



AAA Softball Pitching and General Rules for Spring 2019

Pitching Rules from March 29 – April 28

- Each batter starts by facing a player pitcher
- Strikes will be called, but there will be no walks.
- If a batter is hit by a player pitcher, the batter is awarded first base.
- If the batter is thrown four (4) balls by the player pitcher, the batter will remain at the plate. The pitcher will assume the position behind the pitching rubber and the manager or coach of the offensive team (or other designated representative) will continue pitching to the batter.
 - The batter will retain the number of strikes the batter had from the player pitcher and will either hit the ball into fair territory or strike out.
 - Strikes will be called, but bases will not be awarded for walks or hit batters by coach pitch.

Pitching Rules from April 29 – May 19

- Same as Phase I with the following changes:
- Walks will be allowed.
- For every half inning, the maximum number of walks that may be issued is 3 (HBP does not count toward this maximum number. If a batter has a three-ball count and is hit by the pitch, that is a HBP not a walk.)
- After 3 walks in a half inning, we revert to coach pitch for that half inning as described above.

Pitching Rules from May 20 – End of Season

- It is all kid pitch at AAA with no max on walks.

General Pitching Rules

- Twelve (12) year olds are not permitted to pitch at AAA.
- AAA managers are reminded that the rules on innings pitched that apply in Majors softball shall apply.
 - The general rule is no pitcher may pitch more than 6 innings in a “week.” If a team ends up with three games in the same week, once that team hits its 13th inning for the week, the number of total innings a pitcher may pitch in that week will be raised from 6 to 9. (Local Rule 3.2.7.)
 - Per LL rules, a single pitch in an inning counts as an inning pitched.
 - Per LL rules, a week starts on Sunday and runs through the following Saturday.
 - Innings pitched in games against other leagues (such as Capitol Hill LL or McLean LL) do count toward the weekly inning limits.
 - There are no rest requirements (i.e., restrictions as to consecutive days pitched).
 - Prior to any game, the managers of the teams shall advise each other as to the number of innings already pitched by his or her pitchers (by pitcher) during the week, provided that a failure to do so, unless and until requested by the other manager, shall not be subject to sanction.
 - If and at such time that a violation of the maximum inning per week rule is determined to have occurred, a pitcher who is pitching in excess of the innings permitted shall be removed from the game, but there shall be no other sanction or adjustment as to the results of the game to that point; provided that a violation of the pitching limit rules, if determined to be intentional, shall make the manager subject to disciplinary action.
- All pitching, whether by kids or coaches, should be done from the pitching rubber at 35 feet from home plate.
- 11-inch balls will be used for AAA.
- Catchers should set up to catch from inside the catcher's box, even if it is not drawn.
- If a manager or coach on one team is better able to pitch than the manager or coaches on the other team, by mutual agreement of the managers, that manager or coach (or other designated representative) may pitch to both teams.
- Except as provided above, the pitching rules that apply to Majors softball apply to AAA softball.

Please familiarize yourself with McLean 3.3 Rules Applying to AAA Softball. The following are highlights:

Stealing

- Leadoffs: per LL minor league rules, runners must maintain contact with the base until the pitched ball has reached the batter.
- A runner at first base may not steal second base and also may not advance if a throw from the catcher attempting to pick off a runner at first base results in an error.
- The stealing of third base and home plate is permitted.
- When stealing all runners may only advance one base per attempted steal.
 - For the avoidance of doubt, **if a runner attempts a steal of third and there is an overthrow of a third, the runner may not advance home on the overthrow.** (This is consistent with the principle behind the existing rule that, "When stealing all runners may only advance one base per attempted steal.")
 - However, runners at second and third base may also advance (1) on a throw down from the catcher attempting to pick off a runner at first base, or (2) on a throw down from the catcher attempting to throw a runner out at third after the runner attempts to steal home and turns around to go back to their original base.
- Delay stealing is not permitted. Once the catcher has released the ball back to the pitcher who is standing near the pitcher's mound, a runner may not attempt to steal. Should a player attempt to delay steal, she will return to her original base without penalty.
 - If the runner is already in the process of stealing the base when the throw is made back to the pitcher, the runner may continue to advance to the next base. There is no "halfway" rule with respect to base running (at this or upper levels). But if the runner pauses or retreats, the play is over and she must return to the previous base.
- Stealing is not permitted after a coach pitch.

Balls in play

- On balls put in play, once the pitcher is near the mound with possession of the ball, the play is over. Note that a runner who is already running to the next base at the time the pitcher is near the mound with possession of the ball may continue to advance to that next base. But if the runner pauses or retreats, the play is over and she must return to the previous base.
 - A runner in violation of the "look back" rule is not declared out. Instead, once the pitcher is near the mound with possession of the ball and the runner is no longer attempting to advance to the next base, the runner must return to her previous base without penalty.
- There is no limit to the number of bases a runner may advance on an overthrow with the exception of the stealing rules above.
- The infield fly rule is NOT in effect.

Playing time

- The batting lineup will include all players who shall bat in rotation. Late arriving players will be placed at the bottom of the lineup.
- No player will sit out consecutive innings. No player will sit out more than two innings until all players have sat out at least one inning.
- Each player present for the entire game shall play at least one (1) defensive inning in the infield.
- The defensive team fields ten players with the tenth player positioned in the outfield. All outfielders must be positioned in the outfield grass.

Face guards: Pitchers must wear face guards. Players at third base are encouraged to wear a face guard.

- SYA only rule: All players on defense are required to wear face guards.

Five-run maximum per inning: The 5-run rule will be in effect for each inning. If we find that the pace of play is too slow, then we will adjust it to 3-run rule.

No advancement on dropped third strike: Per LL minor league rules, the batter cannot advance on a dropped third strike in AAA.

Game time limits

- In the spring, AAA softball games are subject to **no new inning after 1 hour 45 minutes of play** (as measured from the scheduled start time, not actual start time). A new inning begins at the moment the third out is made concluding the previous inning.
- "McLean group" games only: For the levels of AAA and Majors, once a new inning has started, the game may not end as a result of curfew restrictions until that inning has completed, but shall be suspended at the moment that

"Game Curfew Time" is reached. "Game Curfew Time means any of: (i) 10 minutes before the scheduled start time of the next game on the same field; 2; (ii) 9:35 pm, Monday through Saturday; 8:50 pm Sundays. If a game is called because of the time limit and there is not a winner, the managers must notify the scheduler (Jamie Loving: jwl@lovingandcompany.com or (703) 862-3296).