

**AA Softball Rules 2026**  
**RNLL Board Approved: Dec 3, 2025**

**1. GENERAL INFORMATION**

*Softball rules will follow the [Little League Rules and Regulations](#) and [RNLL Local League Rules](#) with additional specifications as follows:*

- 1.1.** AA Division is a machine pitch play division.
- 1.2.** AA Softball is geared toward teaching sound softball fundamentals, like throwing, fielding and batting techniques in preparation for the AAA Division.
  - 1.2.1.** Richland National Little League (RNLL) strives to provide an experience focused on teaching the fundamentals of the game in a fun environment while incorporating a high level of physical activity.
- 1.3.** RNLL provides team jerseys which must be returned to the Team Manager at the end of the season.
- 1.4.** Families provide softball gloves, a softball bat, cleats, pants, belt and socks as agreed upon by the Manager.
- 1.5.** Batting helmet with face guard is REQUIRED.
- 1.6.** The use of a Fielder's Mask is required for pitchers and strongly recommended for the rest of the team.
- 1.7.** A safety base will be used at first base.
- 1.8.** Parent participation is strongly encouraged - coaching, field prep, team coordinator, etc.
- 1.9.** 11 inch Little League approved softballs (not safety ball) will be used.
- 1.10.** Managers will be supplied catchers gear, practice softballs, game softballs, throw down bases and a first aid kit.

**2. PLAYER ELIGIBILITY & SELECTION**

- 2.1.** 6 - 8 years old, reference [2026 LL Softball Age Chart](#)
- 2.2.** League age 6-year-olds may play in this division with one year of prior experience.
- 2.3.** 9 year olds are eligible to play in AA ONLY if it is unsafe for them to play in AAA with Lower Division Coordinator and Player Agent approval.
- 2.4.** Eligible players will be placed on a team during team assignments. Prior to assignment, Managers' daughters will be assigned to the applicable Managers team, prior to assignments.
- 2.5.** A Manager may identify one (1) Assistant Coach prior to team assignments. The daughter of the Assistant Coach will be placed on the team prior to team assignments. No more than two additional players may be protected during team assignment and must be announced prior to the team assignment process.
- 2.6.** Eligible siblings of a player shall be placed on the same team unless requested otherwise by the player's parents/guardians.
- 2.7.** Remaining players will be placed on teams utilizing the random selection process.
  - 2.7.1.** Random selection process will separate players by age and then assign them accordingly to evenly distribute the players by age.
- 2.8.** There will be no tryouts.

- 2.9. There will be a random selection process and teams are reselected every year.
- 2.10. The number of players per team shall be determined by the Player Agent and Lower Division Coordinator.

### **3. SCHEDULE**

- 3.1. The regular season schedule shall consist of a set number of games decided upon yearly by the RNLL Board. The schedule could include, but is not guaranteed:
  - 3.1.1. One (1) to two (2) practices per week
  - 3.1.2. One (1) to two (2) games per week
  - 3.1.3. One (1) weekday game and one (1) Friday/Saturday game, as long as fields are available
  - 3.1.4. 10 regular season game with 1 “postseason” competitive matchup

### **4. TEAM MANAGER RESPONSIBILITIES**

- 4.1. Team Managers must have their team’s medical forms and a first aid kit provided by the league at the field for every practice and game.
- 4.2. Team Managers must contact the parents of the players on the team to solicit their help for fieldwork and related work parties.
- 4.3. Team Managers should recruit a Team Coordinator for assistance in fulfilling responsibilities.
- 4.4. Team Managers are responsible for ensuring the proper behavior of their players, players’ parents, and/or guests.
- 4.5. Team Managers are responsible for ensuring their team is following all Little League International Rules and Regulations.
- 4.6. Manager of the “Home” team is responsible for the following:
  - 4.6.1. Pre-game field preparation
  - 4.6.2. Provision of a qualified official scorekeeper
  - 4.6.3. Cleaning of the dugout and policing of the fence-line to home plate after completion of each game
  - 4.6.4. Team Manager or designee will enter the final score on the Sports Connect. This shall be done as soon as reasonably possible. GameChanger can be used to keep score but is not the required tool.
- 4.7. Manager of the “Visiting” team is responsible for the following:
  - 4.7.1. Post-game field clean-up, if applicable
  - 4.7.2. Provision of a scoreboard operator, if applicable.
  - 4.7.3. Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
- 4.8. Managers are to ensure that we are being good field tenants (i.e.picking up after games and treating fields and property correctly).
- 4.9. Managers are responsible for the playing equipment, uniforms, keys and any other RNLL property issued to them by the Equipment Coordinator. Managers shall sign for equipment, uniforms, keys and any other RNLL property at both the time of issuance and the time of return, noting inventory and condition of items. Equipment, uniforms, keys and any other RNLL property shall be returned during the date/times established by the Equipment Coordinator.

## 5. GAMES

- 5.1. Games are scheduled for six (6) innings, even if there is time remaining.
- 5.2. Each inning consists of three (3) outs or a maximum of four (4) runs scored per inning.
- 5.3. By rule, an inning ends at the moment of the third (3) out or fourth (4) run.
- 5.4. The game will conclude at the end of the sixth (6th) inning, unless the home team is ahead going into the last inning. In which case, the game will end after the visitors half inning. If time permits, the teams can complete the duration of time as a scrimmage, if agreed upon by both managers.
- 5.5. Managers will keep the official game clock.
- 5.6. The game clock shall begin when the first batter at the top of the first inning enters the batter's box.
- 5.7. No inning shall begin after one hour and thirty (1:30) minutes.
- 5.8. If the final inning is NOT the sixth (6th) inning in the game, the following conditions apply:
  - 5.8.1. If at least four (4) innings have been previously completed (3 ½ innings if the home team is ahead), the inning shall be completed (if necessary) as the final inning of a regulation game before the Managers terminate the game for time limit.
  - 5.8.2. If at least four (4) innings have NOT been previously completed (3 ½ innings if the home team is ahead), the game will be scored as a tie.
- 5.9. The 10 run rule goes into effect, after the fourth (4th) inning.
  - 5.9.1. If at least four (4) innings have been completed and the visiting team is up by 10 or more runs or if after 3 ½ innings the home team is ahead by 10 or more runs the game shall be complete.
  - 5.9.2. If time permits, the teams can complete the duration of time as a scrimmage.
- 5.10. The Home team will supply the game balls.
- 5.11. Individual game scores will be kept and overall standings and records may be maintained.

## 6. PITCHING AND BATTING

- 6.1. AA Softball is machine pitch.
- 6.2. Batting Rules
  - 6.2.1. Each batter is out after 3 swinging strikes or 5 total pitches per at-bat.
    - 6.2.1.1. An exception to the 5 pitch rule, the at-bat will not end on a foul ball
  - 6.2.2. Bunting is not permitted.
  - 6.2.3. No walks.
- 6.3. All bats must be approved [Little League Softball Bats](#).
  - 6.3.1. The bat shall be no more than 33 inches in length,
  - 6.3.2. Not more than two and one-quarter (2-1/4) inches in diameter, and
  - 6.3.3. Shall be printed with a BPF (bat performance factor) of 1.20.

## 7. FIELDING

- 7.1.** Each team is allowed ten (10) defensive players in the field, four (4) of which will be outfield.
- 7.2.** The player fielding the pitcher's position must remain within 1 foot on the pitcher's circle and must not be in front of the pitching machine until the ball is delivered to the batter.
- 7.3.** No infield fly, obstruction, interference rule enforcement. But, when the opportunity is given, teach the players during that time.
- 7.4.** Unless there is an overriding safety concern, all players should play all positions throughout the course of the season.
- 7.5.** All players get equal playing time each game.
- 7.6.** Each player during each game shall play at least one defensive inning in the infield and one defensive inning in the outfield.
- 7.7.** No player shall be out of the game defensively for two consecutive innings.
- 7.8.** The RNLL Board reserves the right to require defensive lineup cards from managers in the case these rules are not being adhered to.
- 7.9.** Catchers will wear LL approved catcher gear provided by RNLL or the player.
- 7.10.** Managers will instruct players to make plays to the inside of first base (not safety base).

## **8. BASE RUNNING**

- 8.1.** On a ball hit to the infield, all players may advance only one base.
- 8.2.** On a ball hit to the outfield, all players may advance only two bases.
- 8.3.** On an attempted put-out at any base, play stops if the ball travels past, out of reach, or is mishandled by the intended baseman making the play. No players will advance on over-throws.
- 8.4.** Bases will be 60 feet apart, as long as fields allow.
- 8.5.** Managers should instruct players to run through the outside safety base when running to first.

## **9. UMPIRES**

- 9.1.** The league may provide an umpire, if available.
- 9.2.** The Managers of both teams will be the umpires, if a league umpire is unavailable). The Managers of the team that is on offense (batting) will make the calls.
- 9.3.** These rules do not cover every situation. If there are questions, both team's Managers can work together to resolve it using their best judgment. The goal here is less about the competitive score and more about the kids having fun and wanting to play again next year.