



Zeeland Little League Majors Baseball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 45 minutes from the game start time.
 - A drop dead time is at 2 hours 15 minutes from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- The mercy rule is 10 runs after 4 innings.
- At 45 minutes before game time, visiting team gets the cage, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made.
- No on deck batters are allowed.
- The dropped 3rd strike rule is in effect (LL Rule 6.09(b)).
- Runners may only advance one base on overthrows that leave field of play.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)

Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- All players must play a minimum of six (6) defensive outs in the field.
 - This also applies to games shortened due to weather, time limit, or mercy rule.
- Catchers must wear a cup.



Pitching Rules

- Once a player is removed from the mound, that player may not pitch again in that game.
- Pitchers are allowed to throw 85 pitches per day (*Note: Players that are league age 10 are restricted to 75 pitches per day*). If a player reaches the 85 pitch limit while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- A pitcher that throws 41 or more pitches in a day may not play the position of catcher for the remainder of the day, and a player who has played the position of catcher in four or more innings in a day is not eligible to pitch on that same day.
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Mound Visits

- The mound visit rule corresponds with Little League Rule 8.06:
 - A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.
 - A manager or coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.



Zeeland Little League AAA Baseball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 45 minutes from the game start time.
 - A drop dead time is at 2 hours 15 minutes from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- The mercy rule is 10 runs after 4 innings.
- At 45 minutes before game time, visiting team gets the cage, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made.
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- Runners may only steal if the ball gets behind the catcher
 - Runners may only advance one base on a steal
 - Teams may only score 2 runs per inning via advancing home on a wild pitch. Runners will be returned to 3rd base if they are the 3rd runner to score on a wild pitch that inning.
- No on deck batters are allowed.
- Batter is out on a dropped 3rd strike.
- Runners may only advance one base on overthrows that leave field of play.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)



Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- All players must play a minimum of six (6) defensive outs in the field.
 - This also applies to games shortened due to weather, time limit, or mercy rule.
- Catchers must wear a cup.

Pitching Rules

- Pitchers Little League age 11 are allowed to throw 85 pitches per day, and pitchers age 9 or 10 are allowed 75 pitches per day. If a player reaches the pitch limit while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- A pitcher that throws 41 or more pitches in a day may not play the position of catcher for the remainder of the day, and a player who has played the position of catcher in four or more innings in a day is not eligible to pitch on that same day.
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Mound Visits

- The mound visit rule corresponds with Little League Rule 8.06:
 - A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
 - A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.



Zeeland Little League AA Baseball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 45 minutes from the game start time.
 - A drop dead time is at 2 hours 15 minutes from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- The mercy rule is 10 runs after 4 innings.
- At 45 minutes before game time, visiting team gets the cage, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made.
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- Runners may only steal if the ball gets behind the catcher
 - Runners may only advance one base on a steal
 - Teams may only score 2 runs per inning via advancing home on a wild pitch. Runners will be returned to 3rd base if they are the 3rd runner to score on a wild pitch that inning.
- No on deck batters are allowed.
- Batter is out on a dropped 3rd strike.
- Runners may only advance one base on overthrows that leave field of play.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)



Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- All players must play a minimum of six (6) defensive outs in the field.
 - This also applies to games shortened due to weather, time limit, or mercy rule.
- Catchers must wear a cup.

Pitching Rules

- Pitcher's will pitch from the designated line in front of the mound (40 feet)
- Pitchers are allowed to throw 75 pitches per day. If a player reaches the 75 pitch limit while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- A pitcher that throws 41 or more pitches in a day may not play the position of catcher for the remainder of the day, and a player who has played the position of catcher in four or more innings in a day is not eligible to pitch on that same day.
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Mound Visits

- The mound visit rule corresponds with Little League Rule 8.06:
 - A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
 - A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.



Zeeland Little League A Baseball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 30 minutes from the game start time.
 - A drop dead time is at 2 hours from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- There is no mercy or 10 run rule.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- No walks or hit by pitch (more details under pitching rules)
- No stealing any base, including home, under any circumstance. This includes passed balls and wild pitches.
- Runners may only advance one base on overthrows that leave field of play.
- Runners may not advance once the pitcher is at the pitching rubber with the ball.
 - If the player is between bases when the pitcher has the ball on the mound, the runner may only advance to one of the bases the runner is between
- Batter is out on a dropped 3rd strike.
- No on deck batters are allowed.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)

Defense Rules

- Teams may play 10 players in the field.
- All players must play a minimum of six (6) defensive outs in the field.
 - This also applies to games shortened due to weather, time limit, or mercy rule.
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- Catchers must wear a cup.



- If there is too much time being wasted getting the ball back to the pitcher after pitches, one coach/parent can be placed in the backstop area, and one coach/parent can be placed behind or next to the pitcher. We should encourage catchers to retrieve balls to teach them that aspect of the game. However, these two coaches/parents are there to speed up the retrieval of getting the ball back to the pitcher (when necessary) to avoid wasted time and to increase repetitions.

Pitching Rules

- A player will start each batter as the pitcher
 - Once a player is removed from the mound, that player may not pitch again in that game.
- If 4 balls occur before 3 strikes, the offensive coach must step in to pitch. When the offensive coach steps in, he/she will pitch the remaining allowable strikes to the batter (the umpire will still call balls and strikes).
 - A batter can still be “struck out” by the coach.
- Pitching from the proper pitching rubber distance is strongly encouraged (35 feet). However, coaches can allow a pitcher to pitch from a step or so closer to home plate if it’s developmentally appropriate / absolutely necessary for that individual.
- Pitchers are allowed to throw 50 pitches per day. Pitches thrown by a coach do not count towards the pitch count. If a player reaches the 50 pitch limit while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- A pitcher that throws 41 or more pitches in a day may not play the position of catcher for the remainder of the day, and a player who has played the position of catcher in four or more innings in a day is not eligible to pitch on that same day.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Mound Visits

- The mound visit rule corresponds with Little League Rule 8.06:
 - A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
 - A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.



Zeeland Little League Advanced Coach Pitch Baseball Rules

General Rules

- A regulation game consists of four (4) innings.
 - A new inning may not start after 1 hour 15 minutes from the game start time.
 - A drop dead time is at 1 hour 30 minutes from the game start time.
 - If the game is tied after 4 or more complete innings, extra innings may be played so long as the time limits are still followed.
- There is no mercy or 10 run rule.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their ½ inning at bat after any of the following occur:
 - 3 outs are made
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- No walks or hit by pitch (more details under pitching rules)
- No stealing any base, including home, under any circumstance. This includes passed balls and wild pitches.
- Runners may only advance one base on overthrows that leave field of play.
- Runners may not advance once the pitcher is at the pitching rubber with the ball.
 - If the player is between bases when the pitcher has the ball on the mound, the runner may only advance to one of the bases the runner is between
- Batter is out on a dropped 3rd strike.
- No on deck batters are allowed.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)

Coach Pitch Rules:

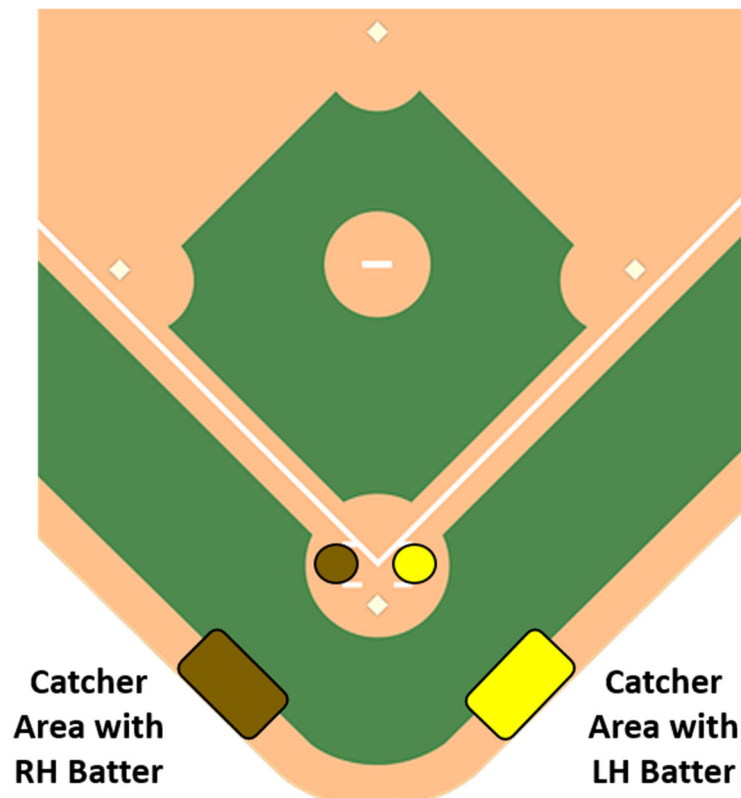
- Bring a bucket full of balls to mound, and put an empty bucket at backstop for pick up
- Offensive coach is pitching to their team
- Hitter gets 3 swings on Coach pitches to put ball in play
 - Batter is OUT after 3 strikes
 - A player is NOT out on a foul ball 3rd strike
- No balls/strikes are called, but players are encouraged to swing the bat!
- No Walks or Hit By Pitch



- Coaches may pitch from any comfortable/safe distance per child
- Coaches cannot play the ball but may defend themselves
- Several coaches may pitch in one game
- Coach pitcher calls the outs and safes for their own team

Defense Rules

- Teams may play 10 players in the field
 - 4 Outfielders (left field, left center, right center, right field)
 - 4 Infielders (third base, short stop, second base, first base)
 - 1 Pitcher
 - 1 Catcher
 - The catcher must be wearing a catcher's mask; the shin guards and chest protector are optional
 - The catcher will be positioned to the back side of the hitter and near the backstop per the diagram below
- Players should be rotated into different positions each inning
- A player may not sit on the bench for consecutive innings, and playing time in the field should be as equal as possible
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times)
- Coaches on the defensive team may station themselves in the field to help position their players and actively coach during the game





Zeeland Little League Coach Pitch Baseball Rules

General Rules

- A regulation game consists of four (4) innings
 - A new inning may not start after 1 hour from the game start time
 - A drop dead time is at 1 hour 30 minutes from the game start time
 - There are no “extra innings” – a game may end in a tie
- There is no mercy or 10 run rule

Coach Pitch Rules:

- Bring a bucket full of balls to mound, and put an empty bucket at backstop for pick up
- Offensive coach is pitching to their team
- Hitter gets 7 swings/strikes on Coach pitches to put ball in play, then TEE is brought in until player hits ball into play.
- No balls/strikes are called
- No Walks or Hit By Pitch
- Coaches may pitch from any comfortable/safe distance per child
- Coaches cannot play the ball but may defend themselves
- Several coaches may pitch in one game
- Coach pitcher calls the outs and safes for their own team
 - If a batter/runner is “out”, they are removed from the bases

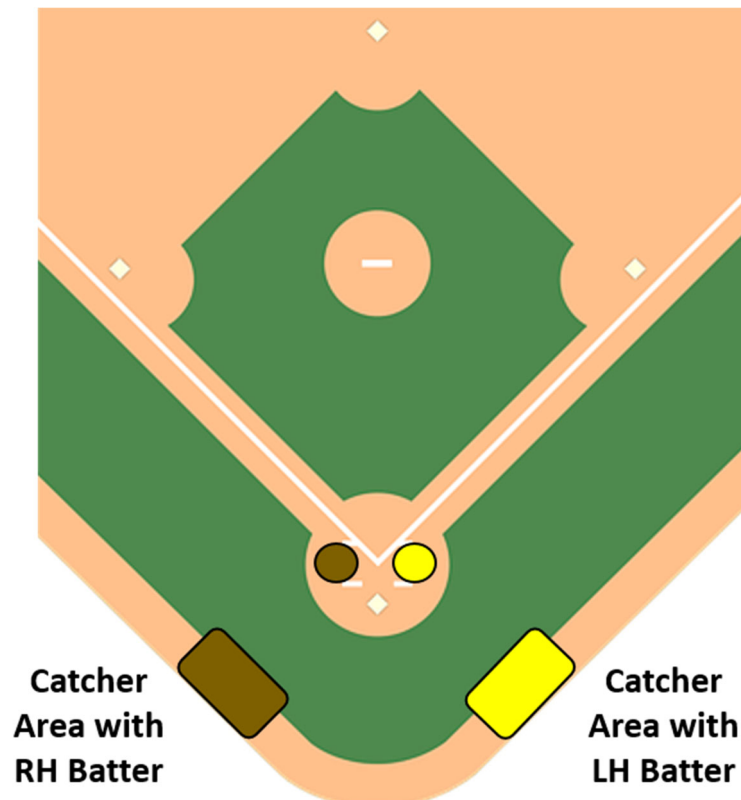
Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - Everyone in the lineup has had a turn at bat
- No stealing any base, including home, under any circumstance. This includes passed balls and wild pitches
- Runners may advance one base when the ball is in the infield.
- Runners may advance an extra base when the ball is in the outfield.
- Runners may NOT advance on an overthrow to a base by the defense.
- No on deck batters are allowed



Defense Rules

- Teams may play 10 players in the field
 - 4 Outfielders (left field, left center, right center, right field)
 - 4 Infielders (third base, short stop, second base, first base)
 - 1 Pitcher
 - 1 Catcher
 - The catcher must be wearing a catcher's mask; the shin guards and chest protector are optional
 - The catcher will be positioned to the back side of the hitter and near the backstop per the diagram below
- Players should be rotated into different positions each inning
- A player may not sit on the bench for consecutive innings, and playing time in the field should be as equal as possible
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times)
- Coaches on the defensive team may station themselves in the field to help position their players and actively coach during the game





Zeeland Little League Tee-Ball Baseball Rules

General Rules

- A regulation game consists of four (4) innings.
 - A new inning may not start after 1 hour from the game start time.
 - A drop dead time is at 1 hour 30 minutes from the game start time.
 - There are no “extra innings” – a game may end in a tie
- There is no mercy or 10 run rule.

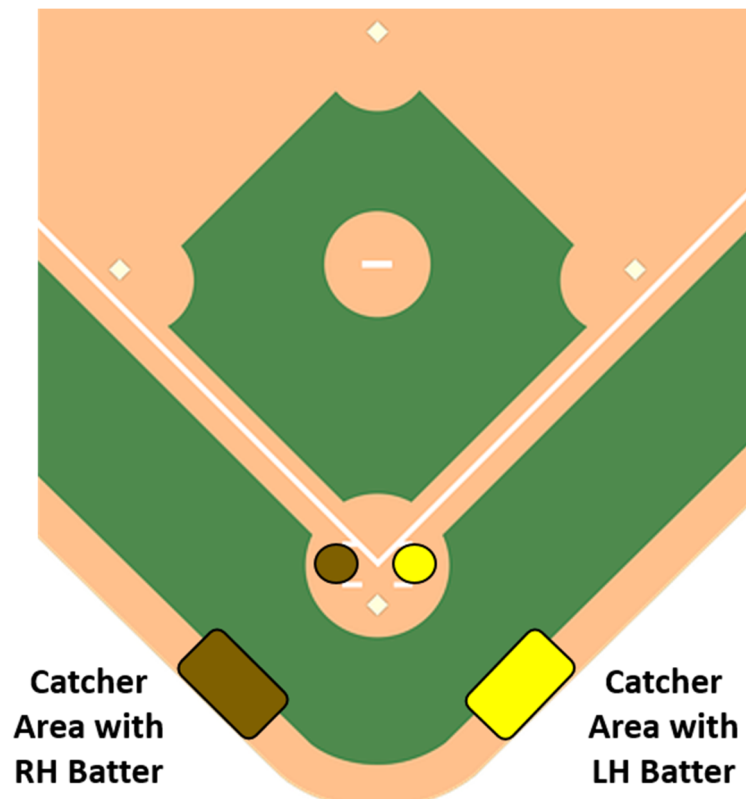
Hitting/Offense Rules:

- Bring a bucket full of balls to put behind the tee and out of play
- Offensive coach stays at plate to put ball on tee and give instruction
- Player is allowed unlimited swings until they put a ball in play
 - If the player hits the tee, causing the ball to go into fair play, the offensive coach should declare “foul ball” and have the hitter try again.
- Outs and safes are called by Coaches.
 - Even if a batter/runner is called “out”, they can remain on the bases to run.
- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - Everyone in the lineup has had a turn at bat
- No stealing any base, including home, under any circumstance.
- Players may leave their base once the ball is hit.
- Runners may only advance one base per ball put in play.
- No on deck batters are allowed.
- For games 4, 5, and 6, the coach may institute a coach pitch style to hitters as follows:
 - This is optional for each hitter, and the hitter may bypass this and only hit TEE
 - Offensive coach is pitching to their team, bring 5 balls to mound, and put an empty bucket at backstop for pick up
 - Hitter gets 5 pitches to put ball in play, then TEE is brought in until player hits ball into play.
 - No balls/strikes are called
 - No Walks or Hit By Pitch
 - Coaches may pitch from any comfortable/safe distance per child
 - Coaches cannot play the ball but may defend themselves
 - Several coaches may pitch in one game



Defense Rules

- Teams may play 10 players in the field.
 - 4 Outfielders (left field, left center, right center, right field)
 - 4 Infielders (third base, short stop, second base, first base)
 - 1 Pitcher
 - 1 Catcher
 - The catcher must be wearing a catcher's mask; the shin guards and chest protector are optional
 - The catcher will be positioned to the back side of the hitter and near the backstop per the diagram below
- Players should be rotated into different positions each inning
- A player may not sit on the bench for consecutive innings, and playing time in the field should be as equal as possible
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- Coaches on the defensive team may station themselves in the field to help position their players and actively coach during the game





Zealand Little League Majors Softball Rules

General Rules

- A regulation game consists of five (6) innings.
 - A new inning may not start after 1 hour 45 minutes from the game start time.
 - A drop dead time is at 2 hours 15 minutes from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- 12” softball will be used.
- The mercy rule is 10 runs after 4 innings.
- At 45 minutes before game time, visiting team gets the cage, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their ½ inning at bat after any of the following occur:
 - 3 outs are made
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- “Ball in the circle” rule: following LL Rule 7.08(a)
 - When the pitcher is in possession of the ball in the circle and is not making a play (for purpose of the rule, feinting a throw is considered a play), all runners off their bases must immediately attempt to advance or retreat. Immediately, is interpreted to mean within a three-second time frame.
- Runners may leave their base (or steal) after the pitcher releases the ball.
- Runners may only advance one base on overthrows that leave field of play.
- Runners may not slide headfirst into any base.
- Bunting is allowed
- The dropped 3rd strike rule is in effect (LL Rule 6.09(b)).
- No on deck batters are allowed.
- If the team’s catcher is on base with 2 outs, she may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)
- Teams are limited to scoring 2 runs per inning via passed ball/wild pitch.



Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times)
- Facemasks are required for all players playing an infield position.
- Players must have equal playing time in the field and have the opportunity to play multiple positions.

Pitching Rules

- The pitcher will pitch from 40 feet.
- A hit by pitch will award the batter first base. *NOTE – if a ball thrown by the pitcher begins rolling and then hit the batter, it will be counted as a ball. It is umpire's discretion if the ball was rolling.*
- Delivery of a single pitch constitutes having pitched in an inning.
 - A player pitching more than seven (7) innings is required to have one calendar day of rest.
- If a pitcher walks 5 batters in the inning, she must be replaced by a different pitcher for that inning. The walks do NOT have to be consecutive.
 - Teams may use/reenter the same pitcher multiple times
 - This rule is intended to give players opportunities to pitch, but also ensure that games have action for both the offense and defense.



Zealand Little League Minors Softball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 30 minutes from the game start time.
 - A drop dead time is at 2 hours from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A game becomes official after losing team has had 3 turns at bat, or a time limit is reached regardless of inning.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- 11" softball will be used.
- There is no mercy (10-run) rule.
- At 45 minutes before game time, visiting team gets the cage, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- A batter cannot be "walked" (see pitching rules)
- In Games 1-5, no stealing is allowed
- In Games 6-10 and Post-season, runners may only steal if the ball gets behind the catcher
 - Runners may only advance one base on a steal
 - Teams may only score 2 runs per inning via advancing home on a wild pitch. Runners will be returned to 3rd base if they are the 3rd runner to score on a wild pitch that inning.
- "Ball in the circle" rule: following LL Rule 7.08(a)
 - When the pitcher is in possession of the ball in the circle and is not making a play (for purpose of the rule, feinting a throw is considered a play), all runners off their bases must immediately attempt to advance or retreat. Immediately, is interpreted to mean within a three-second time frame.



- Runners may only advance one base on overthrows that leave field of play.
- Runners may not slide headfirst into any base.
- Bunting is allowed
- Batter is out on a dropped 3rd strike.
- No on deck batters are allowed.
- If the team's catcher is on base with 2 outs, she may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)

Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times)
- Facemasks are required for all players playing an infield position.
- Players must have equal playing time in the field and have the opportunity to play multiple positions.

Pitching Rules

- The pitcher will pitch from 35 feet.
- A batter will not be "walked" by the pitcher.
 - If a pitcher throws four (4) balls before three (3) strikes, the offensive coach must step in to pitch
 - When the offensive coach steps in, he/she will pitch the remaining allowable strikes to the batter
 - Umpires will still call balls and strikes
 - The coach will continue to pitch to the batter until a ball is put in play or the batter strikes out swinging or on a called 3rd strike
- A hit by pitch will award the batter first base. *NOTE – if a ball thrown by the pitcher begins rolling and then hit the batter, it will be counted as a ball. It is umpire's discretion if the ball was rolling.*
- If a pitcher reaches ball 4 to 5 batters in the inning, she must be replaced by a different pitcher for that inning. The walks do NOT have to be consecutive.
 - Teams may use/reenter the same pitcher multiple times
 - This rule is intended to give players opportunities to pitch, but also ensure that games have action for both the offense and defense.



Zeeland Little League Coach Pitch Softball Rules

General Rules

- A regulation game consists of four (4) innings.
 - A new inning may not start after 1 hour from the game start time.
 - A drop dead time is at 1 hour 30 minutes from the game start time.
 - There are no “extra innings” – a game may end in a tie
- There is no mercy or 10 run rule.

Coach Pitch Rules:

- Bring a bucket full of balls to mound, and put an empty bucket at backstop for pick up.
- Offensive coach is pitching to their team.
- Hitter gets 7 swings/strikes on Coach pitches to put ball in play, then TEE is brought in until player hits ball into play.
- No balls/strikes are called
- No Walks or Hit By Pitch allowed
- Coaches may pitch from any comfortable/safe distance per child.
- Coaches cannot play the ball but may defend themselves.
- Several coaches may pitch in one game.
- Coach pitcher calls the outs and safes for their own team
 - If a batter/runner is “out”, they are removed from the bases

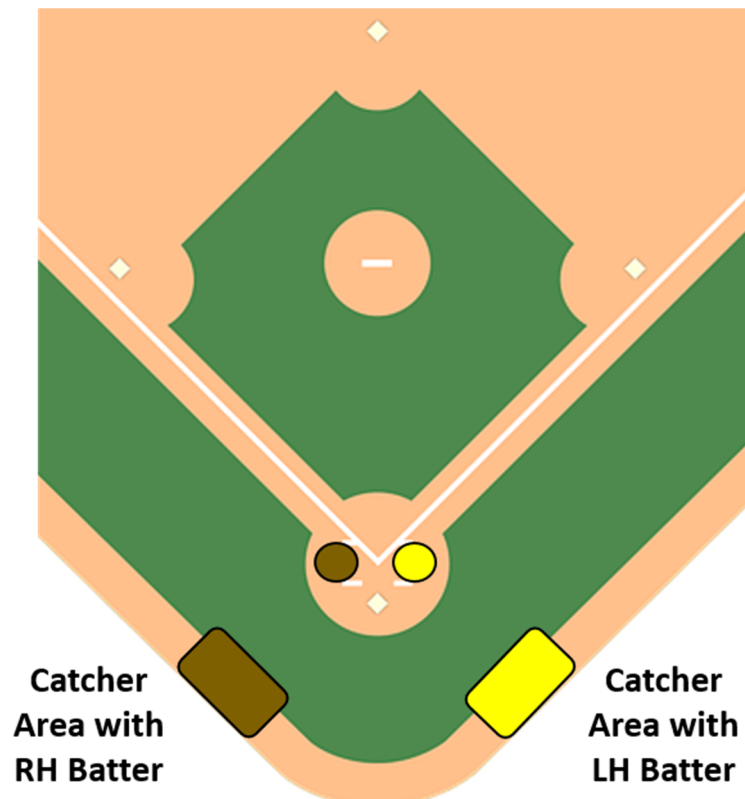
Offense Rules

- Rocket batting rule, everyone bats
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - Everyone in the lineup has had a turn at bat
- No stealing any base, including home, under any circumstance. This includes passed balls and wild pitches.
- Runners may advance one base when the ball is in the infield.
- Runners may advance an extra base when the ball is in the outfield.
- Runners may NOT advance on an overthrow to a base by the defense.
- No on deck batters are allowed.



Defense Rules

- Teams may play 10 players in the field.
 - 4 Outfielders (left field, left center, right center, right field)
 - 4 Infielders (third base, short stop, second base, first base)
 - 1 Pitcher
 - 1 Catcher
 - The catcher must be wearing a catcher's mask; the shin guards and chest protector are optional
 - The catcher will be positioned to the back side of the hitter and near the backstop per the diagram below
- Players should be rotated into different positions each inning
- A player may not sit on the bench for consecutive innings, and playing time in the field should be as equal as possible
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- Coaches on the defensive team may station themselves in the field to help position their players and actively coach during the game





Zealand Little League Tee-Ball Softball Rules

General Rules

- A regulation game consists of four (4) innings.
 - A new inning may not start after 1 hour from the game start time.
 - A drop dead time is at 1 hour 30 minutes from the game start time.
 - There are no “extra innings” – a game may end in a tie
- There is no mercy or 10 run rule.

Hitting/Offense Rules:

- Bring a bucket full of balls to put behind the tee and out of play
- Offensive coach stays at plate to put ball on tee and give instruction
- Player is allowed unlimited swings until they put a ball in play
 - If the player hits the tee, causing the ball to go into fair play, the offensive coach should declare “foul ball” and have the hitter try again.
- Outs and safes are called by Coaches.
 - Even if a batter/runner is called “out”, they can remain on the bases to run.
- Rocket batting rule, everyone bats
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - Everyone in the lineup has had a turn at bat
- No stealing any base, including home, under any circumstance.
- Players may leave their base once the ball is hit.
- Runners may only advance one base per ball put in play.
- No on deck batters are allowed.
- For games 4, 5, and 6, the coach may institute a coach pitch style to hitters as follows:
 - This is optional for each hitter, and the hitter may bypass this and only hit TEE
 - Offensive coach is pitching to their team, bring 5 balls to mound, and put an empty bucket at backstop for pick up
 - Hitter gets 5 pitches to put ball in play, then TEE is brought in until player hits ball into play.
 - No balls/strikes are called
 - No Walks or Hit By Pitch
 - Coaches may pitch from any comfortable/safe distance per child
 - Coaches cannot play the ball but may defend themselves
 - Several coaches may pitch in one game



Defense Rules

- Teams may play 10 players in the field.
 - 4 Outfielders (left field, left center, right center, right field)
 - 4 Infielders (third base, short stop, second base, first base)
 - 1 Pitcher
 - 1 Catcher
 - The catcher must be wearing a catcher's mask; the shin guards and chest protector are optional
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- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).

Coaches on the defensive team may station themselves in the field to help position their players and actively coach during the game

