

## Alexandria Little League Softball Local Rules Summary

General Rules			
	Junior	Majors	AA/AAA (Minors)
<b>Age Guidelines</b>	12-14	9-12	7-10
<b>Keep Standings</b>	Yes	Yes	Yes
<b>Keep Score</b>	Yes	Yes	Yes
<b>Ball Delivery</b>	Player	Player	Player* (with coach pitch)
<b>Batting Order</b>	Continuous	Continuous	Continuous
<b>Strike Outs</b>	3 (dropped 3rd strike in effect)	3 (dropped 3rd strike in effect)	3
<b>Walk</b>	Yes	Yes	No* (Coach pitch after 4 balls. Use current count. Max of 4 Coach pitches w/called strikes)
<b>Intentional Walk</b>	Yes (Max of 1/game)	Yes (Max of 1/game)	N/A
<b>Infield Innings</b>	0	1 (N/A for playoffs)	2
<b>Defensive Innings per player</b>	0	3 of first 5 innings	No one sits twice until all sit once
<b>Max Innings Per Position Non- Pitching</b>	N/A	3	3
<b>Max Inning Pitching</b>	3 out of first 6 innings	3 out of first 6 innings	2 of first 4 innings
<b>Time Limit**</b>	None/7 inning games	1:45 – Week 2:00 - Weekend	1:45 – Week 2:00 - Weekend
<b>Batter's Foot in Box</b>	No	No	No
<b>Courtesy Runner***</b>	Yes	Yes	Yes
<b>If only 8 players at Start of Game</b>	Batter is skipped	Batter is skipped	Batter is skipped
<b>Bunt</b>	Yes	Yes (if show, can't swing)	Yes (if show, can't swing)
<b>Steal</b>	After ball Leaves pitcher's hand	After ball Leaves pitcher's hand	After ball reaches home plate. 1 base/bat, can't advance home. One base on an overthrow.

<b>Arm Bands****</b>	Yes	Yes	Yes
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**\* AA may agree to full coach pitch.**

**\*\* No start of new inning after time. New inning starts with last out of preceding half inning.**

**\*\*\*With two outs the last batter to make an out can run for pitcher or catcher. When assigning courtesy runners, if both the pitcher and catcher of record are on base with two outs, the player who made the first out of the inning shall run for the pitcher/catcher on the base closer to scoring, and the player who made the second out of the inning shall run for the pitcher/catcher on the base farther from scoring.**

**\*\*\*\* For softball only, Alexandria Little League has adopted the use of arms bands pursuant to LLI Rule 1.11(a)(3). The Rule states:**

“The use of play calling bands by defensive players is permitted under the following conditions:

- The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm)
- The play calling band may not be attached to the belt or any other location on the player’s person.
- Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.”

Note: While LLI now permits the use of helmet stickers or decals, provided that such usage is not excessive, offensive, or inappropriate, ALL interprets this rule to prohibit the display of political references on a player’s helmet.

In addition, pursuant to LLI Rule 1.10, products such as choke-knobs and choke-up assists are considered alterations to the bat and are NOT permitted.

ALL does not approve the use of electronic communications with the catcher on defense.

<b>Run Limits and Mercy Rules</b>			
<b>Max Runs Per Inning</b>	unlimited	5	4
<b>Max Runs Last Inning</b>	N/A	N/A	8
<b>Mercy Rule - 4 Innings</b>	10 runs	10 runs	10 runs
<b>Mercy Rule - 3 Innings</b>	15 runs	15 runs	12 runs
<b>Post Season</b>	Yes	Yes	Yes

<b>Pitcher/Catcher Rules</b>
<ul style="list-style-type: none"> <li>• Managers/Coaches ARE allowed to warm up pitchers. Pitchers may warm up with another player.</li> <li>• Minors and Majors pitchers may not pitch more than 2 out of the first 4 innings. They may pitch additional innings following the 4th inning.</li> <li>• Minors and Majors pitchers may not pitch more than 7 innings in a day</li> </ul>