

# AMA YMCA 9-11 Softball League Rulebook Addendum – Spring 2025

## Game Length & Time Limits

- Games will consist of 5 innings or 1 hour and 15 minutes, whichever occurs first.
- No new inning may start after 55 minutes of play.

## Pitching Rules

- Pitchers may throw a maximum of **2 innings per game**.
- **Pitchers cannot re-enter** the game as a pitcher once they have been removed from the mound.
- **Eligible pitch criteria:**
  - The pitcher must begin from the mound.
  - The pitcher may step forward during the pitch delivery; however, the front foot may not touch the ground in front of the pitching rubber prior to the ball's release.
  - A legal pitch must **reach a height of at least 6 feet** and descend into the strike zone to be called a strike.

## Stealing & Lead-Offs

- **No stealing or leading off** is permitted.

## 9-11 Softball: Kid Pitch Modified Rules

Please review the pitching rules carefully. This format encourages kid pitching while still ensuring that each batter gets a fair chance to hit.

- **Maximum of 5 pitches by the kid pitcher per batter.**
- If the kid pitcher throws **3 strikes**, the batter is out.
- If the pitcher throws **3 balls** before reaching 3 strikes, the **batting team's head coach will step in to deliver the remaining strikes.**
  - *All pitches thrown by the coach are considered strikes, regardless of accuracy.*
- **Example:**
  - Kid pitcher throws: Ball, Strike, Ball, Ball.
  - The coach then throws the remaining 2 strikes.
- **No walks are allowed** in this division.
- If the kid pitcher reaches a **full count (3 balls, 2 strikes)**, the coach will deliver a **6th pitch.**
  - The batter must hit the ball fair into play or strike out on this pitch.
  - No strikeouts on a foul, the coach will throw another pitch.

**Note to Umpires and Coaches:** To maintain the flow of the game, umpires and coaches should ensure that batting coaches are prepared to deliver the courtesy pitch without delay. Consistent enforcement of this rule will help ensure games remain on schedule and provide a smooth experience for all teams.