

# AAA GIRLS SOFTBALL RULES

## \* \* GENERAL RULES \* \*

- No metal spikes.
- Equipment must be in good shape.
- Helmets must be worn at all times by the batting team when on the field. This includes players coaching bases.
- Catchers must wear a mask when warming up pitchers.
- 11 inch yellow raised seamed softball.
- **Cheers are allowed but should not be directed at opposing players.**
- **Heckling of opposing players is not permitted.**
- Coaches are responsible for good sportsmanship at all times, including players and spectators.

## \* \* PITCHING \* \*

- Pitching distance is 35 feet.
- There is no limit to the amount of innings a player can pitch. Coaches should use good judgment.
- WIAA rules take affect 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.
- WALK LIMIT – 2 walks per inning. After that, upon ball four of the third walk, the coach comes in to pitch with the count staying the same. The coach continues until the batter hits the ball or strikes out. A coach cannot walk a batter. After the batter is retired or reaches base, the pitcher continues to pitch to the next batter and each successive batter through the inning.
- During coach pitch, the pitcher must remain in the pitching circle.
- During coach pitch, there is no stealing.
- A pitched ball which strikes the ground before striking the batter will be deemed a dead ball and counted as a ball, not as a hit batsman.
- If a batter is hit by a pitch, they are awarded first base irrespective of how many walks may have been issued in the inning already.

## \* \* BATTING \* \*

- Bunting and slashing (half swings) are allowed.
- Fake bunting (squaring up, then swinging in full or slashing) is allowed.
- Continuous batting order – 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.
- The batter must make an attempt to move away from the ball on any hit by pitch situation.
- A batter during her time at bat may switch to either side of the plate.
- A player throwing the bat after striking the ball should be first warned about the situation, as well as warning the coach. Should the same player repeat by throwing the bat a second time, the batter shall be called out, the struck ball deemed a dead ball, and all runners returned to the bases they were on before the ball was struck.

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## \* \* RUNNING \* \*

- Sliding in all situations where there is a possible play on the runner is required. The intent of this rule is to prevent players from running into each other.
- If there is a play at home plate, runner must slide.
- A courtesy runner may be used for the catcher. The coaches must help get the catcher prepared for the next inning.
- The runner may leave the base when the ball crosses the plate. Runners leaving the base too early, e.g. before the ball crosses the plate, should be warned about the situation, as well as warning the coach. Should the same player repeat by leaving the base too early a second time, the batter shall be called out.
- If a player is injured while running to a base and is safe, you may use a courtesy runner. That runner will be your last person that made the last out or the third out in the previous inning.
- Runners may advance to second or third base upon a passed ball, wild pitch, overthrow to the pitcher, or play upon any base runner
- Stealing of second and third base will be allowed on and after June 1. There will be no stealing of home, including on a passed ball or wild pitch. A runner may advance home if a play is made on that runner, or any other base runner.
- A player may advance at any time while the ball is in play, that is not in the pitcher's hand while the pitcher is in the circle. When the ball reaches the pitcher's hand while the pitcher is in the circle, the runner cannot advance any further, and should go either back or forward to the nearest base.

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- Lead offs from any base and stealing second and third base is permitted after the ball crosses home plate. Stealing home is not permitted unless the defense team makes a play on any other base runner.
- The batter is out after the third strike even after the catcher drops the ball.
- Infield fly rule will not be in effect during interleague games with Grafton.
- 5 run limit per inning, except for the last inning, in which both teams have the opportunity to score unlimited runs.
- No new inning may start after 90 minutes.