

2019 SB MINORS, AAA (10U) RULES

The Universal Rules apply to this league. The rules outlined in this document apply only to the SB AAA Girls (U10) Softball League and are intended to supplement the Universal Rules for this level of play. If there is a contradiction between the two documents, this document shall take precedence.

General Rules:

1. Maximum Player Age: 10 years as of 1/1/19
2. No metal spikes.
3. 11 inch yellow raised seam softball.
4. No jewelry may be worn.
5. Helmets must be worn at all times by the batting team when on the field. This includes players who are coaching bases.
6. All teams will adhere to the following playing time requirements. Failure to do so will result in a forfeit
 - All players present at the game must play.
 - Goal is for all players to play equally.
 - All players need to play a minimum of 2 innings in the infield. Catcher is considered an infield position.
 - No player may play a third inning in the infield until all other players have played the infield a minimum of two innings.
 - Pitchers may pitch a maximum of two (2) consecutive innings per game. Pitching any part of an inning counts as a full inning (1 pitch in relief will count as a full inning for that pitcher.
 - No player may re-enter a game as a pitcher once she is removed as a pitcher.
 - No player shall sit twice before all other players have sat once.
7. **Catchers must wear a mask when warming up pitchers.**
8. Cheers are allowed but should not be directed at opposing players.
9. Heckling of opposing players is not permitted.
10. Coaches are responsible for good sportsmanship at all times, including players and spectators.

Field:

1. Base Paths: 60 feet.
2. Pitching Rubber: 35 feet from the center front edge of the pitching rubber to the point of Home Plate.
3. Pitchers circle is 16 feet in diameter from the center front edge of pitching plate. Must be marked in chalk prior to the game.

Equipment:

1. Equipment must be in good shape.
2. Uniform: Players will be furnished a uniform per the discretion and policy of each league. Girls must wear this uniform for the games. Uniforms may not be altered as to be different from the rest of the team.
3. Bats: Bats must be official softball bats: wood, metal, graphite, or other material approved by the Little League rules or certified by ASA/USSA.
4. Catchers Gear: Catchers must wear a protective helmet, catching mask, chest protector, **throat guard**, and shin guards that will be furnished by the league.

Games:

1. Innings per Game: Standard games consist of 6 innings. Three and one-half (3 ½) innings is considered a full game if the home team is ahead, Four (4) innings if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of the inning. No new inning will begin after 1 hour and 45 minutes.
2. The intent is for all games to complete the number of innings listed in the appropriate league specific rules.
 - a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limit the amount of gear the catchers removes, and using a pinch runner for the catcher after two outs.
 - b. Organized position changes, etc.
 - c. Allow no more than five (5) warm-up pitches between innings.
3. Once an inning is started, it must be completed. Reasons for not completing the prescribed number of innings are limited to:
 - a. Weather – rain, lightning
 - b. Darkness.
 - c. Injuries result in either team not having enough players.
4. Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided time limit of 1 hour and 45 minutes has not expired. If after the two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss for each team.
5. Injury Substitutions: A player who is injured during the game may be taken out and a substitute put in her place. If, after resting a minimum of one (1) inning, she is able to play again, she may rejoin the game. She must sit out a minimum of one complete inning. For example, a player removed because of injury in the top of the 2nd inning may rejoin the game no sooner than the top of the 3rd inning. A player may not start a game or rejoin a game if she unable to run the bases or play in the field. If a pitcher is removed due to injury, she may not return to pitching if she re-enters the game.

6. Each team will have 10 players in the game. A team will be allowed to start a game with a minimum of 8 players. In case of injury, a team must have a minimum of 8 players to continue, otherwise game is over. Teams are allowed to substitute as many AA (8U) players they need to field a full team but they only can substitute one AAA player from another team within the same organization.
7. Home team shall supply the game balls (2) and the umpires.
8. Inning limitations: Three (3) outs or six (6) runs per ½ inning. Exception is that there is no run limit in the 6th inning or the last called inning.

Batting:

1. Continuous batting order applies. All girls must bat. The batting order cannot be changed after the game starts. Players arriving late may play but must bat at the end of the batting order.
2. Bunting and slashing are allowed against live pitches from the opposing team. It is not allowed during coach pitch.
3. Fake bunting (squaring up, and then swinging in full or slashing) is allowed. It is not allowed during coach pitch.
4. Helmets: Batters and runners must wear helmets while in the field of play.
5. A batter, during her time at bat, may switch to either side of the plate.
6. A batter throwing the bat after striking the ball will first be warned about the situation, as well as warning the coach. Should the same player throw the bat a second time, that player will be called out and all runners will return to their original base.
7. There are no Walks. Coach pitch will be used after the fourth (4) called ball. Coach will underhand pitch from the pitching rubber within the pitching circle. Batters will then get remaining strikes in pitch count as swings at soft toss from a coach standing at the pitcher's rubber.

Example: If the fourth ball is thrown with one strike (4 and 1 count), the batter would get two (2) swings to put the ball in play from soft toss by a coach.

The coach must stand at the pitching rubber.

The coach must make every effort not to interfere with play once the ball leaves the coaches hand. If a hit ball hits the coach, the ball is considered dead and the pitch will not count against the batter and the batter gets another pitch.

The tossed ball is considered a strike as soon as it leaves the coaches hand, even if they do not swing or the toss is done poorly.

Each swing at a soft toss is considered a strike if contact is not made.

If the third strike toss is hit foul, the player will get another pitch.

No bunting or ½ swings are allowed during coach pitch. A player will be called out if intentionally bunting or ½ swinging during coach pitch.

8. Drop third strike rule is not in affect. The batter is out after the third strike even if the catcher drops the ball.
9. The batter must make an attempt to move away from the ball on any hit by pitch situation. If a batter is hit by a pitch, they are awarded first base. Hit by pitch does not apply during coach pitch.

10. A pitched ball which strikes the ground before striking the batter will be considered a live ball and the batter will be awarded 1st base.
11. Infield fly rule is not in affect.

BaseRunning:

1. The runner may lead off from any base after the ball crosses the plate. Runners leading off the base too early should be warned about the situation as well as warning the coach. All other players on that team leaving a base early will be called out by the umpire.
2. A runner may make an attempt to steal 2nd base or 3rd base, once the ball crosses the plate on any player pitched ball, including ball 4.
 - a. Stealing home is not permitted.
3. **A runner is allowed to advance one base per batter, on a NON-BATTED Ball:** Passed ball, wild pitch, steal, or overthrow from the catcher to the pitcher or from the catcher to second base on an attempted steal.
 - **A runner cannot advance to home from third on a non-batted ball:** passed ball, wild pitch, or an overthrow from the catcher to the pitcher.
 - Example: Batter 1 gets a single, while batter 2 is up the catcher throws the ball past the pitcher and out of the pitchers circle. Player 1 advances (at her own risk) to second base. The next pitch is over the catchers head. Player 1 must stay on second base as she has advanced one base while player 2 is at bat. Player 1 may advance to third base on a passed ball, wild pitch or overthrow while player 3 is up but may not advance past third base.
4. A player may advance at any time while the ball is in play until it is in the pitching circle. Base runners will be held to the nearest base once the ball is in the pitching circle.
5. Overthrows: On a batted ball, players are allowed to advance one base at their own risk on an overthrow to any base. The ball is considered live and the runner can be tagged out. If a second overthrow occurs during the same play, the runners may not advance.
 - Example: Batter 1 hits the ball and runs to first base. The defensive player over throws first base, the runner is allowed to advance to second at their own risk. The first base player gets the ball, and attempts to throw the runner out at second. The ball is overthrown into the outfield. The runner cannot advance to third.
6. Players running to first base must use the orange/red safety base.
7. Runners are allowed to deviate no more than 3 (Three) feet from the base paths to avoid a tag/force out. Runners have the right of way on the base paths, and will not be called out if having to run around a fielder not involved in the play.

8. Sliding in all situations where there is a possible play on the runner is required, except first base. This includes home and multiple out situations. The intent of this rule is to prevent players from running into each other. The umpire has final decision if a player was required to slide. Each team will be given one warning, after that the runner will be called out.
9. In a double play situation the runner advancing to the base of the first out (other than first base) must slide if there is a play at that base. If the runner does not slide, they will be called out.
10. If there is a play at home plate, the runner must slide. If the runner does not slide, they will be called out.
11. A courtesy runner may be used for the catcher after two (2) outs. That runner will be the player that made the last out. The coaches must help get the catcher prepared for the next inning.
12. If a player is injured while running to a base and is safe, a courtesy runner may be used. That runner will be the player that made the last out or the third out in the previous inning.

Pitching:

1. Pitchers may throw a maximum of two innings per each game.
2. WIAA rules take effect for all pitching, with the exception that per Little League rules, one of the pitcher's feet may leave the rubber during the wind up.
3. During coach pitch, pitcher must remain in the pitching circle to the side of the coach, until the ball is hit.
4. Pitchers are allowed five (5) warm-up pitches between innings.
5. Pitchers may not reenter as a pitcher once they are removed from the mound.

Fielding:

1. Fielders should stay clear of the base paths when not involved in a play. Runners have the right of way and should not be impeded by a fielder not involved in the play.
2. Infield fly rule is NOT used.

WEST BEND LITTLE LEAGUE RULES ONLY:

- 1) Coaches must hold practices a minimum of 2 per week with a maximum number of 3 practices before the Regular Season Games Starts.
- 2) Once games have started the you may only have a maximum of 3 Game/Practice commitments per week (Sunday thru Saturday is a week). For example: 3 games – no Practices allowed, 2 games – 1 Practice allowed, 1 game – 2 Practices allowed etc.....
- 3) Coaches need to have their lineups and player position changes figured out before they come to the game. This will ensure that players are getting equal playing time and no issues arise from that.