



Zealand 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.
 - 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, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their ½ 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 amount of times)
- Facemasks are required for all players playing an infield position.
- Players must have equal playing time in the field and have 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.