

Division	Rookie	Training	Minors	Majors	Juniors
Typical Grade Level	Pre-K and K	1st & 2nd	3rd & 4th	5th & 6th	7th & 8th
Typical Age (as of Jan 1st)	4 & 5 year olds	6 & 7 year olds	8 & 9 year olds	10 & 11 year olds	12 & 13 year olds
Base Rule Set	WHGSL only	WHGSL only	National Little League Rules	National Little League Rules	National Little League Rules
Style	T-Ball	Coach Pitch	Player Pitch w/ Coach Assist	Player Pitch	Player Pitch
Umpire	Coaches to officiate game		League Approved Umpire	ASA or League approved Umpire	
Game Ball	The home team must provide one new ball and one good back up ball for each game. Balls are furnished by the league.				
Coach Application	All coaches/volunteers must complete a Volunteer Application and be approved before they are allowed on the field.				
Safety	For safety, all players shall remain on the bench unless they are batting, waiting to bat, on base, base coaching, or fielding. All equipment will be behind the bench or backstop.				
Cancellations	Coaches may cancel practices or games by mutual agreement. The town may close fields at their discretion. During the game, umpires(if applicable) will make the determination. ANY SIGNS OF LIGHTNING WARRANT IMMEDIATE CANCELLATION.				
Coaching Rules	Coaches will not direct any player from the opposing team in any way. This includes telling them to stop running or to go back to a base. This should be left to the players own coach.				
Ball Size	10-inch "safety" ball	11-inch "safety" ball	11-inch ball	12-inch ball	12-inch ball
Target Innings	3 innings	4 Innings	5 Innings	6 Innings	7 Innings
Run Limits per Inning	After all players have batted.	4 runs per inning maximum or 3 outs whichever comes first.	4 runs per inning maximum or 3 outs whichever comes first. This rule is in effect for all Innings in the regular season and playoffs. Run Limits per inning shall not apply for home runs or ground rule doubles hit over a physical fence.	4 runs per inning maximum or 3 outs whichever comes first. This rule is in effect for all Innings in the regular season. During the playoffs the run limit is extended to 6 runs per inning for all Innings. Run Limits per inning shall not apply for home runs or ground rule doubles hit over a physical fence.	6 runs per inning maximum or 3 outs whichever comes first. This rule is in effect for all Innings in the regular season. In Playoffs, Run limits per inning are removed for all Innings. If a team is winning its playoff game by more than 15 runs after 4 Innings, 10 runs after 5 Innings, the game will be called. Run Limits per inning shall not apply for home runs or ground rule doubles hit over a physical fence.
Scoring/Extra Innings	No score or outs will be recorded to emphasize the instructional aspect of the league. If an out is made, the runner must return to the dugout.	No Extra Innings. If the score is tied at the end of the last inning, the game shall end in a tie.	With the exception of the playoffs, if the score is tied at the end of the last inning, the game shall end in a tie. In an extra Innings playoff game, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that inning placed as a runner on second base. Standings will be maintained and visible online. Seeding will primarily be determined by points. Win=2 points. Tie = 1 point. Loss = 0 points.	No Extra Innings. If the score is tied at the end of the last inning, the game shall end in a tie.	Extra Innings are played to break ties. In an extra Innings game, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that inning placed as a runner on second base.
Standings	No	Tiebreaks will be broken by the following criteria : 1)highest winning % 2) head-to-head record; 3)lowest average runs against 4) coin flip			
Playoff Structure	No	No	Yes, the top 4 seeded teams will participate in an end of season playoff. Game time limits(below) are removed for playoffs. Playoff games should start at least 1 hour earlier to ensure all Innings are completed.	All teams will participate in an end of season playoff. Game time limits(below) are removed for playoffs. Playoff games should start at least 1 hour earlier to ensure all Innings are completed.	All teams will participate in an end of season playoff. A player must participate in 50% of scheduled games to take part in the playoffs. Gametime limits(below) are removed for playoffs. Playoff games should start at least 1 hour earlier to ensure all Innings are completed.
Transition Time	Transition time between Innings shall be 2 minutes.				
Continuous Batting Order	A continuous batting order will be used throughout the entire game. Any players that arrive after the game has begun will be placed, as they arrive, at the bottom of the order. The batting order will be followed whether or not a player is actively playing in the field. Should a player be forced to leave the game, her position in the batting order will be eliminated, and the next player listed will bat. Should the same player return and continue to play, the player must re-enter in the same slot that she had previously held. The opposing team must be notified when a change is made to the continuous order.				
Defensive Positioning	All Players take field: No Catcher, 1 Fielding Pitcher, 4 Infielders, Remaining Players should play on edge of outfield grass	All Players Take Field: 1 Catcher, 2 Fielding Pitchers(must be behind coach pitcher), 4 Infielders, Remaining Players should play on edge of outfield grass	10 Players(4 outfielders)	9 Players(3 outfielders)	
Defensive Positioning	Proper positioning must be taught, with adjustment of the pitching position for safety reasons. Infielders may not stand on the bases when the ball is being pitched. They may move to the appropriate base when the ball reaches the plate. If contact with the ball has not been made, they will return to the proper fielding position. "Outfield" is declared as the grass area behind the base path. Outfielders may play as close as the grass line meets the dirt, but must have both feet on the grass until the batter makes contact with the ball.				
Playing Time	All players take field 6 Players. Min 3 Innings, Substitutions can occur at the beginning each inning. Mid-Inning substitutions can be made for injuries or pitching changes.				
Minimum Required Players	n/a	Must forfeit if starting a game <6. If a player becomes injured or is unable to play after starting, resulting in <6 available players, the team must take an out in the position of that player's batting order.	Must forfeit if starting a game <7. If a player becomes injured or is unable to play after starting, resulting in <7 available players, the team must take an out in the position of that player's batting order.		
Forfeits	n/a	Team must forfeit if they do not have the minimum required players. In the event of a forfeit, the winning team will record a score of 7-0. Teams should still attempt to play a practice game even if some players have to be loaned to the short-handed team.			
Coaches on Field	Unlimited	Offense: 1 coach for pitching, 1 coach for first base, and 1 coach for 3rd base. These coaches are responsible for calling their own runners safe or out. Defense: 2 defensive coaches are allowed on the field of play (in the outfield) and are allowed to speak to, but not assist any players. An adult may be positioned behind the catcher to assist in returning the ball to the pitcher and speeding up the game.	Coach pitcher (representing the batting team) will be stationed behind the player pitcher. Coach pitcher should possess multiple balls to feed to the player pitcher and increase pace of play of the catcher-pitcher exchange. Coach pitcher may step in to pitch for player pitcher per Special Batting/Pitching Rules below. To further improve pace of play, a second coach should stand behind the catcher to assist with passed balls in non-stealing situations to aid in the return of pitches.	No coaches are allowed on the field with the exception of 1st and 3rd base coaches	
Special Batting/Pitching Rules	Batter to hit the ball off the tee. To prepare the children for the next division, after the 4th game the coach should pitch to their players. If the player is unable to hit the pitched ball after three strikes -- the ball is placed on a tee and the player's turn continues. A ball hit off the tee in fair territory must be played as a hit even if it wasn't hit solidly off the tee.	Coach will pitch to his/her own players. If the batter does not put the ball in play before 3 strikes, the ball will be placed on the tee and the batter will get 3 additional strikes. If the batter fails to hit off the tee, the batter will be out. A ball hit off the tee in fair territory must be played as a hit even if it wasn't hit solidly off the tee. If the player makes contact with the tee only (no ball) it will be called a strike regardless of if the ball rolls into fair or foul territory. Coach pitching must avoid interfering with any defensive player.	Player pitchers can issue only one walk per inning. Subsequent to the first walk in each inning, if the player pitcher reaches 4 balls for any single batter, the coach of the batting team will come in to pitch to that one batter until the batter either hits or strikes out. The strikes recorded from the player pitcher will remain with the batter when the coach pitcher takes over. No walks or hit batters will be recorded when a coach is pitching, but strikes and strikeouts must be enforced. The player pitcher resumes pitching to the next batter	n/a	n/a
Walks	n/a	No walks allowed. Batter is out if the ball is not put in play after the 3 swings off the tee.	See above	Yes	Yes
Dropped 3rd Strike	n/a	No	No	No	On a third strike, the batter becomes a runner when the catcher fails to catch the ball before it touches the ground and: a.) First base is not occupied and there are fewer than two outs at the time of the pitch, or b.) Any time there are two outs.
Bunting	Not Allowed	Not Allowed	Allowed	Allowed	Allowed
Infield Fly	n/a	n/a	n/a	n/a	Yes
Hit by Pitch	n/a	No	Yes, if Player Pitcher hits batter, runner will be awarded first	Yes, batter is awarded 1st base	
Pitching Mechanics	n/a	n/a	Modified fast pitch: Windmill motion is allowed. A "flat" pitch would be appropriate, regardless of motion.	See pitching rules. The first illegal pitch, per pitcher per game, will be called a no pitch, with a warning given; An illegal pitch is a delayed dead ball situation. Subsequent illegal pitches will be called a ball.	See pitching rules. The first illegal pitch, per team per game, will be called a no pitch, with a warning given; The warning will be issued only once to each team per game. An illegal pitch is a delayed dead ball situation. Subsequent illegal pitches will be called a ball.
Pitching Limits	n/a	n/a	3 Innings per game with the exception of extra Innings in the playoffs 1 pitch in an inning does constitute an inning. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game(subject to pitching limits) but only once in the same inning as she was removed.	No restrictions on Innings pitched. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as she was removed	
Intentional Walks	n/a	n/a	No - But, this would not restrict a team from throwing four balls outside of the strike zone.		
Base Running	Base running will be station to station, or one base at a time, unless the ball is hit into the outfield then the runners can advance a maximum of two bases.			Runners should advance with regard to fair play and sound softball strategy. If the ball is in the infield, the runner can not advance further than the base they were originally running towards. e.g. a runner on first should not round 2nd towards third if a play is made to get an out at first base.	
End of a Play	The ball must be played to the appropriate base in order to stop the runner from advancing. The play is dead after the player has control of the ball at the appropriate base or the ball is in the pitching circle. Coaches are strongly advised to not defeat the spirit of this rule by continuing to advance runners without regard for fair play or sound softball strategy. Additionally, coaches must not instruct the girls to automatically return the ball to the pitcher without regard for the position of runners on the diamond. Play is also dead if it hits an opposing coach in the field of play.				

Division	Rookie	Training	Minors	Majors	Juniors
Game Time Limits	1 hour maximum	The inning in play at 1 hour after the originally scheduled start time shall be determined to be the final inning. e.g. If the game is scheduled to start at 6:00, the inning in play at 7:00 is the final inning. If an inning ends at 7:01, the game is over.	The inning in play at 1 hour and 30 minutes after the originally scheduled start time shall be determined to be the final inning. e.g. If the game is scheduled to start at 6:00, the inning in play at 7:30 is the final inning. If an inning ends at 7:31, the game is over.	The inning in play at 1 hour and 40 minutes after the originally scheduled start time shall be determined to be the final inning. e.g. If the game is scheduled to start at 6:00, the inning in play at 7:40 is the final inning. If an inning ends at 7:41, the game is over.	
Tagging Up	No	No	Yes	Yes	Yes
Sliding	n/a	n/a	Sliding is encouraged, and is required at all bases, except at first base, should the defensive player, ball in hand, have a play. The intent of this rule is to avoid player collisions and to have the runner learn to slide. Discretion is needed in officiating whether or not the runner will be called out. If the umpire determines that a collision could have taken place the runner will be called out if she does not slide and there is a play at the base.		
Steals	No	No	Stealing is permitted only when the player pitcher is pitching and only to 3rd base and home. Players can only steal third if the ball is caught or remains in direct reach of the catcher. Players can steal home on any pitch (including passed balls). A team is only allowed 2 successful steals of home per half inning. Players may not advance, when stealing a base, beyond the single base being stolen. The intent is to encourage the catcher to throw out the runner, thus not being penalized for a miss-thrown ball. Players must slide if stealing home if there is a play at the plate for safety reasons. If the player doesn't slide, they are out.	Yes	Yes
Leading	Runners may not leave a base until the pitched ball reaches the plate. Leaving the base or leading off prior to the pitched ball has reached home plate will result in the runner being called out.				Runners may not leave a base until the pitched ball leaves the pitcher's hand. Leaving the base or leading off prior to the pitched ball leaving the pitcher's hand will result in the runner being called out.
Extra Bases on Overthrows	No	No	No extra base will be allowed on an overthrow into foul territory. For overthrows in fair territory, the ball remains live and runners can advance one base. There can only be one overthrow per play.	Yes	
Equipment	<ul style="list-style-type: none"> * Players are required to wear a batting helmet with face mask when batting (including on deck) and running or base coaching. * Players may only wear sneakers or rubber cleats. * Players are required to be in their team's full uniform (Jersey, Softball Pants, Team Socks) at each game. Only league issued hats or visors are permitted. * Hoop earrings are not allowed. Loose jewelry (necklaces, bracelets) not recommended 				
1st Base Rules	A double 1st base will be used. Players must be taught that the batter running to 1st base is allowed the orange part of the base and the fielder is allowed the white part of the base. If the ball is hit to the outfield and a play at first is not possible, the fielder will allow the runner the white part of the base for advancing to 2nd base. The runner at 1st base is allowed the white part of the base.				
Base Distance	45 feet	60 feet	60 feet	60 feet	60 feet
Pitching Distance	n/a	35 feet (Coach may move closer if needed)	35 feet (Player & Coach may move closer based on skill, but must complete their pitch within the pitching circle)	40 feet	43 feet
Field Specifications	Pitching Circle (8' around division pitcher's rubber); Batter's Box: 7' X 3'; Extend 4' forward from center of home plate; Extends 3' back from center of home plate				
Batter's Box Width	Starts 4" from side of home		Starts 6" from side of home		