



Note: These rules only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules as outlined in the little league rule book will be followed.

“AAS” (Machine Pitch) Division SOFTBALL (6-8 year old)

- 1) Time Limit: Game ends 1 1/2 hours from scheduled game time. No inning will start after 1 hour and 20 minutes. Minimum of 3 innings or complete game of 6 innings.**
- 2) General Playing Rules:**
 - a) A maximum of three (3) outs or five (5) runs scored will end the offensive team’s at bat. When the fifth (5th) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3rd) out is made as defined by LL rules.**
 - b) No Walks are allowed. The batter must put the ball in play or strike out.**
 - c) Infield Fly Rule is not in effect.**
 - d) Each batter gets a maximum of five (5) pitches. On the fifth (5th) and final pitch, the batter must swing. A batter will not be called out on strikes prior to the fifth (5th) pitch, If the fifth (5th) pitch is fouled off, the batter will continue until the ball is put in play, the batter strikes out, or does not swing. The machine operator will announce to the batter upon reaching the fifth (5th) pitch.**
 - e) The machine operator may not coach nor address any offensive player once the player enters the playing field. The machine operator may not interfere with any defensive player.**
 - f) The pitching machine will be set to 4-2-4 and will be places 35 feet from the back tip of home plate. A pitching circle shall be marked around the machine, with the center of the circle 43 feet from the back of home plate.**
 - g) If the machine malfunctions, play will continue with a coach only pitching.**
 - h) Base Stealing is not allowed. Runners may not advance bases on passed ball by the catcher.**
 - i) There is no practice batting allowed on the field with the pitching machine prior to the start of a regular season game.**
- 3) Offensive Play:**
 - a) All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup.**
 - b) The player’s position in the batting order must change every game. No player shall bat last in consecutive games, unless that player arrives late.**
 - c) There is no taking of practice swings. Players MUST not pick up a bat in the dugout until they are headed to the batter’s box.**
 - d) If a batted ball hits the machine or the operator, the batter is awarded first (1st) base and the ball is dead at that time/ All runners may advance one base.**

Extra Base Hits:

- i) A batter may continue to run if the ball is hit to the outfield. Once the ball is controlled in the pitching circle, all running must cease.
- ii) Overthrows – Runners may advance one (1) base, per live batted ball, on an overthrow (not to include home plate).

4) Defensive Play:

- a) Nine (9) players may play defense at one time.
- b) No defensive player may be removed from a defensive position during an inning, except for an injury.
- c) Infielders must play standard infield positions and all outfielders must play in the grass.
- d) A player placed in the position of pitcher is to be placed on either side of the pitching machine, with both feet in the dirt, if playing on a grass field. If playing on a dirt field, an eight (8) foot circle will be marked around the machine and the pitcher must have one (1) foot in the circle. No pitcher may be located in front of the machine for safety.
- e) Players must be rotated every inning to a different defensive position, outfield to infield, etc.
- f) Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance.

5) Coaches / Umpires / Scorekeepers:

- a) There will be (3) approved coaches per team. Two (2) adult base coaches, one (1) adult coach in the dugout. An adult volunteer or opposing coach can operate machine.
- b) There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
 - i) All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
- c) The pitching machine operator should be as consistent as possible when putting the ball in the machine (same way every time). For consistency, the utilization of one ball for the entire game is recommended.
- d) The pitching machine operator will be responsible for calling outs on base runners if so agreed upon by both coaches, in lieu of an umpire.
- e) Coaches will serve as umpires.
- f) The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.
- g) The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.
- h)