



**ATWATER LITTLE LEAGUE  
GROUND RULES SPECIFIC TO  
SOFTBALL AAA KID PITCH DIVISION**



1. Teams will have nine (9) defensive players. Teams may begin and end a game with eight (8) players.
2. Every player on the team roster will participate in each game for a minimum of six (6) consecutive outs.
3. Stealing is allowed **ONLY** when the defensive pitcher is on the mound. When the coach pitcher is on the mound no stealing is allowed. No advancing of runner on a pass ball or dropped ball by the catcher, the baserunner must be hit in from third base to score home.
4. Bunting and slapping are allowed.
5. Sliding is allowed at any base except first base. If a player slides into first base they will be called out. **EXCEPTION:** Head-first sliding **IS** allowed only when diving back to a base previously occupied (including first base).
6. A relief pitcher may warm-up only on the inside of the fence, in an area safe for the pitcher, catcher and any bystanders. Coaches, managers, or players may warm up a pitcher between innings. Coaches, managers, or players warming up a pitcher (as catcher) must wear a catcher's mask or a helmet complete with a built-in catcher's mask.
7. There is a maximum play time limit of one (1) hour and forty (40) minutes for all games. A minimum of three and one half (3 1/2) innings must be played to be a regulation game. Regular scheduled games may end in a tie; playoff and championship games may not end in a tie. There is a "Drop Dead Time" limit of two (2) hours. There is also a "Drop Dead Time" limit of two (2) hours for **ALL** evening games. If at the end of two (2) hours the game is not completed the umpire will immediately suspend play of the game and both the Home and Visiting teams will immediately leave the playing field. The game will be rescheduled **ONLY IF** the outcome of the unfinished game has any impact on either team's playoff status or seeding **OR** the outcome has any impact on any other team's playoff status or seeding. Only the Player Agent or President will reschedule games.

Suspended Rescheduled Games – The suspended and rescheduled game will resume play from the exact point that the game was suspended. The suspended/rescheduled game will ONLY be replayed using eligible players from the original game date. The rescheduled game will follow all Little League pitch count and days of rest rules; therefore, the pitcher of record may not be eligible to pitch during the rescheduled game if their recent pitch totals from regular scheduled games prohibit them from pitching.

Playoff or Championship Games – the two (2) hour time limit rule does not apply to any playoff or championship games. Playoff or Championship games may not end with a tie score (Rule 4.10).

8. A pitcher cannot walk a batter. After the pitcher has thrown three (3) called balls to the batter, the fourth (4<sup>th</sup>) pitch will be thrown by a coach-pitcher as designated by the offensive team. The player pitcher will remain in her position to act as a defensive pitcher. The batter may be awarded up to three (3) pitches from the coach pitcher depending upon how many strikes remain in the batters count from the player pitcher. See example below:

Player Pitcher- first pitch to batter called strike, count is 0-1

Player Pitcher- second pitch to batter called ball, count is 1-1

Player Pitcher- third pitch to batter called ball, count is 1-2

Player Pitcher- fourth pitch to batter called ball, count is 1-3

Coach will now become coach pitcher and batter is allowed two (2)

Pitches since the batter already has one (1) called strike in her count.

Coach pitcher throws first pitch to batter who fouls off throw, count is 3-2

Coach pitcher throws second pitch to batter who swings and misses to record a strikeout.

NOTE: If the coach pitcher throws a third (3<sup>rd</sup>) pitch and the batter does not swing it is recorded as a strike. In some cases, if the third pitch is hit foul, it will be considered the same as strike two (2).

9. Coaches pitch for their own team and must pitch the ball under handed. The coach pitcher, once receiving the ball, has fifteen (15) seconds in which to throw to the batter. An umpire may charge one (1) pitch to the coach pitcher if the coach pitcher delays in throwing. The coach-pitcher will start a pitch with at least one (1) foot inside the chalked line of the circle. The coach pitcher may either stand or kneel when pitching. Coaches may not walk a batter. The defensive pitcher must begin with one foot inside the chalked circle.

10. There will be a chalked circle on the field to guide where the coach pitcher and defensive pitcher will begin. Play will NOT automatically stop when the defensive pitcher has control of the ball inside the chalked circle and runners may advance at their own risk.
11. The pitcher may strike out the batter. Three (3) swings and misses at pitches (and foul balls) will be considered the same as three (3) strikes. If a batter has two (2) strikes and hits a foul ball, the at bat will continue.
12. Mercy Rule - will apply as follows:
  - 8 runs after 5 innings ( $4 \frac{1}{2}$ ) if the home team is ahead.
  - 10 runs after 4 innings ( $3 \frac{1}{2}$ ) if the home team is ahead.
  - 15 runs after 3 innings ( $2 \frac{1}{2}$ ) if the home team is ahead.
13. Face masks must be worn by all pitchers, first basemen, and third basemen during all games and practices.
14. No more than five (5) runs each inning, excluding open innings. The umpire may call for an open inning after four (4) innings of play.
15. All players must wear the appropriate league given uniform with no embellishments or added items to the uniform, hat or helmet.
16. The courtesy runner rule is in effect for the catcher. The offensive coach may elect to utilize a courtesy runner for the catcher whenever there are two (2) outs (Rule 7.14b).

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