



# INTERLEAGUE RULES 2025

## MAJORS SOFTBALL

Games will be played under official Little League Majors League Softball rules with the following clarifications.

Players: ages: 9, 10, 11, and 12.

Beginning a game: Teams use nine players defensively. A game may start with eight players with the ninth batting position being skipped without penalty.

Coaches: A team may have three adult coaches. There must be an adult in the dugout at all times.

Equipment: Metal spikes are not permitted. Home teams will supply 12 inch softballs. Pitchers must wear a safety mask. (Infielder and outfielder safety masks are optional.) There is no on deck circle permitted in this division.

Time Limit/Curfew: Time limit for all games is 1 hour, 45 minutes. Friday and Saturday games will have a curfew of 10 pm. All other games will have a curfew of 9 pm. No inning can start after the designated curfew times. The chief umpire should keep official time at home plate. An inning must continue if it begins before curfew. If a game is tied at the time of curfew, the continuation of that game will need to be scheduled by the representatives of each league involved.

Doubleheaders: Games will consist of 5 innings. If a doubleheader is played, both games will consist of five innings and each game will have a 1 hour, 45 minute time limit. Host league will be home team in game 1 and visitor in game 2. Host league provides game balls and umpires for both games.

Ending an Inning: An inning ends when 3 outs are made or when 5 runs have scored (rule 5.07). In the instance a team is trailing by more than 5 runs in the last inning, the inning can be completed to allow maximum playing time for all players. If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat, but are limited to 5 runs. If the home team is ahead and batting when the time limit is reached, the inning may be completed. If the visiting team is batting when the time limit is reached, they should complete their portion of the inning.

The 15-run rule and 10 run rules are in effect. Note that the 15-run rule goes into effect after the visitor completes three at bats, and the 10-run rule goes into effect after the visitor completes 4 innings.

Batting Order: All players present shall be in the batting order (continuous batting order) for the entire game (rule 4.04). Free defensive substitution as per rule 4.04.

Rule 6.02c is enforced: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except for instances outlined in the rule book.

Infield Fly: The infield fly rule is in effect (see definition of INFIELD FLY under Rule 2.0)

Courtesy Runner – For the Regular Season, a courtesy runner may enter for the pitcher and/or catcher of record when there are two (2) outs. The "courtesy runner" must be the player in the batting order who made the last out. See 7.14(b).

Pool Players: Pool players must be noted in the line up and be pointed out at the pre-game plate meeting. Pool players cannot pitch but can play any other position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once.

The pitching circle shall be chalked and all pitches must be thrown from the 40' pitching plate. Major League reminder Regulation VI(c): If a pitcher is replaced, they must stay in the game defensively to be eligible to return as pitcher.