West Seattle Little League
AAA Minors Softball Manager Information

Make sure everything has been put away and locked up before leaving the field

AAA Minors Instruction Guidelines

WSLL uses the Youth Baseball Skills Matrix within our softball divisions to outline the necessary skills, team concepts, and practice construction suggestions for coaches. Outlined are: 1) Instruction Guidelines (links to appropriate matrix for that division and a checklist of Concepts Learned by the end of the season); 2) Game Guidelines; and 3) Rules

Skills Matrix Stage 2 – Discover (ages 10-12)
- Teach more advanced rules associated with AAA Minors
- Coaches develop their own practice plans, but ensure each practice covers: 1) having fun through Deliberate Play!; 2) skill development as outlined in USA Baseball Coach "B" Certification; 3) Situational plays

Concepts Learned:
- Objective of the game, basic rules, positions, and terms.
- Relax, Ready, Move (page 10) pre-pitch routine
- 3Bs (Ball, Base, Back-up)
- Force out vs. tag out
- Tagging up
- Cut-offs
- Anticipate the ball coming to you. Where is the play?
- Aim small, miss small
- Communication (pop-up, IF/OF, and rundowns/pickle)

General Game Guidelines

Home Team:
- Occupies the 3rd base dugout
- Sets up and breaks down the field before and after game play.
- Provides official scorekeeper
- Provides home plate umpire & umpire indicator. The umpire shall call balls and strikes from a position near the pitcher, not behind home plate. No protective umpire gear is required.

Away Team:

- Occupies the 1st base dugout
- Encouraged to help with field prep/breakdown
- Provides a secondary scorekeeper
- Provides field umpire

Pre-Game Plate Meeting:
- The manager from each team meets with the umpire ~10 mins before the start of the game.
- Provide lineup cards to home plate umpire
- Discuss ineligible pitchers
- Discuss time-limit constraints (if applicable)
- Discuss players arriving late or leaving early

AAA Minors Playing Guidelines
- 11" Softballs must be used.
- Bats must be no longer than 33", not more than 2 1/4" diameter and printed with a BPF 1.20.
- Pitching rubber is 35 feet from home plate
- There is no pitch count limit for pitchers
- All player pitch
  - A player who has attained a league age of twelve (12) is not eligible to pitch in the AAA Minor League.
- Individual games will be scored and a winner/loser known.
- 3 outs/switch sides. Strikeouts are outs. No dropped 3rd strike.
- 5 runs max per inning. The five-run limit will **not** apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect, as do any applicable time limitations. The final inning must be determined prior to the start of the inning.
- No bunting or slug/slash bunting.
- No infield pre-game warm up, only in the outfield.
- Pitchers may be warmed up by a player or coach. Players must wear a catcher's helmet and mask and use a catcher's mitt.
- A normal game is six innings or 120 minutes from scheduled start time, whichever comes first.

AAA Minors Official Local Rules
- The AAA Minors will follow the official regulation and playing rules as defined by Little League International, with the following exceptions applied to *Regular Season*

games and End of Season, and are allowed as they constitute an increase above the minimum playing times required by Little League International.

- ○ Increase minimum play to 9 defensive outs (3 inning) minimum. - 6 of the 9 defensive outs (2 innings) must be consecutive.
- ○ Both starters and substitutes may re-enter the game on defense but remain in the same batting position - Note a pitcher may not re-enter the game once a pitcher has been removed.
- ○ Continuous batting order - All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.
- ○ A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an 'out' for each at bat.
- The AAA Minors End of Season (EOS) tournament will follow the official Little League International Tournament rules and playing time minimums.
  - ○ Minimum playing times and substitutions will follow LLI rule 3.03.
  - ○ Continuous batting order
  - ○ Seeding will be based on the results of the regular season standings. Teams will be ordered based on:
    - ■ Win-Loss Record (0.5 wins for each tie)
    - ■ Head-to-head matchup results
    - ■ Runs allowed (all games)
    - ■ Runs allowed (only in head-to-head matchups)

The winner of the EOS Tournament will represent the League in the District 7 Tournament of Champions.

Injured Player Rule

- Per Rule 4.04 Note 2: When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
- If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batter order and the game continues.

Pool Player Rules

- Pool Players may only be used when a team has nine, eight, seven or six players assigned to a team available to play a game. When nine players assigned to a team are available to play, the manager may elect to ask for one pool player.
  - ○ A maximum of two Pool Players may be assigned to a team. If a team needs more than two Pool Players, the game should be rescheduled.

- The Division's Player Agent will use the pool to assign players on a rotating basis to those teams that are short of players.
  - Managers/Coaches do not have the right to randomly pick and choose players from the pool or otherwise. If a team selects a replacement player that is not part of the Pool Player program and assigned by the Player Agent to that team for that specific game, the game (whether played or not) will be counted as a forfeit per Little League rules for the team violating the League's Pool Player program rules.
- Pool Players assigned from the pool are not allowed to pitch or catch
- Pool Players will bat at the bottom of the batting order, if two pool players, then they will be assigned to the bottom of the batting order in alphabetical order.
- If the addition of Pool Players makes a roster 10 players total, each Pool Player must sit out a minimum of two innings.
- Pool players who are called and arrive at the game site must be given the same minimum playing times as defined by the WSLL Minimum Playing Time Rules. In the event a player normally assigned to the team arrives at game time to complete the team's minimum roster, the Pool Player will play and must still be given the minimum playing time.
- If a rostered player arrives to a game unexpectedly, that rostered player must be allowed to play in the game in addition to the Pool Player who has been assigned.
- Any team that finds out at, or just before, game time they do not have enough players to play, will be given 15 minutes grace for the league to try to obtain a Pool Player.