

Fall 2018 Addendum

Section 2.5 and 2.6 - Minors A and AA Rules

*Follow Official Little League Publications, except as noted in these League rules

We plan to have a mid-season managers' meeting to reevaluate the rules and make sure they will work for the second half.

The goal for pitching is machine pitch for the first half, coach pitch for the second, and incorporate kid pitch somehow, either in the regular season or in the post-season.

1. Basic Rules

- a) There is no Infield Fly Rule in effect.

2. Pitching Rules

- a) First Half – first 8 games
 - 1. Machine Pitch
- b) Second Half – second 8 games
 - 1. Coach Pitch
- c) Post-season – two games
 - 1. Instead of playing a post-season tournament, we plan to divide the teams into two older kid teams and 4 younger kid teams.
 - 2. The two older kid teams will play against each other, and we will introduce kid pitching.
 - 3. The 4 younger kid teams will play against each other and stay with coach pitch.

3. Machine Pitch rules

- a) Pitching Machine will be used to deliver pitches
- b) The Pitching Machine and Coach operating the machine are NOT a part of the field.
 - 1. Any batted or thrown ball that hits the machine will be ruled dead immediately.
 - 2. Any batted or thrown ball that inadvertently hits the coach who is operating the machine will be ruled dead immediately.
 - 3. When the ball is ruled dead, the batter and all runners can safely advance to next closest base.
- c) The home team is responsible for setting up the pitching machine and supplying the five baseballs for the game.
- d) The pitching machine must also be set to 32 mph, 3-4-5 settings.
- e) The player in the pitcher position must have at least one foot in the pitching mound clay when the ball is pitched by a machine
- f) 5 Pitches maximum per batter

- g) If the 5th or subsequently awarded, pitch fouled off, the batter is awarded another pitch.
- h) If the 5th pitch lands on or before the plate, and the batter does not swing, the batter is awarded another pitch, following a machine adjustment.
- i) The batter can back out of the box while the coach adjusts and takes a practice pitch.

4. Coach Pitch

- a) The coach will deliver up to 5 pitches for each batter.
- b) If the batter does not hit the ball after 5 pitches, the batter is out.
- c) The coach must pitch from the clay of the pitcher's mound.

5. Defense

a) Play Time

1. Remember that in the Minors division, equal play time is mandatory.
2. All players may play on defense. Only six players (including the catcher) may play in the infield. The extra players play in the outfield only (in the grass beyond the clay).
3. Assuming a 4 inning game, each player must play at least 2 innings in the infield.
4. Assuming a 6 inning game, each player must play at least 3 innings in the infield.
5. No single player shall play the same position twice in a single game.
6. Infield positions include pitcher and catcher.

b) Defensive Coach

1. The defensive team must provide a coach positioned at the fence behind the plate.
 - a. The coach should collect baseballs not caught by the catcher.
 - b. The coach must remain behind the batter and near the fence for safety reasons.
 - c. The coach must avoid getting too close to the batters and be careful not to intimidate them.
2. One additional defensive coach can be positioned in the outfield to help position their fielders
 - a. No defensive coaches are allowed in the infield

c) Play is dead when any one of the following occurs:

1. A force play is made at an infield base. When a force play is recorded, all runners must stop at their current base. Runners may only advance one base on a force play.
2. The lead runner is prevented from advancing (for example the third baseman possesses the ball and the runner on second stops).
3. The ball is controlled by the pitcher on the pitching mound clay.
4. When a ball is hit to the outfield and fielded by an outfielder, the ball is dead when the return throw hits the infield clay, infield grass, or an infielder and all runners safely reach the base to which they are running.

- a. All runners advance at their own risk and can be tagged out. However, they cannot advance to any further bases even if there is a play made to another base or an overthrow. Any runners that do attempt to advance to another base will simply be sent back to the base they reached safely.

6. Offense

- a) Offensive coaches, not coaching the bases, will only take the field when they are operating the pitching machine or actively pitching to a batter at which time they must stay on the pitching clay and lessen their profile:
 1. Will not introduce balls to the playing field that are not in play (i.e., ball store may not be placed on the ground or anywhere they can be accidentally introduced into the field of play-like on a lid);
 2. Will take a knee when a ball is in play;
 3. Will place a bucket, if needed, behind the machine.
- b) The offensive team is out when 3 outs are made or the offensive team bats through its entire roster in its half of the inning, whichever occurs first.
 1. Balance the line-ups so the team with the most kids is the limit (e.g., For example, visitor has 12 kids and home team has 10 kids, home team may bat all 10 and then 2 more in order unless three outs is reached first).
- c) 5 runs limit per inning
- d) No Stealing (Rule 7.13)
- e) Runners cannot advance on an overthrow.

7. Pace of Play

- a) Coach is responsible to move the game along (2 minutes between innings!)
- b) There is no lying or sitting down, digging or pulling up the grass.

8. Time Limits

- a) Saturdays - Do not start an inning after 1:45 minutes
- b) Weekdays- Do not start an inning after 1:30 minutes.

9. Managers are responsible for clearing all debris from the dugout.

10. Fall Ball

- a) Teams must practice ONLY once per week once the games start.