

AAA DIVISION RULES (11 & 12 YEARS OLD)

1. All players on each team are in the batting lineup. In the event that a player is injured, that player need not bat when their slot arrives, but may resume their slot should their injury resolve before their next at bat. Any player arriving after the start of the game must be placed last in the batting order, and may be added to the end of the batting order at whatever time during the game the player arrives. There is no pinch hitting.
2. Ten defensive players are to be used with the tenth player used as an additional outfielder.
3. Free substitution. Coaches shall play each player at least one complete inning in an infield position and one complete inning in an outfield position by the end of the fifth inning. In general, no player may sit out more than two innings defensively during the game. The only exception to this rule shall occur (a) when a team has 15 or more players available for a game AND the game lasts 7 or more innings or (b) a game goes into extra innings.
4. A pitcher may pitch no more than (3) innings total per game. A pitcher who throws at least 1 pitch in an inning is deemed to have pitched a complete inning for purpose of this rule. An individual pitcher may make one (1) re-entry per game as a pitcher, provided she has not pitched 3 innings previously.
5. No running on dropped third strike.
6. Limit of 4 runs per inning except for the 7th inning or later, which is unlimited.
7. Eight (8) players are needed to avoid forfeit 20 minutes after game time.
8. Unlimited walks in each inning.
9. Stealing is allowed. The runner may only begin an attempt to steal when the ball leaves the pitchers hand. Stealing home is not permitted. A player may not steal second base on a walk.
10. Once runner reaches 3rd base and play has stopped, runner may only advance home on a hit ball or bases loaded walk.
11. The infield fly rule will not be enforced.
12. **Batting helmets with a facemask and chin strap must be worn** by the batter, base runners and on-deck batter.
13. Metal spikes are not allowed.
14. All Travel/Tournament players are to participate in the recreation league and must play in a minimum of two-thirds (66.67 %) of played games. The League's Board of Directors will address eligibility of girls who do not meet this minimum requirement on a case by **case basis**.

15. A normal game consists of 7 innings. The game will end after 2 hours from the scheduled starting time. If time permits, the International Tie Breaker Rule will be in effect in the 8th inning. A game will end with the time limit, so a tie is possible. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. A game will be considered a regulation game if the losing team has had 4 complete at bats.
16. COORDINATOR WILL STOP GAME DUE TO DARKNESS OR RAIN – The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. The Coordinator will STOP play at the first sign of lightning. The Coordinator will then decide when it is safe to continue the game.
17. Distances: Bases – 60 ft. Pitcher – 40 ft.
18. **An adult female must be present at each game and practice.**
19. Courtesy runner allowed for catcher. Runner to be batter who made last out. {Designed to speed up the game.}
20. Top 8 teams will advance to the playoff round. **For playoff games only,** time limits will be altered as follows: no new inning may begin after 1 hour and 50 minutes after the scheduled start of the game. If the game is tied at the time limit, the International Tie Breaker Rule will immediately go into effect. Playoff games may not end in a tie. There will be no time limits for the Championship game.

Division Rules Effective 04/09/09