



2026 AYBS Girls Majors Softball Rules

Mission Statement:

Since 1954, the purpose of AYBS has been to develop young players in a positive and supportive environment, while making sure all players have fun and enjoy the sport. The objective of AYBS is to implant the ideals of good sportsmanship, honesty, loyalty, courage, and reverence into the children of the community, so that they may be finer, stronger and happier children. This objective will be achieved by providing supervised, competitive and athletic games. All supervisors and volunteers shall bear in mind that the attainment of exceptional athletic skills or the winning of games is secondary to the prime objective of molding upstanding adults of the future. It is our goal that each team will win some games with no single team dominating.

These Rules will not be amended during the current league year and will remain in force until repealed or amended by succeeding rules. All leagues will play according to official "Little League" rules except as noted below.

1.0 Game Play

- 1.1. A game shall consist of six (6) innings.
- 1.2. A team in the field typically consists of nine (9) defensive players (3 outfielders). A team may play ten (10) defensive players (4 outfielders). When playing 4 outfielders, they will be evenly spaced across the outfield and at normal depth. A team may play with less than nine (9) players but must start the game with at least seven (7) players; otherwise a forfeit is declared (score 1-0). A 5-minute grace period applies - if a team is not ready to play at that point, the game will be forfeited. In the event of injuries occurring during the game causing a team to have fewer than seven (7) players, the game may be rescheduled from the point play was stopped.
- 1.3. All players will be in the batting lineup for the entire game.
- 1.4. Each team must field its own catcher.
- 1.5. Base runners may steal all bases and home plate according to the following rules. 1) Lead offs are permitted however they may not leave the bag until the ball leaves the pitcher's hand. If the umpire determines a base runner has left early, they will call the runner(s) back and the coach will be issued a warning. The team is allowed one (1) warning per game – any further occurrences by the same team will result in the runner being called OUT. 2) A base runner must slide or avoid contact with the defensive player in any close play at any base or home plate. A base runner is OUT

- when she does not slide or attempt to get around a fielder that has the ball and is waiting to make the tag. During a steal, a player not sliding or avoiding contact may be considered OUT in the judgment of the umpire and the play is considered “dead,” at which point all other base runners must return to their previous bases and may not advance. 3) Headfirst slides are not allowed, except when returning to a base.
- 1.6. When pitching, the pitcher must start with at least one (1) foot on the rubber – the other foot may start off or behind the rubber. In addition, the pitcher is not allowed to take an extra step or hop toward home plate while delivering the pitch.
 - 1.7. A pitcher may pitch no more than three (3) innings per game. One (1) pitch equals one (1) inning. If a starting pitcher is pulled after starting an inning and is later re-inserted to pitch again in that same inning, the pitcher is considered to have pitched two (2) innings for the purposes of this rule. Subject to Rule 3.4, only the starting pitcher may come out and return to the mound in the same game.
 - 1.8. On a ball hit in fair territory, a runner may not advance to another base once the ball is controlled by the Pitcher inside the pitcher’s circle. If a base runner has left her base before the ball is controlled, the runner is allowed to proceed to the next base but at her own risk. No dancing is allowed.
 - 1.9. Following a batted ball, a base runner must slide or avoid contact with the defensive player in any close play at any base or home base running. Headfirst slides are not allowed, except when returning to a base. A base runner is OUT when she does not slide or attempt to get around a fielder that has is attempting to make the tag. The base runner must make an attempt to avoid contact with the fielder. A player not sliding or avoiding contact may be considered OUT in the judgment of the umpire.
 - 1.10. Any base runner interfering with a defensive player while the defensive player is fielding a hit ball is OUT automatically.
 - 1.11. Defensive players must remain out of the base path and not block a base or home plate. If a defensive player not fielding a hit ball interferes with a base runner or intentionally blocks a base or home plate, the base runner is automatically awarded the base.
 - 1.12. A maximum of five (5) runs may be scored per half-inning.
 - 1.13. The Infield Fly Rule will NOT apply.
 - 1.14. Bunting is allowed.
 - 1.15. A base coach may not assist a base runner between the bases during live play. Any violation is an automatic OUT. Overthrows landing in out-of-play territory shall result in the base runner(s) advancing a single base only.
 - 1.16. No intentional walks are allowed.
 - 1.17. There is no “drop 3rd strike” rule. If a batter strikes out, she is out, regardless of whether the catcher maintains possession of the ball.

2 Speedy and Safe Play

- 2.1 To keep games moving along, the following guidelines apply:
 - 2.1.1 There are eleven (11) field changes each game. Have your team ready - saving time adds up.
 - 2.1.2 Have your catcher ready with her gear on - coaches warm up the pitcher.
 - 2.1.3 A pitcher is allowed five (5) warm-up pitches between innings. A new pitcher brought in in the middle of an inning is allowed seven (7) warm-up pitches.
 - 2.1.4 Have your batters ready (preferably your next two (2) batters). Any player out of her dugout during her team’s at-bat must wear a helmet.

- 2.2 On weeknights, an inning cannot start after 7:45 p.m. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.3 For all Saturday games, an inning cannot start more than 1 hour 45 minutes after the game has started. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.4 If the team that is behind in the score has no chance to win because of the 5-run per inning limit and the time limit has passed in any game that is immediately followed by a game scheduled on that field, the immediate game shall be considered over and play stopped immediately.
- 2.5 If the score is tied after six (6) innings and the time limit has not passed, in any extra inning(s) each team will start their at-bat with a base runner on second base and one (1) out. The runner placed at second shall be the last batter not to have reached first base safely. This applies to weekday and weekend games.
- 2.6 A courtesy base runner may be allowed for the catcher on base with two (2) outs. Managers are encouraged to follow this rule but it is not mandatory. The actual base runner replaced must catch the complete next half inning. The courtesy base runner shall be the last batter not to have reached first base safely.
- 2.7 Catchers MUST wear a throat guard.
- 2.8 When a team is at bat, all players are to be in the dugout except the batter at the plate and the on-deck batter.
- 2.9 For safety concerns, the on-deck batter and all coaches for both teams (except for the first and third-base coaches) must remain behind first or third base.
- 2.10 Throwing of bats or helmets by a batter is dangerous. Umpires will warn the batter on the first offense. On the second offense by the same team, the batter is OUT.
- 2.11 The maximum bat size allowed is 2-¼ in. barrel diameter and 33 in. bat length. Metal spikes are NOT permitted.
- 2.12 The team manager is responsible for the conduct of his or her coach(s), players and fans. Foul language, or disrespect to the other coaching staff, will not be tolerated. Good sportsmanship must be displayed at all times. A team may be forced to forfeit a game for repeated violations of conduct.
- 2.13 Warming-up relief pitchers in the bullpen area require a player/catcher to wear a mask and the spotter to wear a helmet.
- 2.14 All players will wear their jerseys tucked in and hats worn forward while on the field or batting.
- 2.15 For safety concerns, the wearing of any jewelry is not allowed. 2.18 A team may only cheer for its own members – it may not cheer against any member(s) of the opposing team.
- 2.16** All pitchers must wear a pitching mask and all batters helmets must have a facemask attached. It is encouraged that all fielders wear fielding masks in the field.

3.0. Substitutions

- 3.1. All players must play a minimum of three (3) innings per game (except for injury) if a game goes a full 6 innings. One of the mandatory innings may be the bottom half of the last inning.
- 3.2. No player shall sit out two (2) consecutive innings unless the player arrives late or elects to leave early.
- 3.3. A manager may visit the mound to meet with the pitcher no more than once per

inning; the pitcher must be removed upon the second trip in a single inning. If a third trip to the mound is made to the same pitcher during the game, that pitcher must be removed. If the starting pitcher is removed in the middle of a defensive inning while her team is in the field, she may be brought back into pitch again in that game so long as the 3-innings per game maximum is followed (Rule 1.7).

- 3.4. A pitcher must be removed from the position if the pitcher hits four (4) batters in the same inning or hits five (5) batters within the same game. It will be up to the umpire's sole discretion to determine if the batter did not take appropriate action to avoid the pitch or contact was non-incident that the pitch does not count against the pitcher. If the ball rolls in or hits ground prior to hitting the batter, the ball is ruled dead. Batter will receive first base, but the hit by pitch will not be counted against the pitcher. The pitcher removed can remain in the game at another position however she may not re-enter the game at the pitcher position. Other defensive substitutions shall be unlimited.
- 3.5. A pinch base runner is allowed when replacing a player who has left the field due to injury or illness. The pinch runner shall be the last batter not to have reached first base safely.
- 3.6. A player removed from the game due to illness may not re-enter the game; a player removed from the game due to an injury may re-enter the game.
- 3.7. Any player that is removed from the game, for any reason, will not have her place in the batting order result in an automatic out. Each batter following a removed player simply moves up in the batting order.
- 3.8. Any base runner sustaining injury while on base may be replaced on base by the last batter not to have reached first base safely.
- 3.9. AYBS encourages a rotation or "call up" of players from Triple A to field a Majors team when necessary. Any Majors Manager wishing to call a player up must contact the Majors Commissioner as far in advance as possible so that this can be arranged -ALL CALL-UPS MUST COME THROUGH THE MAJORS COMMISSIONER. The Majors Commissioner will handle getting players so that all players on the call-up list are given an equal opportunity to play. Players from different teams in the same league may be used to field a team but such a game will be declared a forfeit. Replacements for absent players may be called up only through the following procedure:
 - 3.9.1. Each Triple A Manager will submit to the Triple A Commissioner before the first game of the season the names of 2 stronger players from his or her team for "call up" to the Majors division. That list will define the "Call Up" list for the Majors division and will be maintained by the Majors and Triple A Commissioners. The Triple A Managers are encouraged to continuously evaluate their 2 nominated players throughout the season and amend those designations when appropriate.
 - 3.9.2. No player may be called up more than once until all other players on the Call Up list have been given the opportunity to play up.
 - 3.9.3. A team can only call up a player if they have 9 or fewer players - 10 players will be the maximum number a team can play with any call-up player(s).
 - 3.9.4. Each player called up must play a minimum of 3 innings in the field. One of the mandatory innings may be the bottom half of the last inning.
 - 3.9.5. If more than one player is called up by a given team for a single game, each

player called up should have equal playing time to the extent possible.

- 3.9.6. Any player called up can play the outfield only and will be placed at the bottom of the batting order.

4.0. Umpiring

- 4.1. An umpire's call is final. An umpire's judgment call may not be overruled. Managers and coaches are to remain silent on these. This includes balls and strikes. The strike zone is a generous one softball outside the normal strike zone in deference to beginning pitchers, and the development of batters being encouraged to swing the bat. Please don't argue or become vocal about the umpiring - it is not something we should be teaching our kids.
- 4.2. If there is a rule interpretation or discrepancy, the managers should attempt to resolve it among themselves and the umpire. Please be considerate. If asked to conference by the umpire, you are required to do so, and in a mature manner. If an agreement cannot be reached, the umpire's decision on the matter is final. Do not disrespect the opposing coaching staff, and certainly not the umpire.

5.0. Pre-Game and Post-Game Procedures

- 5.1. The home team will follow the opening procedures for preparing the field for play, such as lining the diamonds, raking the field, etc. The home team will be considered the official scorebook for that game and will occupy the third-base dugout.
- 5.2. The visiting team will follow the closing procedures for the field.
- 5.3. Each team is allowed 10 minutes of infield before the game. Shortened infield time may be necessary to keep that or any subsequent game(s) on schedule.
- 5.4. After each game, a coach from both the winning and losing team is responsible for updating the AYBS website with the following: a. The final game score b. The pitchers used and number of innings pitched per pitcher (1 pitch = 1 inning) c. A brief evaluation of the umpires d. Any incidents of unacceptable or poor sportsmanship and the person(s) involved
- 5.5. Both the home team and the visiting team are required to clean up their dugouts and the surrounding areas after each game and practice.
- 5.6. The following tie-breaker system will determine seeding for the post-season tournament:
 - 5.6.1. Overall Record
 - 5.6.2. Head-to-head record
 - 5.6.3. Fewest runs allowed
 - 5.6.4. Most runs scored
 - 5.6.5. Coin toss

6.0. Bad Weather

- 6.1. If lightning is sighted in the area, all teams must suspend play or practice and seek shelter immediately. You are responsible for other children, as well as your own. No child or adult shall be permitted to stand around without shelter. Play may resume ONLY in strict compliance with the AYBS Lightning Policy, which may be found at www.aybsindy.com
- 6.2. If it starts raining or lightning is seen during a regular season or tournament game before four (4) innings have been completed, the game may be postponed or delayed upon agreement between the managers. If four (4) innings have been completed during

a regular season game, the game is considered a full game (3 ½ innings if the home team is ahead). After the start of the 5th inning of a regular season game, if play is stopped in the middle of an inning, the game is considered complete, and the final score is the score as of the end of the last full inning. Any tournament game so suspended shall be continued from the point play was stopped until six (6) innings have been completed (5 ½ innings if the home team is ahead).

- 6.3. The weather line should be monitored closely on game days of inclement weather – 317-578-5450.

7.0 Playoff Rules

- 7.1. There is no time limit for playoff games.
- 7.2. Playoff games cannot end in a tie.
- 7.3. If the score is tied after six (6) innings, each team will start their at-bat with a base runner on second base and one (1) out for each subsequent inning. The runner placed at second base shall be the last batter not to have reached first base safely.