



SOFTBALL RULES

Silly Goose Sports Milwaukee | Beginner-Friendly League Guide

No Goose Left Behind

League Game Format

Silly Goose softball is co-ed, recreational slow-pitch. Games are played in one-hour time slots (6, 7, and 8 PM on Thursdays). A game is **7 innings or 55 minutes, whichever comes first** — no new inning starts inside the final 5 minutes of the slot so the next game can start on time. Ties stand in the regular season (Win = 3 pts, Tie = 1 pt, Loss = 0 pts).

The goal is simple: keep the game moving, keep it welcoming, and make sure everyone — first-timer or former varsity star — knows enough to play confidently.

Quick Start

- **10 players take the field** on defense.
- **No bunting** — take a full swing.
- **Everyone bats.** The batting order includes your whole roster and runs top to bottom, every game.
- **Free defensive subs.** Field players can rotate in and out between innings with no penalty.
- Three outs per half-inning; pitching is slow-pitch — the arc must go higher than the batter's head but no higher than 10 feet.
- Rosters are 12–15 players; arrive at least 10 minutes before your game time.

Teams & Lineups

- Teams carry **12–15 players; 10 play the field** at a time.
- Your **batting order includes every player present** and goes from the top to the bottom of the lineup — being on the bench defensively never costs you an at-bat.
- Keep the same batting order all game. Late arrivals get added to the bottom of the order.
- **Defensive substitutions are free between innings** — rotate players in and out with no penalty. (Mid-inning swaps are for injuries only.)

- Short on players? Contact the coordinator early — we'll work the sub list to find a fill-in of comparable skill. Forfeits are an absolute last resort.

Pitching

- All pitching is slow-pitch: underhand with an arc.
- **The pitch must arc higher than the batter's head, but no higher than 10 feet** off the ground. Flat pitches and moon balls over 10 feet don't count — the umpire/coordinator will call them illegal pitches (no pitch).
- Slow-pitch means generous, hittable pitches — wait for one you like.

Batting

- **No bunting.** Take a full swing at the ball. A bunt or intentional chop is an automatic out.
- League-provided bats and softballs only (no personal metal-spiked gear; batting gloves are fine).

Fielding & Base Running

- Three outs end your half of the inning — standard force outs, tag outs, and fly outs apply.
- Run hard, but **avoid contact**: give way rather than collide with a fielder. Safety beats the extra base, every time.
- **Avoid sliding** — especially if you're in shorts or not athletically gifted. We'd rather you arrive a half-step late than leave half your leg on the basepath.
- No metal cleats — molded plastic or rubber only.

Equipment

- **We provide:** softballs, bats, bases, and field setup.
- **You bring:** athletic cleats (non-metal), athletic wear, a water bottle, and your glove. Batting gloves optional.

Subs & Attendance

- Can't make a week? Use the league sub list — there's no fee to take a sub request and no penalty for declining.
- Sub requests are matched by skill level whenever possible.

- Get on the sub list (or request a sub) through your league group chat, or call/text (414) 336-6133.

Silly Goose Sportsmanship

- Respect-first play is the standard: welcome beginners, explain rules calmly, and keep the vibe fun.
- No aggressive, exclusionary, or unsafe behavior.
- If a rule dispute slows play down, replay the at-bat or ask the coordinator. The league coordinator's call is final for league play.
- When in doubt, choose the call that keeps the game fair, friendly, and moving.

Quick Cheat Sheet

Rule	Short Version
Game format	7 innings or 55 minutes, whichever comes first. Ties stand.
Defense	10 players in the field.
Batting order	Whole roster bats, top to bottom, all game.
Pitching	Slow-pitch arc: above the batter's head, max 10 ft high.
Bunting	Not allowed — full swings only.
Sliding	Avoid it — especially in shorts.
Substitutions	Free defensive swaps between innings, no penalty.
Roster	12–15 players per team.
Footwear	Non-metal cleats only.
Standings	Win = 3 pts, Tie = 1 pt, Loss = 0 pts.