



2026 AYBS Girls Minors 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These Rules will not be amended during the current league year and will remain in force until repealed or amended by succeeding rules.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 Game Play

- 1.1. A game shall consist of six (6) innings.
- 1.2. All players shall be in the batting lineup for the entire game.
- 1.3. All kids shall play in the field for the entire game. The infield will consist of one pitcher's helper ("PH"), and four (4) infielders - all other players must be positioned in the outfield.
- 1.4. A team must start the game with at least six (6) 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 six (6) players, the game may be rescheduled from the point play was stopped.
- 1.5. Coaches pitch all six (6) innings. The coach-pitcher must pitch under-hand from the mound. The Coach must keep one foot on the mound. There are no walks or hit by pitches but there are strikeouts. A batter may receive a maximum of eight (8) pitches in a single at-bat. She must use up her three (3) swings by the 8th pitch, which is her final pitch. If the 8th pitch is fouled off, another pitch is allowed. If that 9th pitch is fouled off, yet another 10th pitch is allowed and so on, until either the ball is hit fair, the batter swings and misses (swinging 3rd strike) or the batter takes the pitch, which shall be treated as a called third strike (assuming the pitch is reasonably hittable). Coaches and umpires are encouraged to inform the batter of her status when she approaches the 8-pitch maximum.
- 1.6. As the ball crosses the plate, the PH must be positioned no closer to home plate than

the pitcher's rubber with one foot inside the pitching circle. The objective is to avoid the PH having an unfair advantage by positioning herself substantially closer to home plate to be beside the coach-pitcher.

- 1.7. Outfielders must be positioned in the grass and no outfielder may be positioned closely behind any base .
- 1.8. One (1) coach is allowed to be in the outfield to provide instruction to the defensive players unless otherwise mutually agreed upon by both teams coaches.
- 1.9. If a hit ball hits the coach-pitcher, the play is called dead, the pitch does not count, and no base runner(s) may advance.
- 1.10.** When a ball is hit beyond the pitching circle in the field of play, the coach-pitcher shall make a reasonable effort to get out of the way or off the field of play and stand on or near the first base line once the runner has passed to avoid creating interference.
- 1.11. Neither the PH nor any outfielder may run and step on any base to make an unassisted force out – the ball must be thrown by the PH or the outfielder to an infielder covering the base subject to rule 1.10.
- 1.12. The PH may make an unassisted force out or tag out at home plate.
- 1.13. No outfielder is allowed to make an unassisted tag out of a base runner.
- 1.14. On a hit ball fielded within the infield but overthrown to first base or to any base where there is a force out possibility, the runners may NOT advance.
- 1.15. On a ball hit in fair territory and fielded within the infield, a runner may not advance to another base once the ball is thrown in the general direction toward the pitcher's circle. In the event the runner has left the base prior ball being fielded, they may advance at their own risk.
- 1.16.** On a ball hit cleanly to the outfield, the runner may advance bases until the ball is thrown into the infield and crosses the vertical plane of the infield/outfield line. There will be a hashmark halfway between bases to assist the umpire with determining "halfway points". Runners may continue to the next base if they are past the hash mark when the ball crosses the vertical plane at their own risk. If they are not yet to the hashmark, they must return to the previous base. In the scenario where there is a runner on third and second and the lead base runner has not reached the mark and the runner behind has advanced past the halfway mark, both runners shall return to their previous base.
- 1.17. No stealing of any base is allowed.
- 1.18. Headfirst slides are not allowed, except when returning to a base.
- 1.19. Any base runner interfering with a defensive player while the defensive player is fielding a hit ball is to be called OUT automatically.
- 1.20. Defensive players must remain out of the base path and may not block a base or home plate. If a defensive player not fielding a hit ball interferes with the base runner or intentionally blocks a base or home plate, the base runner is automatically awarded the base or home.
- 1.21. A maximum of six (5) runs may be scored per half-inning..
- 1.22. The Infield Fly Rule will NOT apply in the Minors.
- 1.23. Bunting is not allowed in the Minors.
- 1.24. A base coach may not touch or assist a base runner between the bases during live play. The offending team will first be given one (1) warning - any subsequent violation(s) by the same team is an automatic OUT.

2 Speedy and Safe Play

- 2.1 To keep games moving along, the following guidelines apply:
 - a. There are 11 field changes each game. Have your team ready - saving time adds up.
 - b. Have your batters ready (preferably your next two batters). Any player out of his dugout during his team's at-bat must wear a helmet.
- 2.2 Since there is no plate umpire in Girls Minors, the team in the field shall provide an adult catcher. On weeknights, an inning cannot start after 8:00 p.m. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.3 For all Saturday or weekend games except the last game, an inning cannot start more than 1 hour 45 minutes after the game has started. For the last game on Saturday or Sunday, an inning cannot start more than 2 hours 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 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 followed by a subsequently scheduled game on that same field, the game shall be considered over and play stopped immediately. Coaches however may use their discretion however if the players wish to continue.
- 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 runner on second base. In addition, each team will begin each extra inning with one (1) out. This Rule 2.5 applies to weekday and weekend games.
- 2.6 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.
- 2.7 Throwing of bats or helmets by a batter or player is dangerous and is not tolerated at AYBS. Umpires will warn the batter or player on the first offense. On the second offense by the same team, the batter or player shall be called OUT.
- 2.8 The maximum bat size allowed is 2-¼ in. barrel diameter and 33 in. bat length.
- 2.9 Metal spikes are NOT permitted.
- 2.10 The team manager is responsible for the conduct of his/her coach(es), players and fans. Foul language 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.
- 2.11 All players will wear their jerseys tucked in and hats or visors worn forward while on the field or batting.
- 2.12 For safety concerns, the wearing of any jewelry is not allowed.
- ~~2.13 Fall Ball Season Only - 1 hour and twenty minute (1:20) time limit will be enforced for the game. Unless the score is +6 runs and the losing team cannot come back. In that scenario, finish the current at-bat and end the game. The FALL BALL games are scheduled every 1:30 and we need to stay on time. This should provide ample time for teams to clean and exit the dugout and the next teams to prepare~~

3 Substitutions

- 3.1 Defensive substitutions shall be unlimited, except that a single player may play the PH position a maximum of two (2) innings in a single game. Playing a position for one (1) pitch equals one (1) inning. The starting PH may return to that position so

long as the 2-innings per game limit is followed.

- 3.2 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.
- 3.3 Any base runner injured while on base may be replaced on base by the last batter not to have reached first base safely.

4 Umpiring

- 4.1 There shall be a plate umpire only and no base umpires and the plate umpire will make all calls at all bases.
- 4.2 An umpire's call is final. An umpire's judgment call may not be overruled. Managers and coaches may not argue or become vocal about the umpiring - it is not something we should be teaching our kids. Managers and coaches are also responsible for their team's parents in that same regard.
- 4.3 If there is a rule interpretation or discrepancy, the managers and coaches should try to resolve it among themselves and the umpire. Please be considerate - if an agreement cannot be reached, any AYBS League Commissioner or Board Member should be consulted.

5 Pre-Game and Post-Game Procedures

- 5.1 The home team will occupy the third (3rd) base line dugout. The visiting team will occupy the first (1st) base line dugout.
- 5.2 The home team prepares the field for play, such as lining the diamonds, raking the field, setting up the scoreboard, etc.
- 5.3 The visitors' team follows the closing procedures for each field.
- 5.4 Each team is allowed a maximum of ten (10) minutes of infield before the game. Shorter infield may be necessary to keep any subsequent games on that same field on schedule.
- 5.5 After each game, the coach from the WINNING team is responsible for updating the AYBS website within 24 hours.
- 5.6 After each game, a coach from both the winning and losing teams is responsible for updating the AYBS website with the following information:
 - a. A brief evaluation of the umpires
 - b. Any incidents of unacceptable or poor sportsmanship and the person(s) involved
- 5.7 Both the home team and the visitor's team shall clean up their dugouts and the surrounding areas after each game and practice.
- 5.8 The following tie-breaker system will determine seeding for the post-season tournament:
 - a. Overall record
 - b. Head-to-head record
 - c. Fewest runs allowed
 - d. Most runs scored
 - e. Coin toss

6 Bad Weather

- 6.1 If lightning is sighted in the area, all teams must suspend play or practice and seek

shelter immediately in accordance with the AYBS Lightning Policy. 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 (3½ 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.