

Inter-League AA Baseball 2020 SPRING LOCAL RULES

Games involving the following leagues:

- Countryside Little League
- Oldsmar Little League
- Tarpon Springs Little League

With few exceptions, players should be born between Sep 1, 2011 -- Aug 31, 2013

OBJECTIVE:

To instruct the player coming out of "A" Baseball (Coach Pitch), or the first year player, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting and field positions. At no time should winning or losing take priority in this program.

PLAYER PARTICIPATION:

MINIMUM-PLAYING RULE:

1. A Continuous Batting Order will be used. All players on the team roster that are present for the game shall be included in the batting order. A player arriving late will be added at the end of the batting order.
2. With the use of the continuation batting order, free substitution is allowed.
3. Every player must play at least two (2) innings in the infield every game. If a manager is concerned about the safety of a player while playing in the infield, the manager must contact their league prior to the game
4. Managers are also encouraged to have all players change positions at least once during a game.
5. Every Player must sit one (1) inning before any player sits twice, this is continuous from the first game to the final game.

GAME PLAY:

1. Games will end at the completion of six innings (or 5 ½ innings if the home team is in the lead). No new inning shall start after **1hr 30 mins from the regular scheduled start time**. An inning begins when the last out of the previous inning is made. Game **MUST END** ("Drop Dead") **1 hr 45 mins from the regular scheduled start time**. If the score is tied at the end of regulation the game the result will be a tie game. No tie breaker shall be used.
2. Little League rules govern all play unless otherwise specifically noted in these rules.
3. **A regulation game shall be defined as per Rule 4.10 of the Official Regulations and Playing Rules.**
4. **Pitching:**

For the first 3 innings, all games will be 100% machine pitch.

Machine Pitch:

- The preferred pitching machine will be the [Louisville Slugger Black Flame](#).
- It will be placed with the back leg set directly in front the pitching rubber which is at 46'.
- The Louisville Slugger Black Flame Machine settings will be 3, 3, 5.
- The home team will provide the machine unless other arrangements are made in advance
- Offensive coach will operate the machine
- Kids will receive a maximum of 5 pitches. Pitch will not count if ball fails to reach the

- plate due to machine error.
- **PLAYING RULES WITH PITCHING MACHINE:**
 - The pitching mound is a dead ball area, no players are allowed on the mound at any time. For this reason, the following rules shall apply:
 - **Batted Ball:**
 - If a batted ball comes in contact with the machine, power cord, or if the batted ball comes to a stop near the machine, the ball is dead. The batter will be awarded first base. Only runners that are forced to advance will advance one base.
 - **Thrown Ball:**
 - If a thrown ball comes in contact with the machine or the coach the ball shall be immediately called dead.
 - If runners are in motion between bases, the runner will be awarded one base beyond the last base touched at the time the ball was declared dead.
 - The coach must make every attempt to avoid being hit by a thrown ball.
 - **Thrown or Batted Ball:**
 - If a thrown or batted ball goes through the pitching mound without making contact with the machine or coach, either in flight or on the ground, and does not stop inside the circle, the ball is live.

For the last 3 innings, kid / coach pitch for the remaining innings as time limit allows.

Kid / Coach Pitch:

Beginning in 4th inning, Kid / Coach Pitch rules will apply:

- Kids will pitch from the front edge of the mound (40').
- Offensive coach will stand behind the mound and call balls and strikes.
- After 4 balls are called the offensive coach will pitch.
- Strikes will carry over but there will be no called strikes, only swinging strikes on coach pitch.
- Batter will have a maximum of 5 non-swing coach pitches.

Strikes will count. During player pitch, at four balls the batter's coach will finish pitching to the batter. There will be **No Walks**. The coach will call balls and strikes from a position behind the pitcher/mound. If a player is hit by a "player pitched" ball, the batter has the option of taking first base or continuing his/her turn at bat.

All pitches during the season, albeit from coach or player, are to be delivered from the standard distance of 40 feet – in front of the pitcher's mound.

5. In the AA Division, stealing of bases is **NOT** permitted. Players may advance one (1) base on overthrown balls during a play. There will be No Infield Fly Rule or Intentional Walks.
6. Play will cease when an attempt is made to throw the ball to the pitcher and the ball **reaches** the pitching circle.
7. The 5 Run limit applies to all innings. Ten-Run Rule shall be mandatory after 4 innings (if visiting team is ahead and 3-1/2 innings (if the home team is ahead).
8. The defensive team will have a "normal" defensive alignment for the infield consisting of 9 players.
9. **Little League Pitching Rules apply.**
10. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
11. Two defensive coaches may be positioned on the field of play during the game.
12. Up to 10 players may play defense (1 pitcher, 1 catcher, 4 infielders and 4 outfielders)