



## Maidu AA Minor Division Rules

The following is a summary of some of the rules in the AA Minor Division in Maidu Little League Baseball. These rules are in addition to official Little League rules found in the Little League rule book. All managers are required to have a copy of these rules with them at games.

### 1. Team Formation

- a. Teams are formed based on an evaluation process followed by a “draft”. This is intended to create parity within the division.
- b. Players are required to attend an evaluation to be placed in the skill appropriate division.
- c. Evaluations are performed towards the end of January.
- d. The draft is held in the beginning of February.
- e. Team assignments are communicated shortly after all drafts have concluded.
- f. The player draft is governed by the approved Maidu Little League Draft Policy.

### 2. Players

- a. Playing age 7 thru 10 are eligible to play in the AA Minor Division. Playing age 11+ players will need to receive a waiver to play in the AA Minor Division. Additionally, playing age 7 players are required to attend an evaluation to be eligible to be drafted into the AA Division. Refer to the current Little League age chart to determine league age for the current year.
- b. Playing age 7 players not drafted will be placed in the Farm Division.

### 3. Parents

- a. Parents must sign and agree to the Little League Parent’s Code of Conduct.
- b. Parents must sign and submit a Medical Release form for each player.

### 4. Managers/Coaches

- a. Medical Release forms and Parent Code of Conduct forms must be kept with the Manager at all games and practices.
- b. Each team may have three named coaches (including the manager) in the dugout.
- c. All managers and coaches must agree to and pass a background check prior to participating in the dugout or on the field with players.
- d. Each manager and coach represents Maidu Little League and are expected to exhibit exemplary sportsmanship at all times. They are responsible for leading the sportsmanship of all players and parents associated with their team.
- e. All managers are required to attend MLL mandatory safety clinics, field prep clinics and coaches clinics as communicated.
- f. Managers are required to record and report all pitch counts and send them to the Player Agent within 24 hours of the conclusion of the game.



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### 5. Game Prep

- a. The home team is responsible for providing 2 new game balls at the beginning of each game. They should collect these balls following the game to use as practice balls.
- b. The home team is responsible for prepping the field for play including dragging the field, painting lines and putting bases out. Special attention should be placed on removing any obstacle that may cause injury or negatively affect the game play.
- c. The home team is responsible for keeping the official scorebook. Teams are encouraged to maintain the official scorebook during the "preseason" in order to prepare scorekeepers for the season.
- d. The visiting team is responsible for supplying a field umpire to make calls in the field.
- e. The home team is responsible for supply the plate umpire a pitch counter and plate brush.
- f. Managers will exchange completed league approved line up cards prior to the start of the game indicating the batting order and planned fielding/bench assignments for each inning.

### 6. Game Time

- a. Games are a maximum of 6 innings
- b. No new inning will start after 1 hour and 40 minutes from first pitch. A new inning starts as soon as the 3<sup>rd</sup> out or run limit is satisfied. There is no "hard stop" rule.
- c. Transition between half innings should be done quickly to speed up the game. Line up cards will be prepared prior to the game. Time between innings should not exceed 90 seconds or 8 warm up pitches for a new pitcher and 5 warm up pitches for a continuing pitcher. Catcher should be suited up and ready to go.
- d. A game is considered official if each team has at least 8 players. If either team is unable to start a game with at least 8 players the game becomes a forfeit in favor of the team with at least 8 players. NOTE: in case of forfeiture, managers will divide into equal teams and play a scrimmage.

### 7. Equipment

- a. Each manager will be supplied catcher gear and a set of batting helmets.
- b. Only the designated batter may have a bat in hand.
- c. All players must wear a protective cup during games and practices.
- d. All batters must wear a protective batting helmet while on the field.
- e. The catcher must wear full catcher gear including a helmet with a mask, chest protector and shin guards. The catcher may use either a catcher's glove or their own fielder's glove.

### 8. Game

- a. Game Basics
  - i. The visiting team occupies the 1st base dugout and the home team occupies the 3rd base dugout.
  - ii. The visiting team bats in the top half of the inning and the home team plays defense.



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- iii. The half inning ends when either three outs are recorded or 4 runs scored. b.

### Pitching

- i. Players will pitch the entire game with the mound being placed at 40 ft. with adherence to pitch count rules without exception. ii. Pitch Count Rules
  1. Playing Age 7 – 40 pitch maximum per day
  2. Playing Age 8 thru 10 – 50 pitch maximum per day
  3. If a pitcher delivers more than 40 pitches in a game they are not allowed to return to the game as a catcher
  4. If a player plays the position of catcher for 4 or more innings in a game they are not eligible to pitch that day.
  5. If a player pitches the maximum pitch count they are not allowed to catch the following day. Maximum pitch count to catch the next day is 35.
- iii. Pitching Rest Requirements
  1. If a player pitches 36-50 pitches in a day, 2 full calendar days of rest must be observed starting on the next calendar day.
  2. If a player pitches 21-35 pitches in a day, 1 full calendar day of rest must be observed starting on the next calendar day.
  3. If a player pitches 0-20 pitches in a day, 0 calendar days of rest are required.
- iv. No walks will be issued. Once the player pitcher reaches three (3) balls in a count coach pitch will come into effect.
- v. Coach Pitch
  1. All coach pitching is done either standing or from a kneeling position from the base of the mound.
    - i. Coach pitches should simulate the velocity and trajectory of a live pitch.
    - ii. "Lob balls" or pitches with excessive arc are not permitted.
    - iii. The Player Agents will work with managers and coaches to insure coach pitching is meeting the development needs of the players.
  2. The coach pitch will pick up the count where the player left off.
  3. The coach will deliver up to 3 additional pitches.
  4. Swinging strikes will be observed. (There are no called strikes during coach pitch.)
  5. An at bat ends when the ball is put in play, the player strikes out or the coach has delivered 3 pitches (unless the last pitch is fouled in which case an additional pitch will be delivered).

### c. Offense



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- i. Offensive coaches will act as 1st and 3rd base coaches.
- ii. Batting
  1. Late arrivals that miss their scheduled at bat are automatically assigned to the end of the batting order.
  2. If a batter misses a scheduled at bat after their first at bat they may not return to the game.
  3. There is no "on-deck" circle. Players may not take warm up swings either inside or outside the dugout. Only the current batter may have a bat in hand.
  4. Bunting is allowed, but not on coach pitch
  5. During the regular season, a player hit by a pitch has the option to take a base (walk) or receive up to 3 coach pitches regardless of the number of strikes prior to being hit by the pitch.
- iii. Base Running
  1. Stealing is allowed on "catchable" pitches during player pitches. There is no stealing while coach pitch is in effect. NON-catchable pitches are defined as:
    - i. Balls pitched in the dirt (prior to reaching the plate)
    - ii. Balls where the catcher must over extending (up or to the side) in an attempt to catch the ball

If there is any debate or question about the catchability of the pitch, send the player back.
  2. Stealing home is not allowed.
  3. Base runners must not leave a base until the ball has crossed the front of the plate.
  4. Base Runners are allowed to advance one base on an overthrow; only one overthrow is allowed on a defensive play.
    - i. Example #1: A base runner advances to 2<sup>nd</sup> on an overthrow at 1<sup>st</sup> base. A second throw to 2<sup>nd</sup> base is overthrown at 2<sup>nd</sup> base. The base runner cannot advance to 3<sup>rd</sup>.
    - ii. Example #2: A base runner steals 2<sup>nd</sup> and the catcher overthrows second base on the attempted steal. The base runner will not advance to 3<sup>rd</sup>.
  5. Base runners are not allowed to advance home on an overthrow. Base runners can only advance home on a batted ball.



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6. On a ball hit to the outfield, runners must stop when the ball has been returned to the "cut off" man standing on the infield dirt or when the ball is overthrown into the infield with one exception: a runner at 2<sup>nd</sup> base at the time the ball is hit to the grass may attempt to advance to home at their own peril.
  - i. Example #1: Runner on 1<sup>st</sup>, ball hit to the outfield. Baserunner going from 1<sup>st</sup> to 3<sup>rd</sup>. Ball is returned to the infield before the baserunner obtains and rounds 3<sup>rd</sup> base. The baserunner will be held at 3<sup>rd</sup> base.
  - ii. Example #2: Runners on 1<sup>st</sup> and 2<sup>nd</sup>. Ball is hit to the outfield. Baserunners advance going from 1<sup>st</sup> to 2<sup>nd</sup> and 2<sup>nd</sup> to 3<sup>rd</sup>. Ball is returned to the infield before the baserunner obtains and rounds 3<sup>rd</sup> base. The runner originating at 2<sup>nd</sup> base may attempt to go home at their own peril. The runner originating at 1<sup>st</sup> may not advance beyond 2<sup>nd</sup> base.
  - iii. Example #3: Runners on 1<sup>st</sup> and 2<sup>nd</sup>. Ball is hit to the outfield. Baserunners advance going from 1<sup>st</sup> to 2<sup>nd</sup> and 2<sup>nd</sup> to 3<sup>rd</sup>. Ball is returned to the infield (but overthrown) before the baserunner obtains and rounds 3<sup>rd</sup> base. The runner originating at 2<sup>nd</sup> base may attempt to go home at their own peril. The runner originating at 1<sup>st</sup> may not advance beyond 2<sup>nd</sup> base.
7. On "uncatchable" pitches that result in a negated steal the ball will be ruled dead and the player returned to his originating base.

### d. Defense

- i. Defensive Coaches
  1. "Preseason" - A defensive coach is allowed behind the catcher to instruct and assist with past balls in order to maintain game flow.
  2. "Season" - Defensive coaches are not allowed in the field and will be required to instruct defensive players from the dugout.
- ii. Infield
  1. Teams will play the infield with only six players (pitcher, catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and shortstop) playing at the appropriate location on the field. No defensive infield "shifts" are allowed.
- iii. Outfield
  1. The outfield will be played with 4 outfielders (LF, LCF, RCF and RF).
  2. All outfielders must start the play on at least the edge of the grass.
- iv. Outs are recorded and a half inning ends when either 3 outs have been recorded or 4 runs scored.

### e. Rotation



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- i. The entire roster will bat and the order will remain in place throughout the game regardless of defensive substitution. Late arrivals will be moved to the end of batting order. Players injured or leaving early will be skipped in the order without ramification.
  - ii. All players must play a minimum of every other inning for 3 consecutive defensive outs in the assigned position. There is no switching of positions during a defensive half inning unless an injury occurs or a pitching change takes place. The pitcher should replace the player that replaced him/her. Each player must play at least one inning of each game at an infield position (unless there is a safety issue that has been vetted through the Player Agent) and at least one inning at an outfield position. Minimum play requirements must be satisfied in the first 4 innings of each game. Equal play should be emphasized. **Sitting on the bench does not constitute playing in the outfield.**
  - iii. No player may sit out a second inning if another player has not sat out for 1 inning. (A safety issue, such a player refusing to take the field, is the only exception. Coaches must inform opposing coach and the parent if a safety issues exist.)
  - iv. Managers are required to bring a minimum of 3 copies of the lineup sheet/card to each game for: 1) the opposing manager, 2) the umpire and 3) the scorekeeper.
  - v. If a team loses a player during the season due to injury, moving or being pulled up to another division who is unable to return during the course of the season the manager must notify the player agent within 24 hours. Subject to board approval the manager will have one week to fill the spot by calling up an eligible player from the lower division. The roster spot may be left vacant upon board approval. The manager is not to communicate with the family or current coach about the selection but notify the player agent. The player agent will seek board approval and notify the player's family of the option to come up. If the family accepts the player agent will notify the manager that contact can be made with the family. If a family declines the option to come up that player will not be eligible to come up for the remainder of the season. If the family declines, the manager has 72 hours to make an alternative selection subject to the same steps of consideration.
- f. Umpire
- i. A youth umpire will be assigned to the plate and the visiting team will supply a field umpire.
  - ii. The youth umpire is required to return the pitch counter and plate brush supplied by the home manager.
  - iii. The home manager will sign the umpire's pay slip at the end of the game.
- Scorekeeping
- i. "Preseason" - Scores, win-loss records and league standings are not kept.



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- ii. "Season" – Scores, win-loss record and league standings are maintained and used for postseason seeding.

### 9. Post Game

- a. The visiting team is responsible for field clean up at the end of the game. This includes putting away the bases and securing the sheds and lock boxes.
- b. Each team is responsible for clean-up of their respective dugouts.
- c. Managers are to exchange final line up cards notating any changes made during the game to the original line up.
- d. Home manager is responsible for recording the final score and pitch counts for both teams on the league website.

### 10. Post Season

- a. There will be a post season tournament. Standings from the "Season" will determine the seeding for the tournament. All teams will participate in the postseason tournament. The bracket will be dependent on the number of teams. The highest seeded teams will receive byes if applicable.
- b. Tiebreakers: Seeding tiebreakers will be determined as follows:
  - i. Head to head record against each other during the "Season" (no matter how many teams are tied).
    - 1. Team with no wins head to head are eliminated.
    - 2. Head to Head between remaining teams.
  - ii. Run differential (runs for vs. runs against) with a maximum of a 10-run differential per game for the "Season"
  - iii. Runs against head to head during "Season" of season games.
  - iv. Coin Flip
- c. Season rules will be observed during the post season.
- d. A youth umpire will be behind the plate and a youth umpire will be in the field for all playoff games.
- e. The Championship game will be 6 innings with no time limit or cap on runs in the 6<sup>th</sup>inning.

### 11. Discipline

- a. Managers/Coaches/Parent/Players
  - i. If anyone is removed from a game by an umpire they are automatically suspended from the next game.
  - ii. If anyone is removed from a game a second time they are automatically suspended for the remainder of the season.
  - iii. The board will take additional action as appropriate to insure the appropriate baseball environment is maintained for the players and families of Maidu Little League.



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\*The Player Agent will identify the "Preseason" and "Season" games once the schedule becomes available and instruct the managers accordingly.