

Falmouth Little League AAA Softball Rules:

This league is instructional and intended to prepare girls for Majors and for the 9-10 All Star tournament at the end of the season. The following rules apply during the AAA regular season:

- 1) **Game Time:** Game play start time shall be 15 minutes after the scheduled field time to allow for some practice and to try to complete 3 innings. If more practice is desired, you are welcome to arrive early. No half inning shall start after 7:15pm. On weekends, when there is a game following your game, no half inning shall start after 1 hour and 45 minutes has elapsed **from the scheduled start time of your game. Leave time to prepare the field for the next game.**
- 2) **Rotation:** Coaches will attempt to rotate players into the infield as much as possible, however some players may play more outfield at the coach's discretion in order to protect the player's safety. Some players are simply not able to protect themselves at pitcher, catcher, or 1st base. Playing catch at home will help - **we cannot stress this enough.** In a 3-4 inning game, all players must play at least 1 inning of infield, and no player sits out more than 1 inning. In a 5-6 inning game, all players must play at least 2 innings of infield, and no player sits out more than 2 innings.
- 3) **Batters:** 3 strikes and the batter is out. 4 balls and the batter takes a walk. Strike zone is shoulders to knees, and 3" on either side of the plate. 3 outs and the half inning is over, change offense/defense. Continuous batting order – all players get to bat when it's their turn regardless of having played or sat on the bench that inning. If the entire roster bats through the order, that half inning is over, change sides.
- 4) **5 run limit per half inning.** After the 5th run is scored, change sides.
- 5) **One Bat Rule:** only one bat in use at all times during the game – no warm up swinging.
- 6) **Extra Base Hits:** A runner may try to take extra bases after a hit, but must stop at 3rd if any defensive player has the ball. Runners must commit when the pitcher has the ball in the circle or on the mound – the runner has the choice of going back to the last base they reached or advancing. They cannot fake – they will be called out.
- 7) **Stealing:** Stealing is allowed at all bases except 1st (no dropped 3rd strike rule). There is no leading. The runner may not leave the base until the pitch crosses home plate. If the runner leaves early, she receives a warning the first time and must return to the base she was on. The second time she is out. Coaches and umpires may agree to only issue one warning per team. Stealing home is allowed but there can be no collisions. The catcher may not intentionally block the plate, but may try to catch a throw if the throw comes in on the 3rd base line. The runner must slide or give herself up.
- 8) **Sliding:** No Sliding into 1st Base. If the runner slides into 1st, they are out. A base runner **MUST** slide into every other base IF the defensive player is making a play at that base. If

the runner does not slide in that situation, they are automatically out. No sliding head first into any base – runner is out.

9) Last Batter: The last batter does not automatically get to take a "home run". Play the last batter the same as any other. If they are thrown or tagged out, they are out and the inning is over.

10) Pitchers: All girls are allowed and encouraged to pitch. A girl may elect not to pitch. The coach may require a girl demonstrate the ability to get the ball over the plate sometimes before she is allowed to pitch. Girls will be allowed to pitch a maximum of 4 walks or hit batters per inning. At that time another pitcher should be brought in if available. There is no pitch count limit or substitution limit. If and only if no pitchers are available, a coach may pitch. Balls and strikes are counted normally during coach pitching.

11) Defense: A maximum of 9 Players play in the field. Other players should either be watching or working with a coach on the side. Outfielders should be placed at least on the outfield grass edge. We do not want to have 7 infielders.

12) Fielding outs: If a player is thrown or tagged out, they must return to the bench.

13) Score: Game score may be kept or displayed if coaches agree before the game.

CONFLICT RESOLUTION: There should be no conflicts between coaches, parents, spectators etc. If you witness an unruly or aggressive person or potentially volatile situation (coach, parent, spectator, etc.) the head coach of the team with the unruly person should take charge and ask that person to stop or leave. If the unruly person is a head coach, then the umpire should ask the coach to stop and calm down. If that fails, end the game and report it to the Little League Board immediately. NO ONE should get into any type of conflict in front of the kids. STOP THE GAME.

FIELD AND DUGOUT SAFETY: While in the dugout, no climbing on the benches or fences AND no player may have a bat in their hand at any time except when preparing to leave the dugout for their turn at bat. This is a real safety issue and must be constantly monitored by coaches. **‘One bat rule’**. No one is allowed outside the dugout during the inning other than the defensive team, the base coaches, the hitter and base-runners, and a coach pitcher if necessary.

*When the fields are closed, the fields are closed. This decision will be made by the Town of Falmouth or Little League Board and must be adhered to by the coaches. The decision to close the fields will be posted on the town website and communicated via email whenever possible.

UMPIRES: Generally, umpires are usually either a parent or coach or older sibling. The league does attempt to get certified umpires but they are in high demand. There should be NO complaining to umpires. They are volunteering their time and we need to respect that. Umpires can stand behind the plate or behind the pitcher (wherever they feel most comfortable).