



## SB AA Rules

1. A regulation game consists of five (5) innings.
2. 11" softball will be used.
3. Pitching mound will be set at 35 ft.
4. A batter will not be "walked" by the pitcher. Once a batter reaches ball four (4) in her count a member of the offensive coaching staff will pitch the remaining allowable strikes to his/her batter. Every pitch from the coach will be considered a strike even if it is not swung at.
5. There will be a 5 run rule for the first four innings, and no limit after the 4th inning is complete.
6. Base-Running
  - a. Stealing Home is NOT allowed unless a defender puts the ball into play. (i.e. the pitcher drops a throw back from the catcher, or pitcher or catcher make a play on a runner. However, the act of the catcher throwing the ball to the pitcher is not the ball being put into play.)
  - b. A base runner may leave the base once the ball crosses the plate.
  - c. Only one base may be stolen per runner per pitch. There is no advancement on an overthrow by a catcher. If the defense makes a play on a runner following a catcher's throwing error, then the ball is back in play. (The goal is to have catchers make plays on attempted steals)
7. There is NO "Dropped Third Strike" rule in place.
8. Bunting is allowed and encouraged. Bunting and bunt defense should be taught.
9. If a game is halted due to weather after three (3) or more innings have been completed, it will be considered a regulation game. (3.5 innings if the home team is ahead)
10. Time limits for Mon-Thur games will be a drop dead time of one hour forty-five minutes (105 minutes) with no inning beginning after one and a half hours (90 minutes). Friday and Saturday games will have a two (2) hour drop dead time limit with no inning beginning after one hour forty-five minutes (105 minutes). Umpires and coaches will log game start time.
11. Players must field a minimum of twelve (12) defensive outs per game, unless the game is shortened for any reason. PENALTY: player is required to play the entire next scheduled game in the field.
12. Two (2) adult base coaches are allowed.
13. A player may pitch in a maximum of six (6) innings per game AND a maximum of twelve (12) innings per calendar week (Mon-Sat). (Playoffs – 12 innings allowed in one day, no limit for the week)
14. A player pitching more than two (2) inning is required to have one calendar day of rest. Delivery of a single pitch constitutes having pitched in an inning. (Playoffs – Required day of rest is after more than 6 innings)
15. Umpire discretion to remove a pitcher deemed clearly 'wild' after a 3rd batter is hit by pitch in an inning.
16. 'Call-Up Players' must be assigned by the Player Agent, bat at the bottom of the order, and play any position other than pitcher.
17. "Ball in the Circle" Rules are applied (LL Rule 7.08(a)(5))

### Hudsonville Little League Rules

- a. Continuous Batting Order (CBO) – all players bat
- b. Free defensive player substitutions
- c. No 'on-deck' circle - practice swings allowed ONLY in batter's box (Majors and below)
- d. Pre-game batting practice: -Hitting aids, such as plastic or foam balls and hit sticks, are allowed at all levels. -No aids may be used upon start of game. -Batting practice using regulation balls is allowed ONLY in the batting cages, and shall NOT be allowed on the fields during pre-game warm-up.
- e. 8 PLAYERS PER TEAM, MINIMUM, TO PLAY A GAME. Visiting team may start with less than 8 players but must field 8 players in bottom of 1st inning. (Excludes Minors 'A' and Rookie Divisions)
- f. Once game begins, no swings are allowed on or around the field of play, except for the batter, per rule '4c'.
- g. Umpires and Managers will make cancellation decisions at game time (if Field Director not present)
- h. Games will be cancelled if Thunderstorm or Tornado warning or Tornado watch occurs 1 hour before game. In the event of lightning or thunder, game must be stopped until a 15 minute period has elapsed without lightning or thunder.
- i. Bats must meet all LL specifications.
- j. Batters should keep 1 foot in the Batter's Box unless a play is live, or time has been given to talk with the coach. (LL Rule 6.02 (c))
- k. Obstruction Rules Apply (LL Rules 7.05 and 7.06)
- l. Runners must avoid a collision with a player possessing the ball (LL Rule 7.08(a)(3))
- m. In-Field Fly (LL Rule 6.05(d)) is in effect for all Divisions AAA and above (excludes Rookie, A, A-Adv, AA, and AA-Adv)
- n. Runner's may not slide head first while advancing to a base for Majors and below (LL Rule 7.08(a)(4))
- o. Questioning of an umpire's call can only come from Manager (acting)
- p. Each Team needs at least 1 coach in dugout at all times
- q. No Coach's Agreements