
 - c. If a game is called mid-inning, score reverts to the last completed inning.
 - d. **No new inning begins after 1 hour 45 minutes.**

Game Flow

- a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limiting the amount of gear the catcher removes, organized position changes, courtesy runners, etc.)
 - b. Allow no more than five (5) warm-up pitches between innings.
5. **Incomplete Games:**

Games may end early only due to:

 - a. Darkness
 - b. Weather – rain, lightning
 - c. Injury Resulting in fewer than 7 available players
 6. **Tie Games:**
 - a. Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided time limit has not expired. If after the two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss for each team

7. Injury Substitutions:

- a. A player who is injured during the game may be taken out and a substitute put in her place. A player may not start a game or rejoin a game if she is unable to run the bases or play in the field. A player who has sustained an injury that requires a cast, splint, or sling to be worn shall not be allowed to play in a game. If a pitcher is removed due to injury, she may not return to pitching if she re-enters the game.

8. Minimum Players:

- a. If both teams have at least 7 players present, the game must start at game time.
- b. At 10 min minutes after Game Time, the Umpire in Charge shall declare the game forfeited by a team that does not have at least 7 players present.
- c. If neither team has enough players present 10 minutes after Game Time, the game shall be rescheduled by the Director.
- d. If a game is **forfeited**, the teams are encouraged to play a **scrimmage** game with the players that are present; teams are encouraged to “share” players if they can, to fill all positions on the field. In case of injury to the 7th player, it is strongly encouraged to finish the game as a scrimmage, even though it will be a forfeit.

9. Substitution Players:

- a. In the event that a team knows in advance that less than 9 players will be present for a scheduled game, the team may use up to four willing players as substitute players.
- b. These players must either meet the MAJORS age criteria or be younger. The head coach shall inform the opposing team’s head coach of the substitution prior to the start of the game. The fair playing rules apply to the substitute players.
- c. **Players from other teams within the MAJORS division ARE eligible as substitute players on another MAJORS team as a last resort to ensure a game can be played.**

C. BATTING

1. Batting Order:

- a. Continuous. All girls must bat. The batting order cannot be changed after the game starts.
- b. Players arriving late may be added to the end of the batting order.
- c. A batter, during her time at bat, may switch to either side of the plate.

2. **Bunting/Slapping:** Allowed

- a. Swinging or slapping after squaring up to bunt is **NOT** allowed. If a player squares to bunt, then pulls the bat back and swings, she will be automatically out and it is a dead ball.

3. **Safety:**

- a. **Helmets:** Batters and runners must wear helmets while in the field of play.
- b. A batter **throwing the bat** after striking the ball will first be warned about the situation, as well as warning the coach. Should the same player throw the bat a second time, that player will be called out and all runners will return to their original base.

4. **Walks/Outs:**

- a. A called ball four (4) will result in walking the batter.

b. Special Rules: Bases Loaded Walk Procedure

If the batter is walked on a 4–0 count, the following applies:

The batter will receive up to three (3) coach-pitched balls.

1. The batter will continue the at-bat with the number of strikes they had at the time of the walk.
2. The batter is allowed only the remaining number of strikes before reaching three (3) strikes.
3. The coach will pitch only the number of pitches equal to the remaining strikes.

5. **Additional Rules**

- a. **NO dropped third strike** rule in effect. After a third strike the batter is out.**
- b. If a batter is **hit by a pitch**, they are awarded first base, provided they made an attempt to move away from the pitch, at the umpire's discretion.
- c. A pitched ball which **strikes the ground** before striking the batter will be considered a live ball and the batter will be awarded 1st base.

D. BASE RUNNING

1. **A runner may advance at any time while the ball is live and in play**
 - a. Play is considered stopped when the ball is in the pitcher's possession and the pitcher is within the pitching circle. At that time:
 1. Runners must immediately stop advancing.
 2. Runners will be allowed to proceed only to the nearest base they are advancing toward.
 3. If a runner is not more than halfway to the next base when play is stopped, the runner must return to the previous base.
 - b. Walked batters may not advance to second using the "continuous motion" rule if the ball is already in the pitcher's circle.
2. **Lead off**
 - a. The runner may lead off from any base after the ball leaves the pitcher's hand.
 - b. Any player leaving the base early can be called out by the umpire.
3. **Overthrows:**
 - a. Players are allowed to advance, at their own risk, on an overthrow to any base or a poor throwback to the pitcher.
 - b. The player can advance, at their own risk, until they are tagged out, or ball is returned to the pitcher within the pitching circle.
 - c. Overthrows out of play allow runners to advance one base only.
 - d. If a ball is overthrown to 1st base and goes out of play, runner gets the base they are running to plus one more base.
 1. Umpire will call ball out of play
4. **Stealing:**
 - a. Stealing second or third is permitted after the ball leaves the pitcher's hand.
 - b. **No Stealing:** If a Team is leading the game by 7 or more runs.
 - c. Runners may lead off after the ball is released from the pitcher's hand regardless of score.
 - d. The defense may attempt to put out a runner that attempts to steal while this rule is in force.
 - e. There is **no stealing home** at any time (passed ball to catcher, overthrow to pitcher, etc).
5. **Run Path:**
 - a. Players running to first base must use the orange/red safety base.
 - b. Runners are allowed to deviate no more than 3 (Three) feet from the base paths to avoid a tag/force out.
 - c. Runners have the right of way on the base paths and will not be called out if having to run around a fielder not involved in the play.

6. Contact Avoidance:

- a. In all situations where there is a possible play on the runner (except first base), the baserunner must either slide or attempt to avoid making contact with the fielder who has the ball and is waiting to make the tag. This includes home plate, and multiple out situations.
- b. The intent of this rule is to prevent players from running into each other. There is no “must-slide” rule.

7. Courtesy Runner

- a. Mandatory for catcher after two outs.
- b. The courtesy runner will be the player that made the last out. The coaches must help get the catcher prepared for the next inning.
- c. A courtesy runner for the pitcher can be used at coach’s discretion, and must be the player that made the last out
- d. If a player is injured while running to a base and is safe, a courtesy runner may be used. The runner will be the player that made the last out or the third out in the previous inning.

8. Infield fly rule is in effect.

E. PITCHING

1. Innings Limit:

- a. Maximum 4 innings per game. One pitch in an inning is a full inning.

2. WIAA rules take effect for all pitching.

- a. Illegal pitches are not called at the MAJORS Division level without warning.
- b. Coaches and umpires should correct players pitching illegally in an effort to develop the player’s pitching skills.
- c. If a pitcher refuses to correct the violation the Umpire may, after warning the pitcher, impose typical penalties for each subsequent infraction (pitch called a ball and runners advance one base).

3. Hit Batters:

- a. After a pitcher hits 5 batters in the same game, the pitcher must be removed from pitching for the remainder of the game but is eligible to play at any other position.
4. Pitchers are allowed five (5) warm-up pitches between innings.
5. Pitcher may not re-enter as the pitcher once removed.

F. FIELDING

1. Blocking Bases:

- a. A defensive player may not block a base from a runner unless she is in possession of the ball; however, the defensive player may without penalty cross the base path in the act of fielding the ball.
- b. Penalty: A runner who attempts to reach a base and is illegally blocked by the defensive player is safe; ball remains live and play continues.

2. Blocking Base Path

- a. A fielder may not block the base path in her regular fielding position.
- b. Penalty: A runner impeded by the fielder shall be safe at the base she is approaching, and the fielder shall be subject to a warning; ball remains live and play continues.

G. FAIR PLAYING TIME

All teams will adhere to the following playing time requirements.

1. Participation:

- a. All players present will play, the goal is for players present to have equal playing time.
- b. All players present at the game will bat in a continuous batting order.

2. Sitting out:

- a. No player may sit out 2 innings in a row.
- b. No player may sit out a second inning until all players have sat out one inning; however, pitchers are exempt from this requirement when they are pitching consecutive innings (four inning max).

3. Defensive Positions:

- a. Each player shall play at least one infield and one outfield position during the game prior to the 5th inning.
- b. Pitcher and catcher is an exception for the purpose of this rule.

Failure to adhere to these rules may result in a forfeit at the discretion of the umpire or league director(s).

H. UNIFORMS AND PLAYING EQUIPMENT

Each community will make final equipment decisions for their own teams. Recommendations are below:

1. Equipment must be in good shape.
2. All equipment must be always kept behind the out-of-play lines during a game.
- 3. Uniform:**
 - a. Players will be furnished with a uniform per each league's policy. Girls must wear this uniform for the games.
 - b. Players must wear softball/baseball pants. For players' safety, NO SHORTS ARE ALLOWED.
 - c. Uniforms may not be altered except for size and fit.

4. Bats:

- a. Bats must be official softball bats: wood, metal, graphite, or other material approved by the Little League rules or certified by ASA/USSSA.

5. Catchers Gear:

- a. Catchers must wear a protective helmet, catching mask, throat guard, chest protector, and shin guards.
- b. Players are required to wear a catcher's mask when receiving practice pitches.

6. Helmets:

- a. Must be worn at all times by the batting team when on the field.
 - i. This includes players who are coaching bases.
- b. Helmets must include face masks and be ASA approved.
- c. Chin straps are optional but recommended.

7. Footwear:

- a. Cleats required; soccer cleats acceptable.
- b. No tennis shoes or metal spikes.

8. Face Masks:

- a. Players in any infield position, including pitcher, are strongly recommended to wear a fielding face mask.

9. Jewelry:

- a. Players may not wear watches or jewelry in the field of play, other than for medical alert or religious reasons.

I. COACHES

1. A Coach may visit each different pitcher on the mound once per inning, with a one-minute limit per visit. The second time a pitcher is visited by a Coach during an inning, that pitcher must be replaced.
2. Only a player in uniform (wearing a helmet) or an adult may be used as 1st and 3rd base coaches.
3. The Head Coach is responsible for keeping a score card and checking with the Umpire in Charge to verify the score at the end of every half inning. Coaches may designate a substitute for these responsibilities as needed.

J. CONDUCT AND PENALTIES

1. Philosophy:

- a. Our priority is providing players with a safe and exciting game experience in a healthy, constructive environment.

2. Umpires:

- a. Our umpires occasionally make bad calls, and they occasionally do not make calls as quickly or assertively as we would like.
- b. It is critical that we, coaches and parents, refrain from "helping" them out by calling out "STRIKE", "BALL", "SAFE", "OUT", "FAIR BALL", or "FOUL BALL".
- c. We must allow the umpire to make the call, right or wrong. Trying to influence the umpire is not good sportsmanship, and it will not be tolerated.
- d. Coaches, please mention this to your team's spectators if you observe this behavior.

3. Questions:

- a. Legitimate questions about the rules may be addressed to the certified umpire, however only the team head coach is allowed to do so.
- b. Any other discussion directed to the umpire by coaches, players, spectators or parents will be considered harassment of the umpires.
- c. The umpires may use their discretion to issue a formal verbal warning and thereafter, may eject the offenders from the game and park.

4. Fair Play:

- a. All coaches, umpires, and players are expected to conform to the spirit of fair play.
- b. Failure to conform may result in reprimand, suspension or expulsion from the League.

5. Ejection:

- a. An Umpire may eject a player, Coach or fan from a game, **without prior warning**, for any of the following actions:
 - i. Deliberately throwing a bat, helmet or other equipment; initiating malicious contact; using profanity or other foul language; using tobacco products on the bench or field; fighting; charging an Umpire; leaving one's bench or playing position for the purpose of fighting or physical confrontation; or any other flagrant violation of these Rules or the spirit of fair play.
 - ii. The Umpires may, but need not, issue a warning to the offending party after any such action.
- b. An Umpire may eject a player or Coach from a game if, after having received a **prior warning**, the player or Coach engages in any of the actions identified above or any of the following actions:
 - i. Carelessly throwing a bat; making a fake tag; arguing excessively with an Umpire; using any tactics or language intended or likely to intimidate an

opposing player or Coach or an Umpire; taunting or baiting an opposing player or Coach; attempting to incite unsportsmanlike conduct; intentionally delaying the game; or any other conduct not in accordance with these Rules, or the spirit of fair play.

6. Ejected Individuals:

- a. Anyone who is ejected from a game shall leave the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game.
- b. A player who is ejected from a game may remain on the team's bench but must refrain from any further violations of the spirit of fair play.
- c. Failure to comply with this Rule shall result in the game being declared a forfeit against the team of the ejected person.

7. Repeated Violations:

- a. If these rules are repeatedly violated by one team during a game, the Umpires may, after an appropriate warning, declare the game a forfeit against the offending team.

8. Unsportsmanlike Behavior:

- a. Heckling, yelling, cheering, or screaming intended to distract an opposing player is not allowed.
- b. Coaches are responsible for good sportsmanship at all times, including the behavior of their team's players and spectators.

K. REPORTING SCORES

1. Coaches or official scorers from each team shall verify the correct score each half inning, with the umpire and/or opposing team.
2. **Both coaches** are responsible for reporting/entering the score from the game to their league director. Reach out to the Director for questions in regard to entering scores.