



## Yorktown JAA: AA Softball Rules (2018)



### Game Play

- 5 inning game; 3 outs per half inning
  - Game time begins on the 1<sup>st</sup> pitch (and is announced by the umpire)
  - No new inning starts after 1 hour and 15 minutes\*
  - Ties are permitted in the regular season
  - 10 run rule enforced after 4 innings
- 10 players in the field
  - 4 outfielders, who **MUST** be in the outfield grass until the ball is put in play. If playing on Stoops, fielders may play 10 feet in front of the grass – to be monitored by the umpire.
  - 2 coaches allowed in the field during the regular season
  - Coach or parent allowed to help the catcher throw the ball back to the pitcher – must stand at the backstop (off to the side)
  - Team provides catcher with full gear to be positioned behind home plate
- **A player may not defensively sit the bench more than 1 inning until every player has sat out. In the tournament, if a team has 12 or more players, this rule changes to a player may not defensively sit the bench more than 2 innings until every player has sat out at least one inning.**
- **Maximum of 2 minutes in between innings. Teams must hustle on and off the field. Coaches – start working on this day one!**
- No infield balls are to be used after the first inning
- 35' pitching mound; 16' diameter pitchers circle
- 11" ball is used

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\* Once the 3<sup>rd</sup> out of a half inning is made the next inning officially begins.



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### **Hitting**

- **Coaches will pitch to batters all five innings**
- The coach may stand anywhere inside the pitcher's circle, but must keep both feet inside the circle for the duration of the pitch
- A player/"Pitcher's Helper" will be positioned near the coach and must start with at least 1 foot in pitcher's circle
- 4 run limit in innings 1 – 4
- 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)
- An at-bat consists of 3 strikes or 5 pitches (whichever comes first). An at-bat can continue on after the 5th pitch by fouling the ball off as if there are 2 strikes
- No bunting

### **Base Running**

- **On batted balls that remain in the infield:**
  - Each baserunner may advance one base only.
  - That result in an overthrow<sup>†</sup> at 1<sup>st</sup> base (due to an attempted play at 1<sup>st</sup>), become a dead ball. Each runner is granted the base they were advancing to and no additional bases.
    - Example #1: No runners on base. The batter hits a ball to the 2nd baseman, who makes an errant throw to 1st base, the batter is awarded 1st base.
    - Example #2: If a runner is on 2nd base and the ball is hit back to the pitcher, who makes an errant throw to first base, the batter is awarded 1st base and the runner on 2nd is awarded 3rd base.
- **On batted balls that leave the infield**, all runners may continue running until they are stopped by the fielding team by either:
  - Controlling the ball in front of the lead runner. This means the fielder has possession of the ball in front of the lead runner, puts her arms up, and is granted time by the umpire.

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<sup>†</sup> Overthrow at 1<sup>st</sup> base defined as a fielder making an errant throw to the 1<sup>st</sup> baseman (or any other player covering 1<sup>st</sup> base) on a play attempting to get the batter out. It is considered an overthrow if the fielder cannot recover the ball and step on 1<sup>st</sup> base for the out before the batter reaches the base.



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- Controlling the ball in the infield. This means an infielder in the infield (the dirt) has possession of the ball, puts her arms up, and is granted time by the umpire.
  - Runners who are at least half way to the next base when time is granted advance to the next base.
  - Runners who are less than half way, runners must return to the previous base. Half way is marked with a line in the base paths.
- A maximum of 1 base may be taken on an overthrow at 2<sup>nd</sup>, 3<sup>rd</sup> or home.
  - This same rule also applies to 1<sup>st</sup> base when a fielder catches a popup or fly ball and attempts to double off a runner at 1<sup>st</sup> base.
- No stealing, baserunners must stay in contact with base until ball is hit
- No infield fly rule will be enforced
- No dropped 3<sup>rd</sup> strike will be enforced
- 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.

### **Coaching, Team, Safety, and Equipment Rules**

- **It is recommended that all players wear a face mask on defense, however, the pitcher, 1<sup>st</sup> baseman, and 3<sup>rd</sup> baseman must wear a face mask**
- No more than 4 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 8<sup>th</sup> player comes to



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- 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 9<sup>th</sup> player comes to bat.
- **During the tournament, the time limit is extended to “no new inning after 1 hour and 30 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 not sit more than one inning defensively before every player has sat out