

AAA LEAGUE SOFTBALL RULES
2nd AND 3rd GRADERS
Revised February 2026 by Joint Rules Committee

The following rules - as adopted by the Lake Park Little League, Okoboji Youth Little League, and Spirit Lake Youth Athletic Association - are intended to protect the safety of players, promote fast, fun play, and prioritize the fundamentals of baseball and softball.

1. **Have Fun!** The AAA Softball division is intended for girls who have just completed the 2nd and 3rd grades.
2. There shall be a time limit on all AAA League Games of 75 minutes. No new batter shall be started after the expiration of the time limit. Control of the time limit shall be the responsibility of the coaches. Games ending in a tie score shall be considered complete and no extra innings shall be played.
3. **A team can only score 5 runs in its half on any single inning**, the side shall be considered to be out and the other team shall take its turn at bat.
4. **All games shall be 5 innings in length unless shortened by the time limit.**
5. Umpire will provide the 11" game ball (Spirit Lake, No official umpires)
6. **Coaches are asked to play all players equally.** Each player on each team must bat at least once during each contest and play a minimum of one inning in an infield position (an infield position shall be defined as 1B, 2B, SS, 3B, P, or C. Players are expected to practice regularly with their respective teams. If a player is missing practices, it is up to the coach/coaches to investigate the reason for non-participation and attempt to alleviate the issue. The league director should also be notified and kept informed of the situation.
7. All players including substitutes will bat in order. Any player not "on the bench and ready to play" shall be inserted into the batting order upon their arrival in the last position of the order.
8. **Revised:** Kids may pitch with a player throwing a maximum of 3 pitches per batter. A batter cannot walk during the 3 kid pitches but may strike out from kid pitches. The goal is to have the kids hit off the kids, so encourage them to be aggressive hitters. After 3 pitches if the batter has not hit or struck out, the batter's coach will use the pitching machine until the batter strikes out or the batter puts the ball in play. The count carries over from the kid pitch to the coach pitch except if a batter has 3 strikes on them from kid pitch then the batter is out. Batters hit by kid pitching will be awarded first base. Kid pitchers may not pitch more than 3 innings. The pitching machine will be set up at the back of the pitching circle.
9. We encourage coaches to pitch only the kids that display the ability to throw the ball over the plate. This will help move games along. Use practice time for the kids to work on pitching, not games. If a team does not have pitchers available they may utilize a pitching machine for games as necessary.
10. The defensive team shall use 10 players on the field, and four of those players must be a minimum of 25 feet beyond the baselines in an outfield position. All Coaches are strongly encouraged to monitor the positioning of their outfield players in regards to the 25 foot distance but it is up to the offensive team's Coach to ask for all outfielders to be moved back prior to any pitch.
11. No bunting will be allowed.
12. Overthrows – Any base runner can advance to any base as long as any of the base runner(s) have been played upon after a ball has been hit into play. This includes home plate. Baserunners can advance one base at their own risk, after the overthrow. Once the ball is in possession of the pitcher inside of the pitcher's circle, the play is considered dead and base runners cannot advance any further than the base they were advancing to.

13. **Revised:** Balls that go out of play –If a ball is thrown out of play, the baserunner(s) will get the base they were traveling to at the time the ball left the fielders hand plus one more base. This includes home plate. Batted fair balls that hit the ground and travel past the outfield fence will be considered a ground rule double for the batter. If a runner is on second and ground rule double is called, that runner will be allowed to score. If a runner is on first base and a ground rule double is called, that runner will be sent to third base.
14. No stealing. Runners may not advance on passed balls of any kind.
15. Leading off – Runners can lead off once the ball is released from the pitcher’s hand. This rule is intended to get the baserunners accustomed to leading off properly. This rule is not to be abused by taking unreasonably large leads. The defensive team will not be allowed to make a play on baserunners when the ball has not been put into play.
16. Hit by pitch – A batter will be awarded first base if hit by a kid pitcher only. If the bases are loaded, and a kid pitcher hits the batter, the batter will be given first base and all base runners will advance one base, this includes home plate.
17. Sliding - Excluding first base, players must slide at any base when played upon. If played upon and the runner makes contact with the fielder without sliding, the runner is out. Played upon will be defined as a defensive player in position at a base and trying to receive a throw that is in-bound. . Umpire/Coach makes the final call in these situations.
18. Courtesy runner’s for catchers will be allowed and is encouraged. The last batter to make an out shall be the courtesy runner.
19. **Bases shall be set at 60 feet.**
20. **Revised: Pitching will be set at 32 feet.**
21. Illegal pitches will not be called. However, pitchers must attempt to use proper form. This includes a full rotation and delivery from the pitching rubber.
22. There shall be no infield fly rule.
23. There shall be no uncaught (dropped) third strike rule.
24. All batters shall wear an approved safety batting helmet with face mask at all times while not in the dugout. Any batters not wearing proper gear shall return to the dugout until properly equipped.
25. Only official and League approved bats can be used. Bats should bear a certified stamp as USA or USSSA approved. Illegal bats will be removed, and the batter shall be called out by the Coach/Umpire.
26. Only molded plastic spikes shall be worn during the games. Any player wearing metal spikes will be immediately ejected from the game and may not re-enter until they have on plastic spikes.
27. Teaching the basic rules and skills of the game shall be emphasized. Competition and winning shall be downplayed, as shall be score keeping. Scoreboards will be used for game timing purposes only. Runs scored will not be posted on scoreboard in the AAA division. Coaches will keep a scorebook to keep track number of runs per inning scored (Rule #3). Division standings will not be kept for the AAA division.
28. **Bat throwing is not allowed.** Any player who throws a bat will have their team issued a warning for the first infraction. If any player from the warned team throws a bat a second time, the player will be called out. This rule will be enforced by the coach/umpire(s).

29. If a team does not have enough players on a given game night, they are allowed to use players from other teams from the same age division. The substitute players can play the outfield only and must be the last batter on the team. Substitute players can only be used if players are needed. They are not to be used as extra players. No Exceptions! Coaches shall inform both the umpire and opposing coach of their substitute players prior to the start of the game.
30. Sportsmanship should be emphasized. Cheering and chanting are allowed as long as it is not directed at the opposition and is positive in nature.

Cancellations Due to Inclement Weather:

In the case of inclement weather all teams and players will be notified via social media, text alert, or may contact their local designated League Official for updates and details. Each League (Spirit Lake, Lake Park, and Okoboji) shall be responsible for canceling the games on their fields only! It should not be assumed that games cancelled in one town mean cancelled in all towns!