



Yorktown JAA: AAA Softball Rules (2018)



- 5 inning game
 - Game time begins on the 1st pitch (and is announced by the umpire)
 - No new inning starts after 1 hour and 30 minute*
 - Ties are permitted in the regular season
 - 10 run (mercy) rule enforced after 4 innings

- 10 players in the field (4 outfielders who MUST be in the outfield grass)
 - No coaches allowed in the field

- **A player may not defensively sit the bench more than 1 inning until every player has sat out**

- **Maximum of 2 minutes in between innings.**
 - Pitchers are limited to 3 warm-up pitches on the field.
 - No infield balls are to be used after the first inning.
 - Courtesy runner for catcher must be used with 2 outs (the last batter/runner that was put out shall be the runner). Please prepare your catcher for the next inning by selecting a player who has a lesser chance of batting in that inning.
 - Penalties for starting the half inning after the 2 minutes will be enforced by the umpire[†]
 - Fielding team not ready in the pitching machine innings – umpire warning at 2 minutes. At 2 minutes and 15 seconds, the hitting team will have **their maximum number of runs increased by 1.** (*Note: no balls are called against the fielding team since there is a 3 strike / 5 pitch limit and balls are not counted.*)
 - Fielding team not ready in kids pitch innings – **BALL 1.** For each additional 10 seconds, another ball will be called by umpire.
 - Batting team not ready – **STRIKE 1.** For each additional 10 seconds, another strike will be called by umpire.

* Once the 3rd out of a half inning is made the next inning officially begins.

† For 1st inning of machine pitch the 3 minutes begins after the pitching machine is setup (starting in the top of the 4th inning).



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- 1st, 2nd, and 3rd innings are player pitch (3 run limit) – AFTER Memorial Day weekend the 1st, 2nd, 3rd, and 4th innings will be player pitch.
 - 35' pitching mound; 11" ball
 - Pitcher must start with both feet in contact with pitching plate.
 - Pitcher must not step back as part of the pitch delivery.
 - Pitcher must push off from the pitching plate and not re-establish a plant foot (no Crow-Hopping).
 - A maximum of 2 innings pitched per player per game (during the regular season only).
 - Pitching restrictions consistent with Little League Rules (see 2018 Little League Rule book).

- 4th and 5th innings are machine pitch (5 run limit in 4th inning) -- AFTER Memorial Day weekend only the 5th inning will be machine pitch with no run limit in the 5th inning
 - Player/pitcher shall wear batting helmet with face mask and start with at least one foot in the 16' diameter circle
 - Machine speed 38 mph
 - Coaches must agree on the speed setting when the machine is setup in the 4th inning and the angle of the machine can only be adjusted before each ½ inning unless permission is granted by umpire in the middle of an inning.
 - Coaches may re-check and reset the settings after any collisions with the machine.
 - 3 strikes or 5 pitches (which ever comes first). An at-bat can continue on after the 5th pitch by fouling the ball off as if there are 2 strikes. **The umpire will call balls and strikes during the machine pitching.**



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- No bunting off machine
- Batted ball that hits machine or the power cord within the 16' diameter circle stops play (dead ball); hitter advances to 1st base; all other runners advance one base
- In the 5th inning only – each team can score an unlimited number of runs (note: this is not the last inning...only the 5th inning)
- Base Running
 - The fielding team may stop the lead runner by either
 - a. **getting the ball to the pitcher** (in the 16' diameter circle).
 - b. by stopping the lead runner **with the ball**
 - Stealing is allowed upon the ball crossing home plate.
 - Runners may advance no more than 1 base on steal attempt (ex. Runner starting on 1st may not advance beyond 2nd and runner starting on 2nd may not advance beyond 3rd).
 - No infield fly rule will be enforced
 - No dropped 3rd strike will be enforced



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- Coaching, Team, Safety, and Equipment Rules
 - The pitcher, first baseman, and third baseman must wear a face mask on defense.
 - No more than 3 coaches allowed in the dugout
 - Coaches may NOT argue any judgment calls. Arguing balls/strikes or safe/out calls is grounds for expulsion. If a coach is expelled from a game, they must not be present at the game site and they will not be allowed to coach the following game as well. Appeals for expulsion may be made by appearing before the Board of Directors.
 - Only coaches and assistant coaches may speak to umpires and the subject matter should be rules clarifications
 - Umpires decisions are final. No game protests are allowed.
 - During the regular season, teams must field 7 players at game time to begin play otherwise the team forfeits the game. Teams playing with less than 8 players will register an out when the missing 8th player comes to bat. During the tournament, teams must field 8 players in order to begin play. Teams playing with less than 9 players will register an out when the missing 9th player comes to bat.
 - During the tournament, the time limit is extended to “no new inning after 1 hour and 45 minutes,” with no time limit for a championship game.
 - No swinging of bats is permitted outside of the field of play, unless it is within the JAA batting cages or within the close vicinity of the batting cages. Swinging of bats within the field of play is permitted only as a hitter is taking his turn at bat with practice swings near the batters box or during the actual at-bat itself.(there is no on-deck circle in Little League)
 - All hitters must wear batting helmets with face masks.
- If a player arrives after the first pitch of the game:
 - The player must be placed at the bottom of the batting order
 - The player must still play not sit more than one inning defensively before every player has sat out