



*Alpharetta Youth Softball
Association (AYSA)*

*Recreational Softball
LOCAL RULES AND REGULATIONS*

*Alpharetta North Park
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ALPHARETTA YOUTH SOFTBALL ASSOCIATION LOCAL RULES

1. Introduction

The purpose of the Recreational League is to provide quality instruction, develop strong character, and establish good sportsmanship. Every attempt should be made to enhance the experience for the players in everything that is done, be it by Board members, coaches, parents, or fans.

2. Team Organization

The AYSA Recreational League is made up of five Age Divisions: 6U, 8U, 10U, 12U and 13+. The Age Divisions are defined according to the following USA Softball Age Chart:

2026 USA Softball Age Chart



Match month (top line) and box with year of birth. The player's age and division is indicated on the right.

SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	AGE	DIVISION
2019	2019	2019	2019	2020	2020	2020	2020	2020	2020	2020	2020	5	6U
2018	2018	2018	2018	2019	2019	2019	2019	2019	2019	2019	2019	6	6U
2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	7	8U
2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	8	8U
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	9	10U
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	10	10U
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	11	12U
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	12	12U
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	13	14U
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	14	14U
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	15	16U
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	16	16U
2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	17	18U
2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	18	18U

NOTE: This age chart is for USA Softball, and only for the 2026 season.

2.1 Coach Objective and Selection Process

No more than two coaches per team will be selected. Anyone with an interest in working with kids and in the game of softball is encouraged to coach. Prior coaching experience, particularly at the younger age levels, is not a requirement. Coaches without experience are welcome to apply. Previous year's coaches are not guaranteed a spot to coach and it is not necessary to have a child in the program to be a coach. Head coaches may align themselves with no more than one assistant coach prior to teams being selected. "Coach with" requests cannot be guaranteed. To the extent possible, coaches will be distributed

equally.

Interested coaches must be at least 21 years of age for Head Coach and 18 years of age for Assistant Coach, complete a background check form, and/or indicate their interest in coaching at the time of registration. More information, coaching resources, and the AYSA background check form can be found at [Alpharetta Youth Softball Association](#). All coaches must complete Concussion Awareness Training and Child Abuse and Neglect Training.

The AYSA Board of Directors is responsible for selecting coaches, forming teams, and being a resource for coaches throughout the season. The criteria for selecting coaches may include specifically, but not exclusively:

- Experience coaching youth sports, including softball
- Youth Sports Coaches Training
- Feedback and comments from coaches and league evaluations
- Demonstrated value system consistent with the values and mission of AYSA
- Strong communication and organizational skills
- Knowledge of softball
- A brief interview, if applicable

2.2 Rosters

A. Rosters: The Board's main objective is to establish teams with as even of strength as possible using established formation procedures (with the available information from the evaluations). Rosters will be posted in TeamSnap after the team formation.

B. Coaching Staff: Coaches can request up to one assistant coach. If the pairing can be made, the daughters of the coach and assistant coach will be frozen to the respective team. Should an assistant coach's daughter/player result in an imbalance among teams, the request for the specific assistant may be denied by the AYSA Board.

C. Team Size: Teams will be formed with no less than 9 players and no more than 13 players, if possible. Teams in the 6U age groups may have as few as 5 players. Teams will be as equal in size as registration will allow. At the Board's discretion, a team's size may be increased or decreased in accordance with registration numbers. The Board will attempt to accept all players who register before the season starts, but may limit the number of players, if necessary, to control the number of teams and the number of players per team.

D. Out of Age Placement (play-up or play-down): The intent of an out-of-age placement is to provide an appropriate skills opportunity for every player. At the request of a player's parent, a player may be considered to play in a younger or older age group. The player MUST evaluate in BOTH the appropriate age group AND the requested age group. Failure to participate in both evaluations may result in the request being denied. After evaluations, the Board will assess the player's skills in both age groups. The Board maintains discretion when determining a player's ability to play outside of their age appropriate division. Factors the Board will consider include:

- Play-up consideration: The player must be in the top 10% of the age appropriate group

and cannot be in the lower 30% of the older age group.

- Play-down consideration: The player must be in the lower 20% of the age appropriate group and cannot be in the top 30% of the lower age group
- No player will be moved if it will result in a player not being able to participate in an age appropriate group
- No player will be moved if it will create an imbalance in roster size between the teams in either age group
- Exceptions to any of the above factors will be considered on a case-by-case basis by the Board.

2.3 Player Eligibility

A. Any player found not in good standing with AYSA will be suspended and ineligible to participate. Examples include inappropriate behavior, financial standing, attendance/participation, etc. Any ineligible player that participates in a game will result in the team's forfeiture of all games in which the ineligible player(s) appeared in the lineup. If a coach knowingly utilizes an ineligible player, the coach will be suspended.

B. A recreational player may be temporarily added to a 'same age' or 'older' Travel team provided that:

- Player is on an AYSA affiliated team,
- It does not interfere with the player's recreational team schedule and,
- The Recreational coach has been notified

C. Players in the recreational league may not be a regularly rostered player on a travel softball team. A recreational player may be temporarily added to a "same age" or "older" Travel team provided it does not interfere with the player's recreational team schedule and all recreational league activities must take precedent. If any of these criteria are not followed, the player and/or coach may be disciplined at the Board's discretion.

3. Equipment

3.1 AYSA Supplied Equipment

A. Each player will be supplied a jersey. Teams may elect to add a player's name or 'nickname' to the back of the jersey directly above the number. Nicknames must be non-commercial, non-political and non-suggestive. With the exception of the name or 'nickname', no other alteration to the jersey is allowed. Players with jerseys which do not conform to this rule may be suspended from play.

B. Each team will be supplied a set of catcher's gear and practice balls. Extra equipment may be available upon request. Players may use their own equipment such as bats and helmets if they are USA or USSSA approved.

C. Softball (Optical Yellow having a COR of 0.47 & compression of 375) size:

- 11 inch soft ball will be used by 6U teams
- 11 inch ball will be used by 8U and 10U teams
- 12 inch ball will be used by 12U and 13+ teams

D. The head coach of each team is accountable for returning all AYSA equipment to the League at the completion of the end of season tournament (or regular season games for 6U).**3.2 Player Supplied Equipment**

A. Players must wear cleats (NO metal cleats are allowed by players or coaches) and have a softball glove.

B. Players may use their own equipment, such as bats and helmets, if they are USA or USSSA approved. Batting helmets must have attached masks and chin straps.

C. Required equipment by age group:

Age Group	Batting Helmet with Mask	Facemask	Heart Guard Shirt	Pants	Glove	Non-Metal Cleats
6U	<i>Required</i>	<i>Required</i>	<i>Optional</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
8U	<i>Required</i>	<i>Required</i>	<i>Optional</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
10U	<i>Required</i>	<i>Required</i>	<i>Recommended</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
12U	<i>Required</i>	<i>Highly Recommended</i>	<i>Recommended (Highly Recommended for Pitchers and Infielders)</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
13+	<i>Required</i>	<i>Highly Recommended</i>	<i>Recommended (Highly Recommended for Pitchers and Infielders)</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>

D. Players are encouraged to wear softball pants. If players will be sliding, pants are recommended.

E. AYSA recommends that all parents also consider heart guard shirts, especially for pitchers.

4. General Rules

4.1 General Statement

These Rules and Regulations serve as a supplement to the USA Girls Softball Rule Book and will override any USA Rule if there is a difference between the two.

4.2 Field Dimensions

Age Group	Pitching Distance	Base Distance
6U	25 feet / T-ball	50 feet
8U	30 feet	60 feet
10U	35 feet	60 feet
12U	40 feet	60 feet
13+	43 feet	60 feet

4.3 Regulation Games

A. Game Duration

Age Group	Maximum Inning	Open Inning (Whichever Comes First)	Game Time Limit (No New Inning Can Start After)
6U	4 innings	N/A	55 minutes
8U	7 innings	45 min. OR 5 th inning	80 minutes
10U	5 innings	45 min. OR 4 th inning	80 minutes
12U	6 innings	45 min. OR 5 th inning	80 minutes
13+	6 innings	45 min. OR 5 th inning	80 minutes

- In 6U, the full side will bat and there will be no run limits.
- A game can continue after the open inning if time has not yet expired. Any inning played after the open will be closed (3 run max).
- In 6U, no new inning will begin if there are five minutes or less remaining on the umpire's official game clock.
- In age groups 8U – 13+, no new regulation inning may begin after the game time limit is reached.
- Any inning that starts prior to the game time limit, must be played to completion. If the

game time limit is reached during the regular season and the inning ends in a tie, no tiebreakers will be played during the regular season.

- Open inning will be called at the designated time or inning, whichever comes first. If the game time limit has not been reached at the conclusion of the open inning, additional inning(s) will be played.

<i>Age Group</i>	<i>Regular Inning Run Limits</i>	<i>"Open" Inning Run Limits</i>
6U	<i>Each side bats</i>	N/A
8U	3	8
10U	3	8
12U	3	8
13+	3	8

B. Mercy Rule

- A game will be called if the following run leads occur, however, the home team will always get their last at bat, if needed.

<i>Team(s)</i>	<i>Age Group</i>	<i># Runs After Inning</i>			
		3	4	5	6
B,C,D,E,F	8U and above		12	9	9

C. Weather / Field-Related Cancellations

- There are NO suspended games.
- 6U Age Group: If a game is cancelled prior to the completion of 3 innings (2-1/2 innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available.
- 8U and above Age Groups: If a game is cancelled prior to the completion of 4 innings (3-1/2 innings if the home team is leading), due to the weather/field issues, the game will be rescheduled/replayed, if field space is available.

4.4 Playing Strength

- AYSA strives to not have forfeits. Coaches are expected to strive to field a team for no less

than five players.

B. If a team does not show up, they will forfeit the game.

C. Player Call Up: To assist coaches in the ability to field teams in case of player absence, AYSA has implemented a Call Up Process:

- A team may borrow (call up) a maximum of 5 registered recreational players from the next lower age group in order to bring team strength up to a maximum of 10 players.
- If a regular team member arrives once the game begins, the regular team member must replace a borrowed player unless strength remains at or below 10 players.
- No borrowed player may skip the game of their regular team.
- Players are permitted to “play across” meaning, during the regular season only, a girl may play for a different team within her own age group, provided she is not allowed to skip her own team’s game to play for a different team in her age group.
- All “borrowed” players must bat last.
- Coaches are expected to be fair and respectful of the opportunities provided to regular team members. At the Board’s discretion, any coach that is considered to be unfairly utilizing borrowed players may be subject to discipline.

<i>If your team strength is...</i>	<i>You...</i>	<i>For a total team strength of...</i>
<i>5 players</i>	<i>Can call up 5 players</i>	<i>10 players</i>
<i>6 players</i>	<i>Can call up 4 players</i>	<i>10 players</i>
<i>7 players</i>	<i>Can call up 3 players</i>	<i>10 players</i>
<i>8 players</i>	<i>Can call up 2 players</i>	<i>10 players</i>
<i>9 players</i>	<i>Can call up 1 player</i>	<i>10 players</i>
<i>10+ players</i>	<i><u>Cannot</u> call up any players</i>	<i>10+ players</i>

4.5 Game Rules

A. Pre-game Meeting & Lineups

- Prior to each game, a pre-game conference must be held at home plate. This conference shall include: Coach/Umpire introductions, any rule questions, exchange of batting order with other team, and player positions line-up must be provided to the umpire.
- Coaches are NOT allowed to make “Coach Agreements” at the plate which override the rules. The umpires will follow the rules as laid out by USA and AYSA.
- Each coach is REQUIRED to complete the standardized AYSA “Game Line-Up Worksheet” located on www.aysasoftball.com for the number of innings to be played in their age

group demonstrating their compliance with the rotational rules described in this document. A copy of this line-up MUST be placed in the fence behind home plate or handed to the BMOD prior to the pregame meeting. Non-submission of the lineup is considered non-compliance. If any of these criteria are not followed the coach will be disciplined at the Board's discretion including but not limited to forfeiture of the game in which the event occurred. Player's names and numbers must be listed on the line-up.

NOTE: Coaches, do not focus your efforts, another coach's efforts, or one of your parents' efforts on the other team's compliance, as this will only heighten tensions on the field. The Board Member on Duty will be collecting rosters and watching for non-compliance.

B. Offensive Play

- All teams will bat a continuous batting order with all players batting for the entire game.
- If a player gets hurt/sick and cannot bat, that batter will be skipped over in the lineup and an out will NOT be charged. If the player can continue the game, the player will be re-inserted in the previous batting order. Once an at-bat has been initiated, the player must finish the at-bat or an out will be charged.
- Any team that has a player leave must notify the umpire and the other coach.
- If a player arrives late, the player will be placed in the last batting position.
- At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn that team. Any additional occurrences of a thrown bat, the batter shall be called out and any runners returned to their original bases (see special rules for 6U and 8U age groups). Each team will receive one warning.
- Look back rule – Special enforcement – An out will not be called except when a player is clearly violating the intent of the rule by playing chicken or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.

C. Defensive Play

- No player may sit a second inning in a game until all players have sat one inning on defense.
- In all age groups, all players must play at least 2 innings per game in the field on defense
- In all age groups, all players must play 1 complete inning in the outfield and 1 complete inning in infield by completion of the 4th inning. Infield positions include: pitcher, 1B, 2B, shortstop, 3B, and catcher.
- **10U, 12U, 13+:** For the first 5 innings, a player may not play the same position for more than 3 innings (except 10U pitchers who are limited to 2 innings). As a developmental recreational league, we strive to ensure that players have the opportunity to play and learn many different positions.
- **8U:** For the first 6 innings, a player may not play the same position for more than 2 innings. If a 7th inning occurs, players may play in any position.
- **6U:** A player may not play in the same position for more than 2 innings.

NOTE: The above rotation rules apply regardless of whether a player attends practices during the week or misses games during the season.

- With the exception of 6U, outfielders must be positioned beyond the edge of the grass at the beginning of the pitch.
- Should a coach have a concern about the safety of a player, prior to breaking the rotation rules, the coach must notify the Age Group Coordinator (AGC) / Recreation Vice Commissioner (RVC) or the Board Member on Duty (BMOD), have a discussion with the parents, and email the AGC and RVC of the request to receive an exception to the rule.
- Intentional rolling of a ball to get a runner out is not allowed. If, in the judgment of the umpire, the ball is rolled intentionally, then all forced runners shall be safe.

4.6 Protests

A. Games cannot be protested. If there is a question about a ruling on the field, the Head Coach may provide the written rule in question to the home plate umpire. At which time, the umpire will explain the interpretation of the rule and determine if a call should be overruled. Concerns about a ruling should be made to the BMOD – AFTER the game and AWAY from players AND parents. The appropriate AYSA Board Members will review the question(s) and provide clarifications.

4.7 Practice Limitations

A. League Week is defined as Sunday through Saturday

B. AYSA encourages participation in all team events. Each team will be scheduled for one practice per week. However, with the approval of the AGC and League scheduler, each team may schedule an additional practice.

C. All-Star/Select Coaches may schedule an optional practice each week while recreational games are still taking place. Players must attend scheduled recreational practices over optional All-Star/Select practices. During the regular recreational season, All-Star/Select Coaches may not factor attendance at optional practices during the regular recreational season in a negative way against any player.

4.8 Rules of Conduct

A. The purpose of the AYSA Recreational League is to provide quality instruction, develop strong character, and establish good sportsmanship. The outcome of any contest is secondary to the development of quality character in our youth.

B. AYSA Board will exercise its authority to assure proper discipline is maintained.

C. No player, coach, parent, or fan will threaten physical harm to, touch in violent manner, accost, curse, or ridicule through use of profanity, any other player, coach, umpire, Board member, or fan. Any violation of this rule will result in disciplinary action of at least an automatic two-game suspension.

D. Any player, coach, parent, or fan removed from a game by an umpire may be suspended for

the next game at the Board's discretion. On a second offense, this person is suspended indefinitely.

E. Each coach is required to fairly rotate players to ensure appropriate growth opportunities for all players (Section 4.5.B)

F. Positive cheering is encouraged; however, NO negative cheering will be tolerated from players, coaches, or fans. No chattering at the batter or distractible cheers/noises made to the pitcher or other defensive players. Use of artificial noise makers is strictly prohibited. If the Board determines these have occurred the player, coach or fan may be asked to leave the park immediately.

G. AGCs must be notified by coaches if additional coaches are added to the team.

4.9 Special Safety Rules for Players

A. No players may participate with jewelry. This includes earrings, bracelets, necklaces, watches/fitness trackers, etc.; coaches should include a pre-game check to ensure compliance. Newly pierced earrings should be covered with tape or Band-Aids. Jackets may be worn, however, jackets with zippers must be zipped up.

B. Unless the defensive player is in possession of the ball, the fielder cannot block the pathway of the runner as she is attempting to advance. If, in the judgement of the umpire, the fielder, without possession of the ball, blocks the pathway of the runner, the umpire shall call or signal the runner safe.

4.10 Dugouts and Team Responsibilities

A. Dugouts

- Assignments – Dugouts are assigned on a first come, first serve basis.
- Clean-up – Teams must remove all equipment and trash from dugouts immediately at the completion of the game.
- Vacate Immediately – Dugouts are to be vacated immediately upon the completion of the game when another game is scheduled on the same field. Post-game team meetings must be held outside and away from the dugout to allow the following teams to prepare for their game.

B. Team Duties

- Electronic Scoreboard – For all age groups, the visiting team is responsible for keeping score on the electronic scoreboard.
- Official Scorebook – The home team is responsible for keeping the official scorebook.

5. 6U Special Rules (Ages 4 – 6)

All other General Rules with the following exceptions apply for this age group.

5.1 Defensive Play

- A.** All members of the team will play in the field for defensive play.
- B.** As many as 6 players may be in the infield before a batter hits. Four (4) players must be at least 40 feet from home plate prior to the ball being hit in the traditional 1B, 2B, SS, 3B positions. The 5th infield player will be the player/pitcher. The player/pitcher must have both feet inside the 8-foot pitcher circle when the ball is hit. Any additional players should be placed behind the 2B and SS players, and behind the second base bag or in outfield positions where there are enough players.
- C.** Player catchers are *NOT* allowed. A helper from the offensive team will be used to return the ball to the tee or pitcher.
- D.** Infield fly rule is *NOT* in effect.
- E.** Two coaches will be allowed on the field to instruct the defense. Both coaches *must stand behind* the deepest defensive player and of players during the live ball.

5.2 Offensive Play

A. Batting Order

- All players will bat in each half inning and there are no run limits.
- If one team has fewer players, that team will bat extra batters up to the number of players on the larger team. The batting order rolls continuously into the next inning.
- Example: Team A has 8 players. Team B has 6 players.
 - In the first inning, the first two batters for Team B will bat twice.
 - In the second inning, the third batter for Team B will lead off and batters 3 and 4 will bat twice, and so on.

B. Batting

- Players will receive up to 4 coach pitches to put a ball in play. If the batter fouls off the 4th coach pitch, the coach will pitch another ball. This will continue until the batter lets a ball go past or swings and doesn't make contact. At that point, the batter will move to hitting off the tee.
- If a batter does not put a ball in play off of coach pitch, the batter will receive unlimited swings off the tee until a ball is put in play.
- A ball not leaving the 10-foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.
- The adult pitcher must pitch from the 25-foot mark. There are no arc requirements.
- The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- If a batted ball hits the adult pitcher, the ball is dead and the player must hit again as if nothing happened.

- In the event of a thrown bat, the player will be warned, however, no outs will be called.
- Bunting is not allowed.

5.3 Base Running Rules

- On batted balls hit to the infield, runners may advance a maximum of one base.
- If a batted ball reaches the outfield grass, runners may advance at their own peril until the defensive team controls the ball inside the base paths.
- There shall be no advancing on overthrows.

6. 8U Rules (Ages 7 – 8)

All other General Offensive and Defensive Rules with the following additions apply for this age group.

6.1 Defensive Play

A. A maximum of 10 players will play in the field for defensive play.

B. A maximum of 6 players can be in the infield before a batter hits. 4 players must be at least 40 foot from home plate prior to the ball being hit but may play at any distance behind the base path. The 5th infield player will be the player/pitcher. The player /pitcher must have one foot within the pitcher circle when the ball is hit. The 6th player will play in the catcher position.

C. All other defensive players (outfielders) must be to the edge of the grass.

D. Two coaches are allowed on the field to help instruct the defense. One coach must stand behind the deepest outfield player and cannot move in front of players during a live ball. The other coach must be behind the catcher to help return past balls and keep the speed of the game moving. (Remember not to interfere with a passed ball when a runner is on 2nd or the base will be automatically awarded to the runner). Coaches should aim to be positive influences in the field and not disruptive to play.

E. Infield fly rule is NOT in effect.

F. For the entire season, the player-catcher will be playing the catching position. No adult catcher will be allowed to play this position.

6.2 Offensive Play

A. Continuous batting order with all players batting is in effect for the entire game.

B. For the entire season, a player pitcher from the defensive team will pitch two pitches from 30 feet for the first two innings. The adult pitcher for the team batting will pitch the remaining three pitches, for a total of five pitches

C. Adult pitcher must pitch from at least the 30-foot mark. There are no arc requirements, though pitching without an arc is strongly encouraged to mimic the flatter pitch girls will see as they age up. The adult pitcher's foot must be on the line at the time the ball is released.

D. Adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.

E. Each batter receives 5 pitches. If a batter fouls the 5th pitch, she will receive an additional pitch. If she fouls this pitch, she will receive an additional pitch. This approach will continue until she doesn't swing, swings and misses, or hits a ball into play.

F. If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.

G. In the event of a thrown bat, the player will be warned, however, no outs will be called. This rule is different during tournament play. See Section 9, *Tournament Rules*.

H. A hit ball not leaving 10-foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.

I. Bunting is NOT allowed.

K. A courtesy runner (the last batter out) will be allowed for the catcher in order to speed up play.

6.3 Base Running Rules

A. Overthrow Rules:

- During the entire season, one base can be taken on a ball overthrown to any base (regardless if it is fair or foul territory), but the runner must make the base safely and is subject to being thrown out by the defensive team. If the defensive player attempts to throw to the next base, then a new overthrow to that base is possible so the runner could advance to the next base and so on. Please keep in mind that this rule mentions BASE, not Plate.
 - Example – A batter hits the ball and runs to 1st base. The ball is fielded, and an overthrow occurs at 1st. The runner advances to 2nd base. The ball is recovered and thrown to the pitcher where another overthrow occurs. The runner then may advance to 3rd base if third is not occupied. If 3rd base is occupied, then the runner on 2nd may not advance since the runner on third may not proceed to home on an overthrow.
- After an overthrow occurs and the runner has successfully advanced 1 base, a fielder may RUN in the ball to the pitcher to avoid a second overthrow. Note that this is after an initial overthrow.
 - Example – Batter hits the ball and runs to first. A fielder overthrows 1st base and

the runner proceeds to 2nd. A defensive player then picks up the ball and runs it in to the pitcher. The runner on second may not advance. The play is dead.

- If no overthrow occurred and a player is running in the ball that she has fielded, to the pitcher, that is considered a live ball and the runners may advance at their own peril until the ball is in the circle controlled by a player.

B. During the entire season, when a ball is hit, runners can advance at their own peril of being thrown out by the defensive team until the ball is controlled by an infielder in the pitcher's circle. However, overly aggressive base running will not be tolerated, particularly when runners advance primarily due to defensive skills deficiencies.

C. During the season only (not tournament play), a runner on 2nd base may steal 3rd base after the pitch has passed home plate. An overthrow will not permit the base runner to advance home. Catchers are encouraged to throw the runner out at third. Girls should be taught and encouraged to slide feet first if there is a close play. Stealing is only permitted when a player is pitching - not during coach pitch.

D. Coaches should teach base runners proper base running techniques, but not encourage them to take advantage of the developmental deficiencies of the opposing team. In other words, don't send them if they will be safe only because most girls in the age group are unable to make the correct throw.

E. Coaches are responsible for the conduct of their base coaches, who are expected to know and understand the fundamentals of recreational softball, including the developmental emphasis of AYSA.

F. Time will be called by the Umpire when ANY defensive player has control of the ball inside the pitcher's circle and there is no intent to try to make a play to get a runner out. If the runner is between bases, the base in front of the runner will be awarded if the runner is over 50% of the way to the base indicated by the ½ marks on the field and the umpire's discretion. Once time is called, the ball is dead.

G. Calling Time Examples:

- Time will be called when a hit ball remains in the infield, a play is made to a base, and the ball is in control of a defensive player inside the pitcher's circle, and no additional put out attempts are being made.
- Time will be called when the ball is hit to the outfield and is returned to the infield and is in control of a defensive infield player inside the pitcher's circle, and no additional put out attempts are being made.
- Time will not be called when the ball is hit to the infield and the ball is fielded (in control) and the player attempts to make a play to a base (when a play is made to the base, time will be called as indicated above).
- Time will not be called when a ball is hit to the outfield UNTIL the ball is in control of a defensive infield player inside the pitcher's circle.

7. 10U Special Rules (Ages 9 – 10)

All other General Offensive and Defensive Rules with the following additions apply for this age group.

7.1 Defensive Play

- A.** Maximum of 10 players will play in the field for defensive play.
- B.** During the regular season and tournament, a pitcher may only pitch 2 innings.
- C.** The player pitcher will begin each at-bat and may either finish the batter by (a) a strike out or (b) a ball put into play. In the event the count reaches 3 balls, the following are the guidelines for the adult pitcher:
 - 3-0 count: adult pitcher throws 3 pitches
 - 3-1 count: adult pitcher throws 2 pitches
 - 3-2 count: The defensive team may elect to either have the player pitcher complete the at-bat or allow the adult pitcher to throw 1 pitch. If the player pitcher is elected to complete the at-bat and a 4th ball is thrown, a walk will be awarded.
 - The final adult pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out (in the case of no swing, the batter is declared out). If the final pitch is a foul ball, the batter is entitled to another pitch. The batter may foul off multiple pitches, except in the instance of an attempted bunt. If a player attempts to bunt with two strikes and the bunt is foul, the batter will be called out.
 - When the adult pitcher is active, the player pitcher will assume position within 6 feet of the rubber. The adult pitcher must pitch from the rubber. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called. If a batted ball strikes the adult pitcher, the play is called dead and a new pitch is awarded, as if the pitch did not happen.
 - If the adult's pitch hits the batter, a base is not awarded.
- J.** During the first half of the season, one coach is allowed on the field to help instruct the defense. The coach must stand behind the deepest outfield player and cannot move in front of players during a live ball.
- K.** Infield fly rule is NOT in effect.
- L.** Coaches are encouraged to teach proper defensive techniques for bunting, including crashing. However, players cannot be positioned closer than the pitching distance of the age group before the pitch is thrown. Additionally, players who are being taught to crash must wear a facemask or use a mouth guard.

7.2 Offensive Play

- A.** The adult pitcher must pitch from the 35-foot mark. There are no arc requirements.
- B.** Adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.

- C.** A coach may not instruct a player to not swing at a pitch, i.e., given a take sign.
- D.** Bunting is allowed during player pitch and adult pitch.
- E.** If a player has two strikes and attempts to bunt, and the ball is bunted foul, the player will be out.
- F.** Slapping (slap hitting) is allowed during player and coach pitch. Players attempting to slap may foul off multiple pitches with two strikes.

7.3 Base Running Rules

- A.** Stealing one base per pitch is allowed while the player is pitching. If a defensive attempt is made on the steal, the base runner may not advance an additional base, even if the ball is overthrown.
- B.** Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand. In the regular season the League is focused developing players and therefore, base runners who leave early will be sent back, but not called out.
- C.** Stealing home is not allowed.
- D.** Overthrow Rules:

- Runners are allowed to advance 1 BASE per overthrow including an overthrow to the pitcher. Please note that a base is not the plate. Advancing to home PLATE is not allowed on an overthrow just as a runner is not allowed to steal home plate as well.
 - Example – A batter hits the ball and runs to 1st base. The ball is fielded, and an overthrow occurs at 1st. The runner advances to 2nd base. The ball is recovered and thrown to the pitcher where another overthrow occurs. The runner then may advance to 3rd base if third is not occupied. If 3rd base is occupied, then the runner on 2nd may not advance since the runner on third may not proceed to home on an overthrow.
- After an overthrow occurs and the runner has successfully advanced 1 base, a fielder may RUN in the ball to the pitcher to avoid a second overthrow.
 - Example – Batter hits the ball and runs to first. A fielder overthrows 1st base and the runner proceeds to 2nd. A defensive player then picks up the ball and runs it in to the pitcher. The runner on second may not advance. The play is dead.
- If no overthrow occurred and a player is running in the ball that she has fielded, to the pitcher, that is considered a live ball and the runners may advance at their own peril until the ball is in the circle controlled by a player.

- E.** Although a player may not steal home, the player may lead off third base, but is in jeopardy of being thrown out.
- F.** A dropped third strike is recorded as an out and the batter may not attempt to advance

to first base.

G. Look back rule – Special enforcement – An out will not be called except when a player is clearly violating the intent of the rule by playing chicken or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.

H. A courtesy runner (the last batted out) will be allowed for the incoming pitcher and catcher in order to speed up play.

I. Coaches should not aggressively run their players. It is the head coach's responsibility to ensure that base coaches are not over aggressively running the players.

J. Coaches are responsible for the conduct of their base coaches, who are expected to know and understand the fundamentals of recreational softball, including the developmental emphasis of AYSA.

K. Time will be called when a defensive player has control of the ball inside the pitcher's circle and there is no intent to try to make a play to get a runner out. Time will also be called when the ball is returned to the pitcher, who is standing with both feet inside the circle.

L. Calling Time Examples:

- Time will be called when a hit ball remains in the infield, a play is made to a base, the ball is in control of a defensive player inside the pitcher's circle, and no additional put out attempts are made.
- Time will be called when a ball that is hit to the outfield, is returned to the infield, and is in control of a defensive infield player inside the pitcher's circle, and no additional put out attempts are made.
- Time will not be called when the ball is hit to the infield and the ball is fielded (in control) and the player attempts to make a play to a base (when a play is made to the base, time will be called as indicated above).
- Time will not be called when a ball is hit to the outfield UNTIL the ball is in control of a defensive infield player inside the pitcher's circle. If an outfielder fields the ball and holds it, not getting it back to the infield, runners may continue to run until the ball is in control in the infield.

8. 12U, 13+ Special Rules (Ages 11 – 12, 13+)

All other General Rules with the following exceptions apply for this age group.

8.1 Defensive Play

- A.** Maximum of **10** players will play in the field for defensive play.
- B.** Infield fly rule is in effect.

8.2 Offensive Play

- A.** Continuous batting order with all players batting is in effect for the entire game.
- B.** Bunting is allowed.

8.3 Base Running Rules

- A.** Stealing 2nd on a walk is allowed.
- B.** Stealing of multiple bases is allowed.
- C.** Stealing home IS allowed.
- D.** Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand. In the regular season the League is focused on developing all players, therefore, runners who leave early will be sent back.
- E.** Dropped third strike is in play.
- F.** A courtesy runner (the last batted out) will be allowed for the incoming pitcher and catcher of the next defensive rotation in order to speed up play.

9. Tournament Rules

9.1 Game Regulations

- A.** Home team will be determined by a coin toss.
- B.** No game time limit is in play for any playoff game. Number of innings played, run limits and open inning rules are as follows:

Team / Age Group	# Innings	Regular Innings	Open Innings
6U	N/A	N/A	N/A

8U	6	1 st – 5 th (3 run limit)	6 th (8 run limit)
10U	4	1 st – 3rd (3 run limit)	4 th (8 run limit)
12U	5	1 st – 4 th (3 run limit)	5 th (8 run limit)
13+	5	1 st – 4 th (3 run limit)	5 th (8 run limit)

C. Tournament Games must be played until a winner is determined. More than one tiebreaker inning will be played, if needed.

- International Tie Breaker (ITB) rules will be in effect:
 - To begin each inning, each team, when on offense, will place the last batted out (the last batter charged with an out at bat) from the previous inning, on 2nd base.
 - Run limits for Open Innings (8 runs) will apply.
 - If game remains tied after one inning of play, additional innings will be played until a winner is determined.

D. Weather/Field Related Cancellation Rules

- There are NO suspended games. IF a game is cancelled prior to the completion of 4 innings (3 ½ innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available.

E. Player Call Up / Playing Across

- During the tournament, only players who have been eliminated are eligible to play up. “Playing across” is not permitted during the Tournament.

9.2 Offensive Play

A. Any team that has a player leave must notify the umpire and the other coach. If a player arrives late, the player will be placed in the last batting position.

B. At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn that team. Any additional occurrences of a thrown bat, the batter will be called out and any runners returned to their original bases.

C. For 8U, for the duration of the tournament, stealing third is no longer permitted.

D. Leadoffs: For 10U through 13+ Age Groups, the runner may not leave the base until the pitched ball has left the pitcher's hand. In the end of season tournament, players will get one warning before being subject to being called out for leaving early.

9.3 Defensive Play

A. No player may sit a second inning in a game until all players have sat one inning on defense.

B. Rotation Rules:

- All players must play at least 2 innings per game in the field on defense.
- All players must play 1 complete inning in outfield and 1 complete inning in infield by completion of the 4th inning. For purposes of this rule, infield positions include: pitcher, 1B, 2B, shortstop, 3B, and catcher.
- Teams with 13 players actively participating in the game are allowed to use 'Sitting on the Bench' as an "Outfield" position with respect to rotation.

9.4 8U Special Tournament Rules

A. An adult pitcher from the offensive team will pitch all 5 pitches to the player.

B. For the first 6 innings, a player may not play the same position for more than 2 innings. If a 7th inning OR ITB is played, players may play in any position.

C. At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn that team. Any additional occurrences of a thrown bat, the batter will be called out and any runners returned to their original bases. Each team will receive one warning.

9.5 10U Special Tournament Rules

A. A pitcher may only pitch a maximum of 2 innings.

B. For the first 4 innings, a player may not play the same position for more than 3 innings (excluding pitchers). During the 5th inning or ITB innings, players may be played in any position.

9.6 12U & 13+ Special Tournament Rules

A. For the first 5 innings, a player may not play the same position for more than 3 innings. During the 6th inning or ITB innings, players may be played in any position.

NOTE: Failure to properly abide by the rotation rules for any age group may result in a team or coach being penalized, including and up to forfeiture of the playoff game. The penalty is at the discretion of the Board.

