



2026 AYBS Girls AAA Softball Rules

Mission Statement:

Since 1954, the purpose of AYBS has been to develop young players in a positive and supportive environment, while making sure all players have fun and enjoy the sport. The objective of AYBS is to implant the ideals of good sportsmanship, honesty, loyalty, courage, and reverence into the children of the community, so that they may be finer, stronger and happier children. This objective will be achieved by providing supervised, competitive and athletic games. All supervisors and volunteers shall bear in mind that the attainment of exceptional athletic skills or the winning of games is secondary to the prime objective of molding upstanding adults of the future. It is our goal that each team will win some games with no single team dominating.

These Rules will not be amended during the current league year and will remain in force until repealed or amended by succeeding rules. All leagues will play according to official “Little League” rules except as noted below.

1. Game Play

- 1.1. A game shall consist of six (6) innings.
- 1.2. All players shall be in the batting lineup for the entire game.
- 1.3. All players shall play in the field during the entire game. A team in the field consists of a maximum of six (6) infielders with up to four (4) remaining players positioned in the outfield. A team must start the game with at least seven (7) players; otherwise a forfeit is declared (score 1-0). A 5-minute grace period applies - if a team is not ready to play at that point, the game will be forfeited. In the event of injuries occurring during the game causing a team to have fewer than seven (7) players, the game may be rescheduled from the point play was stopped.
- 1.4. Each team must field its own catcher.
- 1.5. Base runners may steal second or third base at their own risk according to the following rules. (1) Lead offs are not allowed. (2) When attempting to steal second or third, the base runner may not leave their current base until the ball crosses the plate. If the umpire determines a base runner has left early, the coach is first issued a warning. Each team is allowed one (1) warning per game. Any further violations by the same team will result in the runner being called out and the play is dead. (3) Base runners must slide or avoid physical contact with a defensive player who is attempting to make a tag or the runner will automatically be called out. (4) When the coach has come into pitch, no base stealing is allowed. (5) Headfirst slides are not permitted except when returning to a base.

- 1.6. Base runners may steal home according to the following rules: (1) Lead offs from third are not permitted. The runner may leave the base when the ball crosses the plate. (2) Base runners may only steal home in the case of pass ball. A pass ball is where the catcher fails to catch the pitch and the ball is behind the catcher requiring them to leave their stance. (3) The base runner is required to slide or avoid contact with the defensive player who is attempting to make a tag or they will automatically be ruled out. If a player is called out as a result of not sliding or not avoiding contact, that play is considered dead.. (4) Head first slides are not allowed.
- 1.7. During an attempt to steal second or third, if there is an overthrow by the catcher attempting to throw the base runner out, the base runner(s) may not advance. This also applies to when the catcher is returning the ball to the pitcher.
- 1.8. Girls pitch the entire game to each batter. If the count reaches 4 balls, a Coach then steps in to pitch, the pitcher becomes a pitcher's helper (PH) , the count is reset and the coach will get TWO PITCHES regardless of count. If the batter does not put the ball in play within those two pitches, they are out. A foul ball on the final pitch provides the batter one more pitch. If they fail to put the pitch in play, then the batter is then out.
- 1.9. The pitcher or PH may not run down (chase) the base runner or the batter to make an unassisted out. She may tag the batter or base runner only if the batted ball takes them outside of the pitcher circle in the direction of the runner. (rule is in place to avoid an athletic pitcher running down and making unassisted outs because of her speed. Pitcher must throw the ball if the ball is not hit down first or third base line). The PH may assist at home plate when there is a pass ball and is permitted to make unassisted outs at home plate.
- 1.10. As the ball crosses the plate, the PH must be positioned no closer to home plate than the pitcher's rubber and within five (5) feet of either side of the rubber. The objective is to avoid the PH having an unfair advantage by strategically positioning herself.
- 1.11. A pitcher may pitch no more than three (3) innings per game. One (1) pitch equals one (1) inning; Subject to Rules 3.4 and 3.5, only the starting pitcher may come out and return to the mound in the same game, and then may do so only once.
- 1.12. When pitching, the pitcher must start with at least one (1) foot on the rubber – the other foot may start off or behind the rubber. In addition, the pitcher is not allowed to take an extra step or hop toward home plate while delivering the pitch.
- 1.13. If a hit ball hits the Coach-pitcher, the play is called dead, the pitch does not count, and no base runner(s) may advance.
- 1.14. Outfielders must be positioned in the grass. Outfielders are not permitted to make a force out play at any base. Outfielders may however tag a runner who has left their base.
- 1.15. ~~On a batted ball hit to the infield that is followed by an overthrow to a base where a force out is being attempted, runners have the option to advance one base only at their own risk. An infield attempt is defined as a ball hit into the infield where an infielder is attempting to field the ball or is stopped or slowed down by an infield positioned player. On overthrows from secondary infield plays, the runner(s) may not advance. Secondary infield plays are throws not directly resulting from a batted ball (examples, a backup play from an initial overthrow on a force out or a steal)~~
- 1.16. Overthrows landing in out-of-play territory shall result in the base runner(s) advancing a single base.
- 1.17. On a ball hit in fair territory, a runner may not advance to another base once the ball is possessed, defined by the ball being in either a hand or glove, by the pitcher standing within the pitcher circle. All base runners must return to their base once the Pitcher has possession of the ball – no “dancing” off the bases is allowed.

- 1.18. When there is a batted ball in the field of play and there is an attempt for a play at either second, third or home plate, the base runner is required to slide or avoid physical contact with a defensive player is attempting to make a tag or they will automatically be ruled out. Any base runner who interferes with a defensive player attempting to field a batted ball is considered out automatically.
- 1.19. Any base runner interfering with a defensive player while that defensive player is fielding a hit ball is considered OUT automatically.
- 1.20. Defensive players must remain out of the base path and may not block a base or home plate. If a defensive player NOT fielding a hit ball interferes with a base runner or blocks a base or home plate, the base runner is automatically awarded the base. (Coaches - Please teach defensive players to stay out of the base paths and off the bases when they are not making a play. We want to reduce the chances of collisions)
- 1.21. A maximum of five (5) runs may be scored per half-inning.
- 1.22. The dropped third strike rule will NOT apply - the batter is out on the 3rd strike regardless of whether the pitched ball is caught.
- 1.23. The Infield Fly Rule will NOT apply.
- 1.24. Bunting is allowed when the girls pitch.
- 1.25. A base coach may not assist or touch a base runner between the bases during live play. The offending team will be given a single warning for a first violation - any subsequent violation is an automatic OUT.

2. Speedy and Safe Play

- 2.1. To keep games moving along, the following guidelines apply:
 - 2.1.1. There are 11 field changes each game. Have your team ready - saving time adds up.
 - 2.1.2. Have your catcher ready with her gear on - coaches may warm up the pitcher.
 - 2.1.3. A pitcher is allowed five (5) warm-up pitches between innings. A new pitcher brought in in the middle of an inning is allowed seven (7) warm-up pitches.
 - 2.1.4. Have your batters ready (preferably your next two batters). Any player out of her dugout during her team's at-bat MUST wear a helmet.
- 2.2. On weeknights, an inning cannot start after 7:45 p.m. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.3. For all Saturday and any Sunday games, except for the last game or only game for that day, an inning cannot start more than 1 hour 45 minutes after the game has started. For the last or only game on Saturday or Sunday, an inning cannot start more than 2 hours after the game has started. The next inning is deemed to have begun immediately after the final out of the prior inning. It is important the Coaches and Umpires agree on the exact start time of the game and who is monitoring.
- 2.4. If the team that is behind in the score has no chance to win because of the 5- run per inning limit and the time limit has passed and is immediately followed by a game scheduled on that same field, the game shall be considered completed and play stopped immediately.
- 2.5. If the score is tied after six (6) innings and the time limit has not passed, in any extra inning(s) each team will start their at-bat with a base runner on second base. If the score is tied after six (6) innings and the time limit has passed, then the game shall end in a tie. This Rule 2.5 applies to weekday and weekend games.
- 2.6. A courtesy base runner may be allowed for the catcher on base with two (2) outs. Managers are encouraged to follow this rule but it is not mandatory. The courtesy runner shall be the last batter not to have reached first base safely.

- 2.7. Catchers MUST wear a throat guard.
- 2.8. When a team is at bat, all players are to be in the dugout except the batter at the plate and the on- deck batter.
- 2.9. The throwing of bats or helmets, intentionally or unintentionally, by a batter or player is dangerous and is not tolerated at AYBS. Umpires shall warn the batter or player on the first offense. On the second offense by the same team, the offending batter or player shall be called OUT.
- 2.10. The maximum bat size allowed is 2-¼ in. barrel diameter and 33 in. bat length.
- 2.11. Metal spikes are NOT permitted.
- 2.12. The team manager is responsible for the conduct of his or her coach(es), players and fans. Foul language will not be tolerated. Good sportsmanship must be displayed at all times. A team may be forced to forfeit a game for repeated violations of conduct.
- 2.13. Warming-up relief pitchers in the bullpen area require a player/catcher to wear a mask and a spotter who likewise must wear a helmet or mask.
- 2.14. All players will wear their jerseys tucked in and visors worn forward while on the field or batting.
- 2.15. For safety concerns, the wearing of jewelry is not allowed.
- 2.16.** Helmets with face masks are required
- 2.17.** All pitchers must wear a face mask when pitching.

3. Substitutions

- 3.1. Defensive substitutions shall be unlimited. Playing a position for one (1) pitch equals one (1) inning. Subject to Rule 1.8, the starting pitcher may return to that position so long as the 3-innings per-game limit is followed.
- 3.2. All players must play a minimum of three (3) innings per game (except for injury or illness). One of the mandatory innings may be the bottom half of the last inning.
- 3.3. Barring injury or illness, no player shall sit out two (2) consecutive innings unless the player arrives late or elects to leave early.
- 3.4. A manager may visit the mound to meet with the pitcher no more than twice per inning; the pitcher must be removed upon a third trip in a single inning. If during a game a fourth trip to the mound is made to the same pitcher, that pitcher must be removed. Any pitcher removed in the middle of a defensive inning while her team is in the field may remain in the game at another position but may not pitch again in that game.
- 3.5. A pitcher must be removed from the position if she hits three (3) batters in the same inning or six (6) batters within the same game, so long as all batters make a genuine attempt to avoid the pitch. A ball that hits the ground first or rolls into a batter does not count against a pitcher's hit batter count. The pitcher so removed can remain in the game at another position - she may not re-enter the game at the pitcher position, regardless of the fact she may have been the starting pitcher. Other defensive substitutions shall be unlimited.
- 3.6. A player removed from the game due to illness may not re-enter the game; a player removed from the game due to injury may re-enter the game. Coaches must clarify with the opposing coach the reason for a player removal.
- 3.7. Any player that is removed from the game, for any reason, will not have her place in the batting order and will result in an automatic out for that team at the time of that batters hitting position.. Each batter following a removed player simply moves up in the batting order.
- 3.8. Any base runner sustaining injury while on base may be replaced on base by the last batter not to have reached first base safely.

- 3.9. AYBS encourages a rotation or “call up” of players from Minors to field a AAA team when necessary. Any Triple A Manager wishing to call a player up must first get approval from the Triple A Commissioner. Players from different teams in the same league may be used to field a team but such a game will be declared a forfeit. Replacements for absent players may be called up only through the following procedure:
 - 3.9.1. Each Minors Manager will submit to the Minors Commissioner before the first game of the season the names of two (2) stronger players from his or her team for “call up” to the Triple A division. That list will define the “Call Up” list for the Triple A division and will be maintained by the Triple A and Minors Commissioners and made available upon request to any Triple A Manager. The Minors Managers are encouraged to continuously evaluate their two (2) nominated players throughout the season and amend those designations when appropriate.
 - 3.9.2. No player may be called up more than once until all other players on the Call Up list have been offered the opportunity to play up.
 - 3.9.3. A team can only call up a player if they have 8 or fewer players - 9 players will be the maximum number a team can play with any call-up player(s).
 - 3.9.4. Each player called up must play a minimum of three (3) innings in the field. One of the mandatory innings may be the bottom half of the last inning.
 - 3.9.5. If more than one player is called up by a given team for a single game, each such player should be given equal playing time to the extent possible.
 - 3.9.6. Any player called up shall play in the outfield only and shall be placed at the bottom of the batting order.

4. Umpiring

- 4.1. An umpire’s call is final. An umpire’s judgment call may not be overruled. Managers and coaches may not argue or become vocal about the umpiring - it is not something we should be teaching our kids. Managers and coaches are also responsible for their team’s parents in that same regard.
- 4.2. If there is a rule interpretation or discrepancy, call time. The managers and coaches should attempt to resolve it among themselves together with the umpire. Please be considerate - if an agreement cannot be reached, any AYBS League Commissioner or Board Member should be consulted.

5. Pre-Game and Post-Game Procedures

- 5.1. The home team will follow the opening procedures for preparing the field for play, such as lining the diamonds, raking the field, etc. The home team will be considered the official scorebook for that game and will occupy the third base dugout.
- 5.2. The visitor’s team will follow the closing procedures for each field.
- 5.3. Each team is allowed 10 minutes of infield before weeknight games. Shorter infield or no infield may be necessary to keep that and any subsequent weekend game(s) on schedule.
- 5.4. After each game, a coach from both the winning and losing teams is responsible for updating the AYBS website with the following information:
 - 5.4.1. The final score
 - 5.4.2. The pitchers used and number of innings pitched per pitcher (1 pitch = 1 inning)
 - 5.4.3. A brief evaluation of the umpires
 - 5.4.4. Please report to the commissioner any incidents of unacceptable or poor sportsmanship and the person(s) involved.
- 5.5. Both the home team and the visitor’s team shall clean up their dugouts and the surrounding

areas after each game and practice. (On weekend games we are on a tight schedule, please hold post-game team meetings outside the field of play)

- 5.6. The following tiebreaker system will determine seeding for the post-season tournament:
 - 5.6.1. Overall record
 - 5.6.2. Head-to-head record
 - 5.6.3. Fewest runs allowed
 - 5.6.4. Most runs scored
 - 5.6.5. Coin toss

6. Bad Weather

- 6.1. If lightning is sighted in the area, all teams must suspend play or practice and seek shelter immediately. You are responsible for other children, as well as your own. No child or adult shall be permitted to stand around without shelter. Play may resume ONLY in strict compliance with the AYBS Lightning Policy, which may be found at www.aybsindy.com
- 6.2. If it starts raining or lightning is seen during a regular season or tournament game before 4 innings have been completed, the game may be postponed or delayed upon agreement between the managers. If 4 innings have been completed during a regular season game, the game is considered a full game (3 ½ innings if the home team is ahead). After the start of the 5th inning of a regular season game, if play is stopped in the middle of an inning, the game is considered complete, and the final score is the score as of the end of the last full inning. Any tournament game so suspended shall be continued from the point play was stopped until 6 innings have been completed (5 ½ innings if the home team is ahead).
- 6.3. The AYBS Weather Line should be monitored closely on game days of inclement weather – 317-578- 5450.