

Softball - CFLL 2026 Quick Reference Guide

Division		Tee Ball	Junior Minors	Minors	Majors	
Typical Little League Age Ranges		4 to 6	6 to 8*	9 to 11	10 to 12	
League Information	Pitching Type	Rule Reference	N/A	Coach	Player	
	Trophies		All	1st Place Regular Season		
	Allow Makeup Games		Due to weather, field conditions, or written approval of the Board only			
	Lightning Safety	Appendix A	Activity suspended for a minimum of 30 minutes from a lightning strike within 10 miles (as determined by WeatherBug); all players and families shall seek shelter in a vehicle for safety			
	Play on Sundays		Only if necessary due to weather, field conditions			
Scores and Standings Officially		No	Yes			
		Tee Ball	Junior Minors	Minors	Majors	
Equipment and Game Setup	Players Required to Start/Continue	1.01, 4.16, 4.17	N/A	8		
	Pitching Distance	1.04	N/A	35	40	
	Base Distance	1.04		60		
	Ball	1.09		11"	12"	
	Bat Specifications	1.10	BPF 1.20, must be visible; baseball bats not allowed			
	Bat Sizes	1.10	2 1/4", 33"L			
	Cleats	1.11(h)	Molded Only			
	Catcher's Equipment (practices, Umpires)	1.17 9.01(a)	N/A N/A	Catcher's helmet (note: two piece, "skull cap" type helmets are not permitted), dangling throat guard, chest 1** 2		
			Tee Ball	Junior Minors	Minors	Majors
Coaches and Substitutions	Maximum Adult Coaches	3.17	4		3	
	Adults Required in the Dugout	3.17, 4.05(b)	1 adult coach required in the dugout at all times; may use a player (with helmet) as a base coach if this cannot be met			
	Coaches Allowed on Field	3.16	Yes	No		
	Coaches Warming up Pitchers	3.09	N/A	N/A	Yes	
Mandatory Play Rules	3.03(a), 3.03(c)	Equal OF / IF, Rotate	Substitutes must play a minimum of six consecutive defensive outs and complete one		Substitutes must play a minimum of six	
		Tee Ball	Junior Minors	Minors	Majors	
Game Play	Complete Game Innings	4.10(a)	4	6		
	Cannot Start an Inning After	4.10(c)(2), 4.10(f)	1:00	1:15	1:45	
	Drop Dead Time		1:15	1:30	None	
	Run Rule	4.10(e)	N/A	None	Game ends when mathematically impossible for the team to tie/win	
	Maximum Runs per Inning	5.07	N/A	5		
	Doubleheaders Allowed	4.13	No	Yes (1/week)		
	Protests	4.19(g)	N/A	Before the next pitch or play		
	Continuous Batting Order	4.04	Yes			
	Missing Batter (when starting with Players On Field Each Inning)	4.04, 6.05(n) 4.03	N/A All	Number 9 batter is skipped without penalty Not more than 9		
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The Batter	Batter Must Remain in Box	6.02(c)	N/A	Yes (see exceptions in rule 6.02(c))		
	Infield Fly	2.00 - Infield Fly,	No	No	Yes	
	Walks Allowed	6.08(a)	No		Yes on player, no on coach	
	Intentional Walks	6.08(a)(2)	No		Yes	
	Batter Becomes a Runner on Bunting Allowed	6.09(b)	No		Yes on player, no on coach	
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Coach Pitch/Tee Ball Specific Bating Rules	Ball Hits Machine/Coach		Dead Ball, One Base Awarded for Batter-Runner			
	Hit By Pitch		N/A	N/A	At player's option, coach may deliver 4 pitches or advance to first.	
	Coach Pitch Rules At Bat		Allowed	Allowed	Only on a 4th ball, Coach assumes the	
		Tee Ball	Junior Minors	Minors	Majors	
The Runner	Base Stealing Allowed	7.13	No	No	Yes - once ball reaches batter	
	Steal Home Allowed		No	No	Only on an ERRANT throw from	
	Leading Off Allowed	7.13	No		Yes - on release	
	Advanced based on Overthrow		No	1 base	Freely	
	Sliding	7.08(a)(4)	No	No	Yes (No head first slides)	
Courtesy Runner	3.04, 7.14(b)	No	No	Yes, for catcher with two outs; last out may run		
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Pitcher and Visits	Warmup Pitches Between Innings	8.03	8 for new pitchers, 5 for returning; not to exceed 1 minute			
	Illegal Pitch	8.01, 8.05	Yes			
	Defensive Visits per Inning (per Defensive Visits per Game (per Pitcher Removed from Mound May)	8.06 8.06 3.03(c)	3 4		2 3	
	Doubleheader Rules for Pitchers	Regulation VI	Once per inning, only if not withdrawn from the game			
	Days Rest Required	Regulation VI	Max 12 innings			
			1 day if 7 innings are pitched in a day			