



Warrington–Warwick Softball Organization

Majors Division Rules

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1. Batting & Pitching

1. **Continuous batting order**
A rotational batting order involving all members of each team will be used. Players arriving after the start of the game are added to the bottom of the order and bat when the batting position comes up.
2. **Pitching limits (standard)**
Pitchers are limited to **3 innings per game**. Delivery of a single pitch constitutes having pitched in an inning. Pitchers may pitch on consecutive days.
3. **Pitching limits (Travel & Sunday Select)**
Travel & Sunday Select players (regardless of normal position) are limited to **2 innings per game**.
4. **Pitcher re-entry**
A pitcher who is removed from pitching may re-enter in a different inning as a pitcher **one (1) time per game**, provided she does not exceed her allotted innings.

5. **Bunting / slapping**

Bunting and slapping is permitted as long as the player is in the batter's box. Batters may not show bunt then pull back and hit.

6. **Dropped third strike (in effect)**

Dropped third strike rule is in effect. On an uncaught third strike with **no runner on first base** or **with two outs**, the batter immediately becomes a runner. If the batter does not run, she will be called out when she exits the field of play.

7. **Composite bats / pitcher safety**

Composite bat use is permitted. **All pitchers must wear a facemask.**

8. **Catcher protection during warmups**

Players warming up pitchers must wear a **catcher's helmet.**

2. Base Running

1. **Field dimensions**

- Base paths are **60 feet**
- Pitching distance is **40 feet** from the **front of the pitching plate** to the **back corner of home plate**

(See diagrams referenced below.)

2. **Steals (limit per inning) / circle rule / no leads**

- There will be **6 steals allowed per inning.**
(Example: runners on 1st and 2nd both steal one base = 2 steals.)
- A runner may steal only once a pitched ball **crosses home plate.**
- A base runner may advance on an overthrow by the catcher attempting to throw out a stealing runner.
- **No leads** off the base.
- When the pitcher has control of the ball in the circle, base runners must immediately go back to the bag or advance to the next base or they will be called out.

3. **Overthrows (Little League rules apply)**

Little League rules govern all overthrows.

Example: If the catcher tries to pick off a runner and the ball remains in play, runners may advance as many bases as possible. All play ends when the ball is controlled by the pitcher inside the circle.

4. **No limit on advances / catcher return throw**

No limit on advances. An advance can happen when the catcher delivers the ball back to the pitcher and overthrows the pitcher and the ball goes out of the pitcher's circle. An advance can also be made if the pitcher comes out of the circle to receive the ball from the catcher. Pitchers are encouraged to stay in the circle while pitching.

5. **Delayed steal counts as a steal**

If a play is made on a runner attempting to steal a base and another runner leaves on a delay, that would also be considered a steal.

6. **Sliding**

All players must slide **feet first** for all plays at all bases and home plate. Runners **must slide** at all plays at home plate; if they do not slide, they are out. Little League rules cover all other slides.

7. **Courtesy runner (catcher)**

A courtesy runner for a catcher catching in the next inning is allowed and is **mandatory with 2 outs**. The **last player out** will be used as the courtesy runner. No other courtesy or pinch runners are allowed.

8. **No continuation on a walk**

Continuation on a walk from first to second is not allowed.

3. Fielding

1. **Defensive players / minimum players / forfeits / guest players**

- Each team will field **10 players**.
- A team may not start or continue a game unless it can field at least **7 players**, including a mandatory catcher.
- Whenever possible, **do not forfeit**. If a team cannot field a team, it is recorded as a **1–0 forfeit** for the record, but teams should still play with the other team loaning players when feasible.
- Umpires will not umpire a game unless each team has at least **7 players** on the field.

2. **Guest players (regular season only):**

Guest players from other WWSO Minors or Majors teams may be used during regular season games. Guest players:

- Do **not** bat
- Must play **outfield positions only**

3. **Playing time**

It is encouraged that all players get equal playing time. Girls may not sit out more than **two innings in a row**.

4. **Defensive changes**

There is no changing the defense after the inning has started, except in the case of **injury or pitching change**.

4. Miscellaneous Rules

1. Game ball

Majors use a **12" regulation ball** (core .47, comp. .375).

2. Game length / official game / darkness & weather

- Each game consists of **6 innings** with the visiting team batting first, per Little League rules.
- If time does not permit due to weather, darkness, or time limits:
 - An official game consists of **4 full completed innings (5 during playoffs)** if the visiting team is ahead, or **3½ innings (4½ during playoffs)** if the home team is ahead.
- If the game is stopped, the game reverts back to the last fully completed inning or the time a winner can be determined.
- No new innings will be started due to darkness or weather at the umpire's discretion.
- A game can continue within the inning past **8:00 PM** with judgment on darkness by the umpire. Player safety is always paramount.

3. Saturday time rules / drop-dead time

- For Saturday games, no new top inning starts after **1 hour 45 minutes**.
- Limit time between innings to **2 minutes or 3 pitches**.
- There is **no time limit** for weeknight games.
- For Saturday games (including the last game), there is a **two-hour drop-dead time limit**:
 - The game is over at the two-hour mark regardless of inning progress.
 - The score reverts back to the previous inning.
- A new inning begins when the **last out is made**, not when the first pitch is thrown.

4. Run limit per half inning

Each half inning is limited to **3 outs or 7 runs**, whichever comes first.

There are **no run limits in the playoffs** for any inning.

5. Dugout access / bat safety

- Only coaches, players, scorekeeper, or board members are allowed in the dugouts at any time. This rule will be strictly enforced.
- Individuals in the dugout must have their **clearances on file with WWSO**.
- **Do not swing bats in the dugout.**

6. Score reporting

The score will be kept for every game. The winning coach is responsible to post the game score on the WWSO website within **24 hours** of completing the game.

7. Standings

Standings will be kept.

8. Playoffs

There will be playoffs at the end of the season. All teams make the playoffs. Playoffs are **single elimination**.

9. Home/Away sides

The home team bench is always on the **3rd base side**. The visiting team bats first.

10. Field setup & cleanup

- The home team is responsible for:
 - Providing **2 new game balls**
 - Setting up the field (bases, lining the field, dragging when required)
- The visiting team is responsible for:
 - Dragging the field after the game
 - Putting the bases away
- No bases should be left out on the field after the last game is played.

11. Tiebreaker

Ties in the standings will be broken by the outcome of a **coin flip**.

5. Adult Conduct Policy

All coaches, parents, and spectators are expected to conduct themselves in a respectful and sportsmanlike manner at all WWSO events, including games, practices, and league functions. The umpire has the authority to address and report any inappropriate behavior.

If an adult (coach, parent, or spectator) displays unsportsmanlike conduct—including but not limited to arguing with umpires, using inappropriate language, or behaving in a disruptive or disrespectful manner—the following process will apply:

First Offense

- The umpire will issue a warning and document the incident.
- The report will be submitted to the WWSO Board for review.

Second Offense

- The individual will receive a suspension from attending or participating in WWSO games and/or events as determined by the WWSO Board.
- The individual will forfeit their Non-Par Fee and will not be eligible for reimbursement.

If the individual committing the offense is not a coach or parent, the coach or parent associated with that spectator will forfeit their Non-Par Fee.

The WWSO Board reserves the right to impose additional disciplinary action if the behavior is deemed severe or detrimental to the league.

WWSO is committed to providing a positive and respectful environment for all players, coaches, umpires, and families.

If you want, I can also reformat this into the **same exact “General / Safety / Equipment / Game Structure / Appendix” layout** like Low Minors + Minors (Majors is currently organized a little differently, but I can make them match perfectly for consistency across all divisions).