

District 9

2025 Interlock Softball AAA Division Rules

Rules & Regulations:

1. **Rules (Rule 1.01):** All games will be played according to the Minors Softball Instructional Division rules in the 2025 Little League Rulebook with the following adoptions, applications, and adjustments.
2. **Pitching (Regulation VI (b)):** Pitching (Regulation VI (b)): 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 up to 4 pitches (1 additional if 4th pitch was a foul ball) or until the Plate Umpire calls 3 strikes. There are no walks. If the Plate Umpire calls 3 strikes, the batter is out.
 - a. 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.
 - b. Once a coach pitches to four (4) of his team's batters within a given inning, the coach pitcher will stay out for the remainder of that inning.
 - c. A player may pitch a maximum of two (2) innings or six (6) defensive outs per game.
 - d. 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.
 - e. 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.
3. **Mandatory Play (Regulation IV(i) NOTE4):** Every rostered player present at the start of a game will participate in the game for a minimum of six (6) defensive outs and bat at least one (1) time. A minimum of three (3) of the six (6) defensive outs must be played at an infield position. No player shall sit more than one inning more than any other player. Managers are allowed free substitution.
4. **Coaches (Rules 1.01 & 3.17):** (3) Coaches are allowed in addition to the manager. Teams are allowed two (2) adult base coaches on the field when at bat. A board approved manager or coach must be in the dugout at all times.
5. **Eight Players (Rules 1.01, 4.04, 4.16, 4.17, 6.05):** A game may not be started with fewer than eight (8) players on each team. A game may not be continued with fewer than eight (8) players on each team. When playing with eight (8) players, a team may skip over the ninth (9th) position in the batting line-up without penalty.
6. **Courtesy Runners (Rules 2.0, 3.04, 7.14):** A Courtesy runner is 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.
7. **Batting Order (Rule 4.04):** All games shall be played using the continuous batting order of rule 4.04. An injured batter is replaced with the next player in the lineup, who assumes the count. An injured runner is replaced with the last eligible player who made an out. Rule 7.14 does not apply.
8. **Mercy Rule (Rule 4.10(e)):** If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4), three and one-half, if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
9. **Time Limit (Rule 4.10(c)(2)):** Games will end 2 hours after the scheduled start time of the game or after 6 innings, whichever occurs first. No new inning shall begin after 1 hour and 45 minutes from the scheduled starting time of the game. The final score will be determined using the Official Rules.
10. **Run Limit (Rule 5.07):** Each team may score a maximum of five (5) runs per inning. This is suspended for the last half-inning for either team.

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- 11. Protests (Rules 4.19(e) and (g)):** Protests must be resolved prior to the next play.
- 12. One foot in the box (Rules 6.02(c)):** Rule is not in force. A batter does not need to keep one foot in the batter's box.
- 13. Stealing Signs (Rule 9.01(d)):** The following Rule 9.01(d) application applies: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game following a warning.
- 14. Umpires position (Rule 9.04(a)):** The plate umpire must stand behind the catcher
- 15. Bunting:** Bunting is NOT permitted. A ball that is swung at and travels only a few feet is not considered a bunt.
- 16. Overthrows:** Overthrows to a player pitcher from the catcher 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 in the event of an overthrow to a player pitcher while in the pitching circle.
- 17. 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.
- 18. Stealing:** Stealing second and third base is permitted only on passed balls. Stealing home is not permitted. A runner may only advance (steal) one base per player pitch (no advance/stealing on coach pitch).
- 19. Infield Fly:** An infield fly shall NOT be declared.

Interlock League Policies and Procedures:

- 1. Dugout:** The home team will set up in the third base dugout.
- 2. Game Preparation:**
 - a. The home team will provide at least (1) umpire, additional umpires may be provided by either team – one umpire must be behind the catcher
 - b. The visiting team will keep the official scorekeeper for the purposes of game management, both teams may keep score for their records if desired
 - c. The home team is responsible for preparing the field and providing (2) 11" safety game balls
 - d. The home team is responsible for ensuring the proper markings are on the field
- 3. Lineups:** Managers must provide a lineup to the opposing Manager and Umpire 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.
- 4. Rescheduling:** Games may be cancelled due to weather, lack of players, etc. It is the home team Manager's responsibility to notify the opposing Manager as early as possible. The home team is responsible for finding an available open game slot through their league scheduler and coordinating with the opposing team.
- 5. Equipment Inspections:** There is no mandatory pre-game equipment inspection. Managers are responsible for the players and coaches being properly, safely, and legally equipped. However, teams may request an equipment check from the umpires before the game.