

2017 KALL/KNLL Softball AAA Division Rules

All games shall be played in accordance with the 2017 Little League Softball Minor League Division Official Regulations, Playing Rules, and Policies unless stated below.

- 1. Time Limits-** No game shall start later than 30 minutes after the scheduled start time or it is deemed cancelled. Games will end 2 hours after the scheduled start time of the game or after 6 innings.
- 2. Dugout-** The home team will set up in the third base dugout.
- 3. Game Balls-** The home team will provide two (2) 11-inch, optic yellow, safety softballs.
- 4. Scorekeeper-** The home team shall keep the official game book. No team standings or final scores will be kept.
- 5. Run Limit-** Each team may score a maximum of five (5) runs per inning, including extra innings. Per Little League Softball rules, the 10-run rule goes into effect after 3 ½ or 4 innings, pending which team is ahead by 10 or more runs.
- 6. Lineups-** Managers must provide a lineup to the opposing Manager prior to the scheduled start of the game. Players must be listed by name and jersey number. The home plate Umpire and opposing Manager must be notified of any player that arrives late or leaves early.
- 7. Umpires-** The home team provides two umpires. Umpires must not coach players. If an unsafe situation is noticed that involves a player the umpires are to stop play and inform the appropriate manager in order to correct the issue.
- 8. Continuous Batting Order-** Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the line-up has been presented to the Plate Umpire shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return. When the batting team commits three (3) outs, the half inning is over and the teams switch sides (offense-defense).
- 9. Defensive Field Position-** A maximum of nine (9) defensive players may be used; six (6) infield positions and up to three (3) outfield positions. An outfield position is both feet of the player on the outfield grass
- 10. Base Coaches-** Teams are allowed two (2) adult base coaches on the field when at bat.
- 11. Modified Player Pitch-** A player shall pitch to the batter until the ball is hit into play or the Plate Umpire calls 3 strikes or 4 balls. If the Plate Umpire calls 4 balls, the batter's coach shall then pitch to the batter and the batter shall retain their strike count. The coach shall pitch to the batter until the ball is hit into play or the Plate Umpire calls 3 strikes. There are no walks. If the Plate Umpire calls 3 strikes, the batter is out.

If the player pitcher does not pitch any strikes for 4 batters in an inning, then the batting team's coach pitches for the remainder of inning.

Player and coach pitchers must pitch from a pitching plate at 35 feet from home plate. When a coach is pitching, the Player pitcher must be located within the pitching circle next to or behind the coach.
- 12. Strike Zone-** The strike zone is enlarged to width of the plate plus one ball on either side and from the knees to shoulders.

13. Pitch Limits- A player may pitch a maximum of two (2) innings or six (6) defensive outs per game.

14. Third Strike Not Caught- A batter is out when a third strike is caught or not caught by catcher.

15. Hit Batters- A batter is not entitled to first base if touched by the pitched ball in the strike zone, if they swing at the pitch, if they make no attempt to avoid being touched by the ball, (Rule 6.08b) or if the pitch was from a Coach.

If a player pitcher hits three (3) batters and each batter is awarded first base, the batting team's coach will coach pitch for the remainder of the inning.

16. Infield Fly- An infield fly shall NOT be declared.

17. Stealing- Starting the first game of the season, stealing second and third base is permitted on passed balls. Starting May 1, runners may steal home, but must slide when stealing home. A runner may only advance (steal) one base per player pitch (no advance/stealing on coach pitch).

18. Bunting- Bunting is NOT permitted. A ball that is swung at and travels only a few feet is not considered a bunt.

19. Overthrows- Overthrows to a player pitcher while in the pitching circle are dead balls. No runners may advance. On a batted ball, runners may advance one (1) additional base beyond the base they were running to.

20. Sliding- Sliding feet first is permitted. Sliding head first is NOT permitted. A runner who slides head first will be called out.

21. Mandatory Play- Every rostered player present at the start of a game will participate in the game for a minimum of nine (9) defensive outs or half the game if the game lasts less than six (6) innings. A minimum of three (3) of the nine (9) defensive outs must be played at an infield position. In the event a player does not play half the game, the manager will ensure the player starts defensively the next game and makes up the missed innings plus the minimum nine (9) defensive outs for the current game. Managers are allowed free substitution.

22. Pinch Runners- Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runners.

23. Protests- There are no protests in "AAA" Division. Any rules questions or confusion should be recorded and sent to the League VP's via email for clarification to the Managers and Coaches of the A Division.

24. Rescheduling- Games may be rescheduled due to weather, lack of players, etc., but the opposing Manager must be notified as early as possible. The home team is responsible for rescheduling the game if there is a convenient time slot for both teams.