

AA (Prep for AAA)
Local Ground Rules
Spring 2019



1. General Guidelines

- 1.01** All play should be in accordance with Little League Official Regulations and Rules for Minor League with exceptions as stated herein.
- 1.02** Coach pitch is a division within the Minor League, the goal of which “is to prepare children for eventual selection to a Major Division team.”
- 1.03** Managers and coaches have been screened and approved by the WLL Board and are expected to set examples of good sportsmanship, build self-confidence and make the game fun for all players.
- 1.04** All managers are required to carry, at all times, medical release forms for all players. These forms will be provided to each manager following the player draft.
- 1.05** In the case of injury or incident, please contact the League Safety Officer immediately and assist in the preparation of an incident report.
- 1.06** A maximum of four (4) approved adult volunteers are permitted on the “Field” during games for each team. The “Field” consists of the playing field, dugouts and surrounding areas within the fences. The intent is to have two (2) adult base coaches, one (1) adult pitching and one (1) adult managing the dugout. **There must be at least one adult in the dugout with the players at all times.**

2. Ground Rules

- 2.01 Home Team.** The home team will sit in the first base dugout and is responsible for preparing the field for play (drag/ rake, line, placing equipment, etc.) as well as picking up all trash on the first base side of the field after the game. The home team is also responsible for the keeping the official scorebook and recording the actual game starting time. The Home Team is responsible for providing game-ready baseballs for the game.
- 2.02 Visiting Team.** The visiting team will sit in the third base dugout and will be responsible for raking the field after the game, returning all league equipment to the storage shed and picking up all trash left on the third base side of the field. Please leave the field in a better condition than you found it.
- 2.03 Eligibility.** League ages 7-9. Intended to be predominantly 7-8 year-olds. Some 9s that have not been selected for AAA will be play in this division .

2.04 Batting order. Use continuous batting order, allowing all players present to be included in the team's batting order (Little League Rule 5.07 and Ground rule 2.14).

2.05 At-Bats. An at-bat ends after three (3) swinging strikes or seven (7) hittable pitches, unless the batter continues to foul off the last pitch. The goal is to give all batters the best opportunity to hit and not strike out. When determining a hittable pitch, the strike zone should be liberally considered. Intentional bunting is not permitted.

2.06 Walks. Walks are not in effect. Also, a batter hit by a pitch will continue the at-bat.

2.07 Base Running. Stealing bases is not permitted. A base runner may not lead off and cannot leave a base until the bat makes contact with the pitched ball. Coaches must stop base runners on balls hit to the outfield once the ball is returned to the infield and a player has control of the baseball. A runner that is actively advancing to the next base when the ball is in control of an infielder, may continue to the next bag at the risk of being put out.

2.08 Coach Pitching. Coaches shall pitch to batters when their team is at bat. The coaches will pitch overhand to the batter from either the seated or the kneeling position. Coaches should locate themselves approximately five (5) feet in front of the pitching rubber in order to mimic as closely as possible the ball flight of a like-aged kid. **(player who is in the "pitcher's" position will be within 3ft of mound right or left of coach that is pitching).**

2.08a Modified Kid Pitch. At the start of the 4th inning kids will come into pitch. Players will be limited to 30 pitches for one game. When the count reaches 3 balls, the coach will come back in to pitch to the batter until the ball is hit or the batter strikes out. If a kid pitching hits a batter the coach must come in and finish pitching to that batter. Players are not allowed to pitch in back to back games (this is to help develop pitchers and keep the same 3 kids pitching all season). All players on team must be given the chance to pitch at least once. As we get farther into the season and more kids get comfortable on the mound we can adjust if the kids can pitch before the 4th inning (the goal is to give the batting team a chance to get thru the line once with coach pitching).

2.09 Coach hit by batted ball. . A batted ball that contacts either a coach or any object a coach is using to assist in pitching (bucket, chair, etc.) in fair territory is to be considered a live ball and played accordingly. If a coach catches a line drive in self defense the play is dead and all forced runners move one base.

2.10 Defense-Players. A maximum of nine (9) defensive players may play in the field. Outfielders must play in the grass and cannot assume a position in the infield (on the dirt). **Defensive players should play in their respective positions and should not be placed in any extreme shifts. No "coach pitch" shifts.**

2.11 Defense-Coaches. There will be no defensive coaches allowed on the field. All direction must be from dug outs.

2.12 Catchers. The catcher must wear all protective gear, including a cup and dangling throat protector. Catchers should assume a normal catcher's position behind home plate and attempt to catch every pitch. The goal is to begin to developing catchers. Having a player standing against the fence and retrieving balls is not developing catchers. For rule 2.13, the catcher position is not considered an infield position.

2.13 Play Requirements. No player shall sit on the bench more than one (1) consecutive inning. For a full 6-inning game, no player shall sit on the bench more than two (2) innings. For each game, all players must play at least three (3) inning in the infield. No player shall play the same position more than

two (2) innings in any game. The intent is to develop all players.

2.14 End of a half inning. A half-inning ends when three (3) outs are recorded, the offensive team scores five (5) runs, or, per Little League Rule 5.07, an offensive team has batted through its order.

2.15 Run rule. The offensive team is limited to scoring five (5) runs per inning. Rule 5.07 may not be exempted and is still in place for the sixth (6th) inning.

2.16 Time limit. No new inning will begin after 1 hour and 50 minutes. A new inning begins immediately when the previous half-inning ended (See ground rule 2.14 above).

2.17 Infield Fly Rule. The infield fly rule is not in effect.