



MINOR AA DIVISION

General

- Games are typically six innings. No new inning can be started after 1 hour 50 minutes. Play is limited to 2 hours. Managers or Coaches will agree upon the official start time of the game for the purpose of starting a new inning.
- The Home Team will use the 3rd base dugout and will supply the game balls.
- Teams should keep score; however, no standings will be kept.
- During the 1st half of the Spring season, Coach will pitch the first 2 innings; players will pitch the last 2 or more innings.
- During the 1st half of the Spring season runners can only advance on a batted ball; **no stealing allowed.**
- During the 2nd half of the Spring season, players will pitch the entire game.
- During the 2nd half of the Spring season, players may advance one base only, to 2nd or 3rd not home plate on a passed ball thrown from either a fielder, or the pitcher or catcher. Player may only advance from 3rd to home on a batted ball, or a play being made on them or another base runner.
- During the 2nd half of the Spring season play is stopped when the pitcher has control of the ball and on any part of the dirt mound.
- A maximum of four adults (LL 3.17) adults (Manager plus three registered Coaches) will be permitted in the dugout. One adult must be in the dugout at all times.
- Forfeits will not be made up. Managers may not cancel games. They must go through the Player Agent for any issues (e.g. not enough players due to school activities, etc.).
- Parents wishing to sit players for disciplinary reasons are asked to work with the Manager and the Player Agent.

1st Half of the Season – Coach / Player Pitch

Defense

- Maximum of nine defensive players on the field. Additional players will have to sit on the bench.
- When Coach is pitching, the pitcher should be positioned within a couple feet of the pitching mound (EXAMPLE: One foot on the mound & one foot on the grass).
- No player should have to sit twice before every other player has sat at least once. No player should have to sit three times before every other player has sat twice.
- Managers must rotate all positions except for the pitcher and catcher at least every other inning and keep records.
- Each player must play at least one inning in an infield position within the first four innings.
- Teams short of nine players can borrow defensive players from the other team.
- Coaches may be on the field to assist players. However, Coaches must not position themselves behind or to the side of home plate.
- Catcher will wear full gear for all games (even when coach pitch is in effect), practice, and pitcher warm-ups. Full gear includes a regulation catcher's glove, a mask with throat protector, shin & knee guards, regulation chest protector, and a protective cup.
- Play is dead when the Pitcher has the ball and has both feet in the pitching circle.

Pitching

- **Coach Pitching Tips**
- Coach must pitch from the front of the mound.
- Throw directly overhand using a four seam grip. (ball does not move as much)
- Use a slow, deliberate delivery. (easier for batter to pick up the ball)
- Pitch from the knee or standing.
- Have more than a few balls in a bag/bucket on the mound. (to limit waiting for a ball)
- **Managing Player Pitching**
- Please have players demonstrate pitching ability in practice before a game.
- Must Adhere to LLI Pitch Count Rules with the following two exceptions:
- No player will pitch more than 30 pitches in one inning & 50 pitches total regardless of age.
- If a player reaches pitch count limit during an at bat, the player may complete the at bat, then must be removed from the mound.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Any player who has played the position of catcher in four (4) or more innings in a game is ineligible to pitch on that calendar day.
- A player who plays the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
- **Hit Batter Limit:** If the pitcher hits two (2) batters during a single inning, the pitcher must be removed from pitching, but may remain as a defensive player, and the Coach will pitch the remainder of the inning. The removed pitcher may continue to participate in the game in any fielding position but is prohibited from returning to pitch.
- If the pitcher hits a total of 3 batters during the game, but never 2 batters in a single inning, the pitcher must be removed from the mound, and is to be replaced by another pitcher; in this instance, Coach does not finish the inning.
- **The hit batter is awarded their base.**
- If the pitcher walks a batter during an inning:
 - After every ball four, the coach will assume the count and throw the number of strikes remaining. If the batter does not reach base on one of these pitches, regardless of the quality of the pitch, the batter is out. No at bat can end on a foul ball. For example, a pitcher delivers ball four on a 3-1 count. The coach assumes the count and may only deliver two pitches (two strikes remaining). If the batter is walked on a 3-2 count, the coach may only deliver one pitch. The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Managers must report pitch counts and catchers (including jersey number and last name) within 24 hours from the end of the game. Failure to track pitch counts, or knowingly violate pitch count rules will lead to disciplinary action.

Offense

All Players on a team will bat in order. No substitutions. (Exception: Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play.)



- The offensive team will get three outs or five runs per inning, whichever comes first.
- Coaches will pitch to their own players. Coaches cannot walk the batter.
- If the Coach is pitching the whole inning (1st half rules) or has to finish an inning (2 HBP in one inning), then, the Coach will throw a maximum of 4 pitches or 3 strikes per batter.
- If a Player walks a batter, then, the Coach will assume the count and throw the number of strikes remaining. If the pitch limit is reached regardless of the quality of pitches, the batter is out.
- No at bat can end on a foul ball.
- No bunting allowed.
- Feet first sliding is allowed.
- Runners can only advance on a batted ball or in cases where a batter is hit by a pitch (walked by the player-pitcher) and must advance.
- Players may only advance from 3rd to home on a batted ball, forced in by a HBP, or a play being made on them or another base runner.
- No stealing allowed.
- If the batter hits the ball into the outfield, batter may advance at his own risk up to 3rd base. (No in the park home runs.)

2nd Half of the Season - Players will pitch a complete game.

Defense

- Maximum of nine defensive players on the field. Additional players will have to sit on the bench.
- When Coach is pitching, the pitcher should be positioned within a couple feet of the pitching mound (EXAMPLE: One foot on the mound & one foot on the grass).
- No player should have to sit twice before every other player has sat at least once. No player should have to sit three times before every other player has sat twice.
- Managers must rotate all positions except for the pitcher and catcher at least every other inning and keep records.
- Each player must play at least one inning in an infield position within the first four innings.
- Teams short of nine players can borrow defensive players from the other team.
- No Coaches on the field, except for Volunteer Umpire.
- Catcher will wear full gear for all games (even when coach pitch is in effect), practice, and pitcher warm-ups. Full gear includes a regulation catcher's glove, a mask with throat protector, shin & knee guards, regulation chest protector, and a protective cup.
- Play is dead when the Pitcher has the ball and has both feet in the pitching circle.

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- For example, a pitcher delivers ball four on a 3-1 count. The coach assumes the count and may only deliver two pitches (two strikes remaining). If the batter is walked on a 3-2 count, the coach may only deliver one pitch.
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- No stealing allowed.
- Play is stopped when the pitcher has control of the ball and is in the circle of the pitcher's mound.
- If the batter hits the ball into the outfield, the batter may advance at his own risk up to 3rd base. (No inside the park home runs.)

Skill Positions

- Managers must allow players the opportunity to play all positions. However, managers should avoid playing players at positions beyond their skill level (e.g. if a child has difficulty defending himself from a thrown or batted ball, managers should place the child in positions which will minimize the safety risk, however with appropriate coaching and practice, all kids should be able to develop to play all positions by midseason).

Fairness

- Rotate which players will sit out. No player may sit twice before every other player has sat at least once.
- All players must play at least one inning in the infield.
- On Field 2, if the sun is in the batter's face, it will be the Umpires and Managers discretion to stop play until it is safe to resume.

Umpiring

- **Volunteer Umpires:** The Manager of each team will select one representative (e.g. Manager, Coach, or Parent) to call balls and strikes from behind the mound when their team is at bat. The Volunteer Umpire is the final call on safe/out calls on the bases.
- **Junior Umpires:** During the 2nd half of the Spring season and Fun Fest, AA may utilize Junior Umpires.
- Junior Umpires are usually players in the 13-16 year old age range. They must have training on basic skills and positioning. They are to be treated with respect and good conduct throughout the season.

Manager/Coach ejections by a Junior Umpire will be handled more critically than older divisions using contracted umpiring associations.

- Minor AA Division baseball is instructional and the Junior Umpires should also be allowed the opportunity to learn.
- If Junior Umpires are utilized, A Game Coordinator must be utilized.
- **Game Coordinator/Parent in Charge (when a Junior Umpire is present)**
 - The Manager of the Visiting Team will select one representative who is not a manager or coach of either team as an intermediary between both Managers and the Junior Umpires. The Managers will take all disputed calls to the Game Coordinator who will relay the information to the Junior Umpire(s). The Game Coordinator will not influence the decisions of the Junior Umpire.