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2025 Minor (AAA) League Softball Rules

A Softball Division for 9 - 11 year old girls

Rosters: Official rosters of each team will be filed with the Little League Softball Assistant District Administrator before the first game. Rosters may be of any size. Roster changes will be submitted to the Little League Softball Assistant District Administrator within three calendar days.

Number of Players: Teams may begin and continue games with only eight players. The ninth spot in the batting order will be skipped over and no out recorded.

Home Team: The team listed second on the scheduled playing date is the home team and shall have the playing field for ten minutes at twenty-five minutes before game time for their warm ups.

Visiting Team: The team listed first on the scheduled playing date is the visiting team and shall have the playing field for ten minutes at fifteen minutes before game time for their warm ups.

Playing Field: Prior to the start of the Minor League Softball season, each participating league will prepare ground rules that are unique to their fields. A copy of these ground rules will be supplied to the Little League Softball Assistant District Administrator. These ground rules shall be covered at the pregame conference with the umpires. Each league is responsible for the preparation of the fields.

Softball: Softballs will be 11", white or optic yellow, leather or synthetic leather and normal flight.

Umpires: The home team shall provide a minimum of two umpires, preferably 16-years or older.

Stealing Signs: Rule 9.00 (d), warning and automatic ejection for stealing signs, will not be enforced.

Starting Time: Weekday games will start at 5:30pm, unless prior arrangements have been made. Weekend games will start at the scheduled time. Every effort should be made to reschedule games not played due to weather.

Time Limits: There will be a 1-hour-and-45-minute time limit on all games. Any inning begun prior to 1 hour and 45 minutes will be completed, and no new inning may begin after 1 hour and 45 minutes. All games called for the time limit will be regarded as regulation, no matter the number of innings played. If a time limit game ends in a tie, the game will not be continued.

Ending the Game: The 15-, 10-, and 8-run rule will be used. Any team trailing by 15 runs or more after 3 innings (2.5 innings if home team is leading), or 10 or more runs after 4 innings (3.5 innings if home team is leading), or 8 or more runs after 5 innings (4.5 innings if home team is leading) will concede and the game will end. (Rule 4.10e).

Half Inning: A half inning shall end when the defensive team has recorded three outs, or when the offensive team has scored 5 runs. If more than five runs are possible due to a hit ball put into play, only the fifth run will count and all subsequent runs are not counted. The 6th inning, and any subsequent inning, shall be played without the 5-run restriction.

Regulation Game: A regulation game shall consist of two innings.

Darkness: Calling the game due to darkness is the sole judgment of the umpires and not any local league rule.

District Tournament of Champions: The team from each league with the best record will represent their league in the District 4 Tournament of Champions.

Outfielders: All outfielders shall remain in the outfield until the ball is hit. Only 9 players may be used on defense.

Batting: All members of the offensive team will make up the batting order. Late arrivals, at the discretion of the manager, can be added to the bottom of the batting order.

Mandatory Play: Each player is required to meet mandatory play of six defensive outs and one at-bat.

Runners: During the first half of the season, base runners may only advance one base per steal attempt. This applies to all runners on base at the same time.

Courtesy Runner: The courtesy runner rule will NOT be used.

Pitching First Half of Season: During the first half of the season through April 12, the pitcher shall be a player. The pitcher shall be allowed to pitch until the batter A) hits the ball into fair territory, B) strikes out, or C) bases are loaded and the batter has a 4-ball count or the batter is hit by pitch with bases loaded. When the bases are loaded and there are 4 balls to the hitter or the batter is hit by pitch, the adult pitcher (from the offensive team – either the 1st or 3rd base coach) shall pitch, with the existing strike count on the batter. The adult will then pitch until the batter either hits the ball into fair territory, strikes out, or the adult has thrown 5 pitches. If the adult has thrown 5 pitches and the player has not hit the ball fair, the batter will be out unless the final pitch is a foul ball. In order for a run to be scored, the batter must put the ball into play in fair territory. There shall be no walks into home in the first half of the season. No bunting or stealing is allowed whenever an adult is used as a pitcher.

Pitching Second Half of Season: In the 2nd half of the season, which begins on April 13, ONLY a player will be allowed to pitch.

A pitcher can only pitch a maximum of three (3) innings in any game and 21 innings in a week. 12-year-olds may not pitch.

It is recommended that if a pitcher hits 3 batters in one inning or 5 batters in a game, the pitcher will be replaced for the remainder of the game. Batters must make an honest effort to avoid the pitches. An “honest” effort is at the discretion of the umpire.

Protests: There are no protests in Minor (AAA) Softball. The decision of the umpires are final. Any rule not specifically mentioned here is covered by the rules of Little League Softball 2025.