

# LAKESHORE AREA GIRLS LITTLE LEAGUE SOFTBALL

## LOCAL RULES – MINORS / TRIPLE A

(Updated: March 25, 2024)

1. Each player shall play at least 6 consecutive outs. The goal is comparable and equitable playing time over the course of the season. Managers should give each player opportunities to play infield and outfield positions.
2. Line-up shall be submitted to the scorekeeper before each game. Substitutions must be reported. The home team keeps an official scorebook (see rule 14).
3. Roster batting with 3 outs per inning; 4 balls, 3 strikes in an expanded strike zone (shoulders to mid-shin). Managers should attempt to equalize the number of at-bats for each player over the course of the season.
4. Six inning game. No new inning may start after 80 minutes. The umpire announces the starting time. The inning starts after the 3<sup>rd</sup> out.
5. 10 defensive fielders are allowed. Outfielders must be positioned in the outfield grass.
6. Five run (5) limit completes the half-inning. Run Rule: 10 runs advantage after 4 complete innings. 15 runs advantage after 3 complete innings.
7. 3 innings per pitcher per game. Innings do not have to be consecutive. Six innings per pitcher per week. One pitch in an inning constitutes an inning pitched. All other National pitching rules apply.
8. If the pitcher throws 4 balls to the batter, an offensive coach will come to the rubber and throw 3 pitches to the batter. If the batter puts the ball in play, she must run as on any batted ball. If she is not able to put the ball in play, she is called out.
  - a. Offensive coach may pitch the ball anywhere from the mound to half the distance to home plate.
  - b. The defensive pitcher remains next to the offensive coach while the coach pitches. The pitcher may stand to the right or left of the coach, adjacent to the rubber, and may field a batted ball.
  - c. Any batted ball that hits the offensive coach that is pitching is a dead ball and the batter is awarded 1<sup>st</sup> base. The coach must attempt to stay out of the way of the defensive team after releasing the pitch.
  - d. Stealing of bases is suspended while the offensive coach is pitching.
9. Pitching rubber is 35 feet from the back corner of the home plate. An 11-inch diameter softball is used for AAA Level.
10. Play is complete when the pitcher has the ball inside the pitching circle and is not making a play on the runner. The runner must either attempt to advance or retreat to the previous base (see National Rule).
11. Base stealing is permitted after the ball crosses home plate. Stealing home is permitted after Memorial Day.
12. Runners' foot must be in contact with the base they occupy until the ball crosses home plate. The runner is called out if not in compliance.
13. Plays at home plate – avoiding contact supersedes a 'mandatory' slide.
14. *The home team keeps the official score book & pitch count for Home Team and Visiting Team. The scorekeeper will sit in the score booth for games and must arrive 10 minutes early to verify line-ups.*
15. *Pitching logs must be signed by Umpire or Field Director at the completion of the game. The pitching log will be checked by the opposing Manager before each game.*
16. All batters must wear batting helmets with face guards.
17. Infield Fly Rule will not be in effect.
18. 2 coaches are allowed on the field when batting (in the coach's box), 1 coach is allowed on the field when fielding.
19. The coach may warm-up pitchers (while catcher puts on gear).

20. A courtesy runner is allowed for the catcher to allow them to put on their gear, so they are prepared for the start of the next half inning.
21. Players may not wear watches, rings, jewelry, or any metal objects (unless for medical purposes).
22. All National Little League rules apply. When in conflict, local rules will prevail.

**Pitching Machine Specific Rules:**

1. The home team will use the best available machine they have.
2. The machine will be set approximately two-thirds of the way between the plate and the pitching mound (35 feet).
3. Umpires will work the machines. If an umpire is unavailable, the coaches will need to use the machines.
4. Each batter will receive a maximum of 3 pitches in the strike zone at the discretion of the machine operator/umpire.
5. Stealing of bases is allowed as listed above.
6. Batted balls that strike the machine are ruled "dead" balls. The batter is awarded 1st base. All runners are only allowed to advance if they are forced to advance by another runner.
7. We will use the pitching machine for the first three innings of all games, and then move to live pitching with the offensive team coach entering to pitch after 4 balls.