

## **Majors Softball** Central Iowa Little League 2024 Local Regulations & Playing Rules

Managers & coaches are expected to read & understand the Official Little League Regulations & Playing Rules. This page highlights key regulations & rules. No Rules should be changed unless approved by the CILL Board.

### **General Rules**

- Time Limit: Games will be subject to a 1 hour & 45-minute time limit
  - A new inning cannot start after 1 hour & 40 minutes
- Majors shall use Little League approved 12-inch softballs only
- 40' Pitching distance with an 8' pitching circle
- 5 Run Rule: A half inning ends after 3 outs or 5 runs, whichever occurs first
  - No change to the run rule for the last inning of the game
- Protective Gear: All catchers must have proper protective equipment
  - check your equipment and players prior to game
- Playing with Less Than 9 Players: No penalty
- Mandatory Play: Continuous Batting Order will be used. No player sits out defensively for 2 consecutive innings
- Call-Up Players: With approval of the town president, managers may invite Minors players or Majors players from other teams not having a game that day if they expect a shortage of their normal roster that would place the team at 8 or fewer expected players. Minors players will be permitted to play in up to 7 games
  - Minors players or Majors players from other teams not having a game that day will not be allowed to pitch
- Jewelry – except items worn to alert medical personnel to a specific condition – is prohibited

### **Offense**

- There is no on-deck circle. All players must remain in the dugout until their turn to bat
- Batting Order: Continuous Batting Order Rule will be used
- Uncaught 3<sup>rd</sup> strike rule applies - A batter may advance if the third strike is not caught in flight by the catcher and 1<sup>st</sup> base is unoccupied (batter may attempt to advance if 1<sup>st</sup> base is occupied with 2 outs)
- Sliding is not required, but runners who do not slide may be called out if an umpire believes the runner interfered with a defensive player. Runners must slide feet first when advancing to a base
  - Runners may dive when returning to a base
- Look Back Rule: If the pitcher has the ball in the circle and is not making a play on any runner, the runners may leave their bases & stop once before making an immediate decision to advance or return to their base
- A runner may leave their base when the pitcher releases the ball
- Stealing Home is in play

### **Defense**

- All catchers must have on protective gear: throat guard, and little league approved chest and head gear. Play will not continue until appropriate protective gear is worn

### **Pitching**

- Pitching Distance: 40' measured from the front of the pitcher's plate to the back of home plate.
- Pitching Limits: A player may pitch in a maximum of 9 innings per game and 18 innings per calendar week (Sunday-Saturday)
- Pitching Records: Date, opponent, location, names of pitchers and number of innings thrown by each pitcher
  - Opposing managers should initial the other's pitching records after each game.
- A pitcher who remains in the game & moves to another position may return to pitch, but only once per inning