

	AAA	AA	Notes
<b>Pitching</b>	Player Pitch. A coach comes in after ball 4. Batter keeps strikes when coach comes in. If the coach is unable to throw a strike after 5 pitches, a new coach needs to come in to pitch. The count will then become full. A player can only strike out on a swinging strike or legitimate called strike. So much time and effort is put into teaching what the strike zone is, we don't want girls getting called out on pitches that would never be strikes. During coach pitch, the player is not guaranteed to see 5 pitches. If the coach throws a strike and the player does not swing, the ump must call it a strike.	Coach Pitch for 3 innings, then player pitch. Coach pitching max 6 pitches, then an out. Player pitch has no walks, coach comes in on ball 4 and has up to 5 pitches. Batter keeps strikes when coach comes in.	Coach at AA call obvious strikes on pitches not swung at when the coach is pitching.  For AAA, pitchers thrown by players that roll and hit a girl should not count as a HBP. The batter could have easily stepped out of the way. Already a LL rule in place for this action (non-action): 6.08(b).
<b>Pitching Distance</b>	35'	35'	Coach pitches from the same distance
<b>Time Limits</b>	No new inning after 1:45	No new inning after 1:40	
<b>Run Limits</b>	5 for 1st 5 innings then 6th inning is 8	5 for 1st 5 innings then 6th inning is 8	
<b>Slaughter Rule</b>	None	None	Let them get as much game time within the time limit. Run limits help with this.
<b>Start/play w/ 8 players</b>	Yes	Yes	For the fall: If you have 7, borrow an outfielder - last batter up that inning for the other team
<b>9th Batting Position when playing with 8?</b>	Skip Over - same as a player that leaves the game	Skip Over - same as a player that leaves the game	
<b>Defensive players</b>	10	10	
<b>Steal 2nd</b>	Yes - player can steal one base per batter at bat. No advancing on an overthrow as we want to encourage catchers to try and make the throw.	No	I think we are going to disagree on each of these. I can live with no steals of second to leave a force play in place however the defense and catchers have to learn how to play defense and this is a huge part of the softball game.
<b>Steal 3rd</b>	Yes - player can steal one base per batter at bat. No advancing on an overthrow as we want to encourage catchers to try and make the throw.	No	
<b>Steal Home</b>	Yes	No	
<b>Leave base early</b>	LL Rule	LL Rule	RUNNERS LEAVING THE BASE (Rule 7.13) •Minor League: base runner(s) shall not leave their base(s) until the pitched ball has been batted or reaches the batter. •Majors/JL/SL: base runner(s) shall not leave their base(s) until the pitched ball has been released by the pitcher. Penalty - Runner is out
<b>Player Pitch Innings Limit</b>	3 innings	1 inning	Game limit
<b>Umpires</b>	Umpires	No league umpires - Coaches umpire	Home team provides
<b>Softballs</b>	11"	11"	Home team provides
<b>If any rule note not mentioned here, Little League official rules stand.</b>			