



It is the policy of Little League to play all players on a regular basis. Every effort should be made to play each player in each game. The following rules will be followed to maintain this policy.

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.

“AAAS” Division MINOR SOFTBALL (8-10 year old)

- 1) **Time Limit: Game ends after Six (6) innings or 1 1/2 hours from scheduled game time.**
 - a) **Complete Game is (4) completed innings.**
 - b) **No inning shall start after 1 1/2 hours from the scheduled game time. Play ends after 1 3/4 hours.**
- 2) **General Playing Rules:**
 - a) **A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat.**
 - b) **Infield rule is in effect.**
- 3) **Pitching:**
 - a) **Innings pitched will follow the Little League rule book.**
 - b) **A batter will walk after the fourth (4th) ball unless the batter is the tenth (10th) batter of the inning. The pitcher can walk two (2) batters per inning by throwing four (4) balls [HBP does not count as a walk]. A coach from the batting team will then come in to pitch to the next batter that receives four (4) balls. The batter will keep the same strike count and the will continue until the batter either strikes out or puts the ball in play. Once the play is over, the pitcher will return to the mound.**
 - c) **After a coach pitches to one (1) batter, the pitcher will return to the mound and pitch to the next batter. If the pitcher walks (4 balls) another batter in the same inning, the batter will not take first (1st) base. The batter will keep the same strike count and a coach from the batting team will assume pitching until the batter either strikes out or puts the ball in play.**
 - d) **The tenth (10th) batter must strike out or put the ball in play. If the tenth (10th) batter is hit by a pitch, the inning will be over upon the batter reaching first base.**
- 4) **Offensive Play:**
 - a) **Base stealing is allowed, except for home plate. The runner may only steal one base at a time and cannot advance on an overthrow on the steal attempt.**
 - i) **Exception: Home base can be stolen starting around the midway point of the season. The division director will notify managers when this rule goes into effect.**
 - ii) **Exception: Runners can advance on an overthrow starting around the midway point of the season. The division director will notify managers when the rule goes into effect.**

- 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.

5) 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) Players may not play more than two (2) consecutive innings in the infield or outfield. They may become a substitute or they may move to a field position they have not played in the previous inning. If removed for substitution, they will sit no more than that one (1) inning at a time and no player shall sit more than one (1) inning total until all players have taken a turn as a substitute.
 - i) Exception: A pitcher may remain as pitcher as long as they have not reached the limit of innings pitched, in accordance with the Little League Rule Book.
 - ii) Exception: A catcher may catch a maximum of three (3) innings per game.
 - iii) Penalty – First (1st) offense: the player not rotated properly will start next three (3) consecutive games and play the complete game in each.
 - iv) Penalty – second (2nd) offense: The manager will be suspended one (1) game.
- e) Any player not starting on one game must start the next available game.
 - i) Exception: players that show up after game has started will be worked into the game the next inning.

6) Coaches / Umpires / Scorekeepers:

- a) There will be (3) approved coaches per team. Two (2) adult base coaches and one (1) adult coach in the dugout.
- b) There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. Only Approved Coaches are allowed in the dugout. Team Parents are not permitted.
 - 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 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.
 - i) Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.
- d) The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.