



Softball AAA Rules

1. A regulation game consists of six (6) innings.
2. 12" softball will be used.
3. Pitching mound will be set at 40 ft.
4. There will be a 4 run rule for the first three innings, and no limit after the 3rd inning is complete.
5. There are no base stealing restrictions.
6. A base runner may leave the base on the release of the pitch. (Rocker-Step)
7. Drop 3rd Strike is in effect (any ball that touches the ground including a bounced pitch prior to the catcher possessing the ball is considered "dropped") (LL Rule 6.09(b))
8. If a game is halted due to weather after four (4) or more innings have been completed, it will be considered a regulation game. (3.5 innings if the home team is ahead)
9. 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.
10. 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.
11. 10 run Mercy rule after four (4) innings, 15 run Mercy Rule after three (3) innings.
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.
1. "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