

Freeport Little League Summary of Selective Rules (Major Girls Softball) 2026 Season

*It is intended for this league to follow the 2026 Little League Softball rulebook.
Refer to the rules below for important rules and any exceptions that would supersede the rulebook.*

Coaching rules:

1. Each team shall have no more than 3 coaches in the dugout and on the field at a time during the game (1 manager and 2 assistant coaches). (Tournament Organization - Managers/Coaches in the Dugout)
 - a. To be a coach in the dugout and on the field, a background check must be submitted to Little League International. (free and online)
 - b. More than 3 coaches can complete background checks so that coaches can be substituted between games, but the 3 coaches who start a game are the only ones allowed during that game. (Exceptions are allowed for emergency situations with the approval of an FLL Board Member.)
 - c. The bench or dugout is the seating facility reserved for players, substitutes, 1 manager, and not more than 2 coaches when they are not actively engaged on the playing field. Bat boys and/or girls are not permitted. The bench or dugout is not for additional coaches or scorekeepers. (Rule 2.00 - Definitions of Terms)

Pitching Rules: (Regulation VI - Pitchers)

1. Pitching Distance = 40 feet
2. Softball size = 12-inch softball
3. Only players that are league age 12 or under may pitch.
4. Pitching limit: 3 innings/player/game, innings do not have to be consecutive; 1 pitch in the inning = inning pitched

Substitution Rules: (Regulation VI - The Players Section I)

1. A Continuous Batting Order and Free Substitution will be used for each game. This will reset at the start of each new game at the coaches discretion.
2. ALL PLAYERS must play in the field for **6 Consecutive Defensive Outs**

Scoring:

1. The official scorer of a game shall be the Home Team and they will be responsible for operating the scoreboard, if applicable.

Tie-Breakers:

For purposes of the regular season standings, tie-breakers will be as follows:

1. Head-to-Head.
2. Run differential in games played between the teams that are tied.
3. Coin Toss.

Calling Up Players: (Regulation III and must follow all sections of Regulation IV for ages)

1. The Major Girls division can call up players from the Minor Girls division with the approval of the Players Agent. Any player called up may not pitch and will be listed at the bottom of the batting order. If a team is short and no player can be called up, a player can be substituted from another team in the same division.

Time Limits: (Rule 4.10 Starting and Ending the Game)

1. Time Limit is 1:45.
2. No new inning will begin after reaching the time limit.
3. A new inning begins when the 3rd out is called in the bottom of the previous inning
4. If there is a tie score and the game is past its time limit, one additional inning will be played. If the game is still tied upon completion of the additional inning, the game is over and the score will be recorded as a tie.

Starting Games with Less Than 9 Players (Rule 6.00 - The Batter)

Teams will be allowed to begin a game with a minimum number of 8 players, but they will be required to list 9 spots in their batting order and that spot in the order will be recorded as an out each time it comes up during the game. If fewer than 8 players are present the game may be played as a forfeit.

Mercy Rules: (Rule 4.10 - Starting and Ending the Game Section E)

1. 10 Runs after 4 Innings

Runs Per Inning: (Rule 2.00 Definition of Terms under Inning)

1. Major Girls will have a run limit of 10 runs per half-inning. Once the 10th run scores that half of the inning is over.
2. The last inning of the game will automatically be “unlimited runs”, unless the game has reached its time limit and the visiting team has already batted and their half of the inning ended because of the run limit.

3rd Strike Not Caught:

1. Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, the batter becomes runner and defense must put her out.
2. If bases are loaded with 2 outs and there is a 3rd strike not caught, the catcher can simply touch home plate for the “force” out.

Sliding Rules:

1. There is no rule that says a runner must slide at Home. The rule is that the runner must AVOID CONTACT. If the runner slides, they are deemed to have avoided contact.
 - This is a judgment call by the umpire.
2. The catcher may NOT block the pathway of a runner attempting to score unless he has possession of the ball.
 - This is a judgment call by the umpire.
3. If a player slides head-first while advancing, the ball remains live but the runner is out.
 - Allowed exception: Players are permitted to dive head-first only when returning to a base.

Leaving Early:

1. The runner must maintain contact with the base until the pitch leaves the pitcher’s hand. If a runner leaves early, it is considered a “no pitch” and the ball is dead, the runner is called out, and if the ball is hit the batter returns to the plate.

On Deck Batters:

1. On deck batters are NOT allowed.