

Minors AAA Softball - 2021 Playing Rules

Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

2021 Minors AAA Softball Playing Rules

1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Minors (AAA) Softball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
 - 1.1.1.No player may be on the bench for more than two consecutive defensive innings per game.
 - 1.1.2.No player shall sit out three innings unless every player has sat for at least two full innings.
 - 1.1.3.Players shall not play more than two innings at the same defensive position (except Pitcher and Catcher), and each player must play two (2) innings in the infield.
 - 1.1.4.All players should play, as close as possible, the same number of innings per week.
- 1.2. Eleven Inch (11") softballs will be used for all games.
- 1.3. Umpire Coverage: The Home team should provide the plate umpire, the Visiting team should provide the base umpire.
- 1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be included on the lineup card
- 1.5. Teams shall field nine (9) defensive positions (six infielders & three outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines
- 1.6. Unlimited player substitutions are allowed. Managers shall clear substitutions with the home plate umpire
- 1.7. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played and pitches thrown. Player's names will be recorded in the scorebook with last name and first initial. The home teams scorebook shall be the official record of the game.

2. Starting & Ending the Game (Supplements LL Rule 4.00)

- 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
- 2.2. Games will consist of a maximum of 6 innings.
- 2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
- 2.4. In compliance with Little League Rule 8.03. Coaches & Umpires must strive to minimize downtime between half innings to one (1) minutes or less.
- 2.5. If it is apparent by the general pace of the game, impending darkness or time limits that a full six (6) inning game cannot be completed, the home plate Umpire will advise both Managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
- 2.6. The 10/15 run rule (4.10(e)) shall not be used.
- 2.7. One adult manager, coach or parent must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
- 2.8. Time Limits: There is No Time Limit unless a following game is scheduled:
 - 2.8.1.A game will start no later than 15 minutes from its scheduled start time.
 - 2.8.2.When a following game is scheduled on a field; No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)).
 - 2.8.3.Curfew: No new inning shall start after 9:30 pm, HARD STOP at 10pm

3. The Batter (Supplements LL Rule 6.00)

- 3.1. The infield fly rule (6.05(d)) will be enforced
- 3.2. The dropped third strike rule (6.05(b)) shall not be used
- 3.3. Bunting is allowed. Bunting Foul on a third strike is an out. A Batter will be called out for illegal action if she fakes a bunt and then takes a full swing.

4. The Runner (Supplements LL Rule 7.00)

- 4.1. A special pinch runner is allowed for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at-bat.

5. The Pitcher (Supplements LL Rule 8.00)

- 5.1. Pitchers shall not pitch more than 9 innings per week.
- 5.2. Delivery of a single pitch constitutes having pitched in an inning.
- 5.3. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory.
- 5.4. Managers must remove pitchers when the player reaches the pitch limit. The player may remain in the game in another position.
- 5.5. The mound visits rule (8.06) will be enforced. Visits to a pitcher are restricted to twice in one inning or three times in a game.