

WMLL SOFTBALL RULE SUMMARY - Spring/Summer (3.26.25)

This summary is for quick reference & comparative purposes only. Please be sure to read the full rules (universal, league-specific, & code of conduct) for your league.

	ROOKIE SB	MINOR SB	MAJOR SB	JUNIOR SB
Ball	11" softie	11"	12"	12"
Game Limit	6 innings	6 innings	6 innings	6 innings
No New Inning Limit	1 hour, 30 minutes	1 hour, 45 minutes	1 hour, 45 minutes	1 hour, 45 minutes
Run Limit	5 per inning	5 per inning	5 per inning	5 per inning
Forfeit	<6 players	<7 players	<7 players	<7 players
Pitching Distance	35'	35'	40'	43'
Pitching Type	Machine pitch	Player pitch with coach relief after player-pitcher throws 3 balls to a batter	Player pitch until player-pitcher walks and/or hits 2 batters in an inning, then for the rest of that inning player pitch with coach relief after player-pitcher throws 4 balls to a batter	Player pitch
Pitcher Inning Limit	NA	2 innings	3 innings	4 innings
Player-Pitcher During Coach Pitch	The defensive player fielding the pitching position must have at least one foot inside the pitcher's circle & must position themselves even with the pitching rubber.			
Walks	None	None	Max of 2 per inning	No limit
Hit by Pitch	Base not awarded	Base awarded during player pitch	Base awarded during player pitch	Base awarded during player pitch
Strike Outs	After a batter has 3 strikes during machine pitch, she will be given 2 attempts to hit the ball a minimum of 12' in fair territory using a batting tee before being ruled out on strikes.	Yes	Yes	Yes
Dropped 3rd Strike	No	No	Yes (when 1B is open or 2 outs)	Yes (when 1B is open or 2 outs)
Infield Fly	No	No	No	Yes (when 1B & 2B or 1B, 2B & 3B are occupied & < 2 outs)
Defensive Playing Time Requirements	≥4 innings total within first 5 innings, ≥2 innings at infield position (incl P + C) within first 5 innings, & ≥1 inning at OF position within first 4 innings <i>(no player may be kept off the field defensively for 2 innings, before all players have been kept off for at least 1 inning) (no player may play more than 2 innings in the OF until all players have played at least one inning in the OF)</i>	≥4 innings total, ≥1 inning at infield position (incl P + C) within first 4 innings, & ≥1 inning at OF position within first 4 innings <i>(no player may be kept off the field defensively for 2 innings, before all players have been kept off for at least 1 inning)</i>	≥4 innings	≥4 innings
On-Field Coaches	Defense = 2 coaches on field for instructional purposes. Offense = 1 coach operating pitching machine, 2 base coaches. 1 backup catcher.	Offense = 2 base coaches & 1 coach for spot relief pitching.	Offense = 2 base coaches & 1 coach for spot relief pitching.	Offense = 2 base coaches.
On Deck Warm Ups	None	None	None	Behind the batter
Bunting	Not allowed	Allowed during player pitch	Allowed during player pitch	Allowed during player pitch
Leaving Base	Ball crosses plate	Ball crosses plate	Ball crosses plate	Ball leaves pitcher's hand
Stealing	Not allowed	Allowed during player pitch with one base limit (even if overthrow) & no stealing of home. No stealing on catcher throwback to pitcher, pitcher/catcher pick off throws or by a team that is ahead by 8 or more runs.	Allowed during player pitch	Allowed during player pitch
Sliding	Players are encouraged to slide on ANY close play (even if the defensive player is not yet in possession of the ball). On a close play at 2B, 3B or home plate, players are required to either slide or avoid contact with a defensive player in possession of the ball waiting to make a tag (or be called out)			
Defensive Obstruction	When a defensive player is waiting for the ball, they must give the base runner a straight path to the base or home plate. The defensive player may not block any portion of the base or home plate unless they are holding the ball (if they do the runner will be called safe)			
Baserunning / Extra Bases	Runners should not take an extra base due to an infield fielding error, passed ball or overthrow. Runners are allowed to attempt to take extras bases on any hit to the outfield that does not result from an infield error (with a maximum of two bases on a ball hit to an outfield defensive position that is unmanned due to a shortage of players)	Runners may attempt to advance one additional base (including home) on an overthrow to any defensive player (including a baseman, the cutoff, or the pitcher) following a batted ball. If a second overthrow results from an attempt to throw out an advancing runner, the runners may not advance again.	Unlimited <i>(until play stoppage)</i>	Unlimited <i>(until play stoppage)</i>
Play Stoppage	Once the pitcher has control of the ball, runners that are not in stride and more than halfway to the next base must return to the preceding base.	Once the pitcher has the ball within the pitcher's circle, runners must immediately return to the last base touched or break to the next base. Failure of a runner to immediately return to the base or break to the next base will result in the umpire calling the runner out.		
Inning Switch /	Players must hustle on and off the field between offense and defense so that the game proceeds quickly.			