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2026 AA League Softball Rules

*A Softball Division for 7- 9 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 has the playing field for ten minutes at twenty-five minutes before game time for warm ups.

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

Playing Field: Prior to the start of the AA League Softball season, each participating league will prepare ground rules that are unique to its 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.

Umpires: The home team shall provide a minimum of two umpires, preferably 16-years or older. If only youth umpires are used, the game must have a game coordinator or the game will not be played (Rule 9.03d).

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. If when the time limit expires a trailing team cannot possibly score enough runs in its half inning to win the game, the game will end immediately. If when the time limit expires and the home team is leading and up to bat, the game will end immediately. 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 at another date.

Ending the Game: The 15-, 10-, and 8-run rules 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 with no restrictions.

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 managers or any local league rule. If youth umpires are used, only the game coordinator may call the game.

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

Batting: Batters are NOT required to keep one foot in the batter's box during their at-bat per rule 6.02(c).

Batting: All members of the offensive team will make up the batting order. Late arrivals, at the discretion of the manager, may 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.

Bunting: No bunting first half of the season through April 10.

Runners: No stealing of bases is allowed.

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

Pitching First Half of Season: Only adult pitchers will be used in the first half of the season through April 10. The adult will pitch from a distance of 35'. The defensive pitcher will be no closer than 35'. The adult will pitch to the batter until the batter strikes out, hits the ball fair, or five pitches have been pitched. 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.

Pitching Second Half of Season: In the second half of the season, which begins April 11, the pitcher shall be a player. The pitcher will be allowed to pitch until the batter A) hits the ball into fair territory, B) strikes out, C) has a four-ball count or is hit by a pitch. After 4 balls to a hitter or a hit batter, the adult pitcher (one of the offensive team's base coaches) shall pitch, with the existing count on the batter, 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. There are no bases awarded for walks or hit by pitch. Whenever an adult pitches, bunts are not allowed.

Pitchers are limited to 3 innings per game, 21 per week.

District Tournament of Champions: No TOC will be played in AA.

Protest: There are no protests in AA Softball. The decision of the umpires will be final.

Any rule not specifically mentioned here is covered by the rules of Little League Softball 2026. No manager agreements or local rules are allowed.