

Minor League Division
AAA (9/10)

1. Pitching:

- a. A player/pitcher cannot issue a walk to a batter. When the fourth (4th) ball is called, an adult (offensive coach/manger) will pitch to the batter until she strikes out or is put out. In the event a pitcher is experiencing control problems, coaches should suggest that the pitcher throw a “slingshot” (halves).
- b. Base runners may not advance on a wild pitch delivered by a coach. A **Wild Pitch** is one so high, or one so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.
- c. In the event a Wild Pitch is delivered by the coach, the Umpire will call “time” and the ball becomes dead.
- d. If a player pitches in more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of six (6) innings in a game. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning.

NOTE: Whereas GLLSOW encourages competition, the coaching staffs are expected to promote new pitchers by allowing them to pitch in game situations. **In the event a pitcher is experiencing control problems from a full windmill windup, coaches should suggest that the pitcher throw from a “slingshot” windup (halves).**

2. Base Stealing:

- a. Stealing of bases will be permitted.
 - i. Runners will be allowed to steal home plate on a passed ball or wild pitch. There will be a limit of two (2) runs scored per inning on passed balls or Wild pitches.
- b. No advancement, other than the originally intended base will be allowed on an overthrow. In the event of an overthrow, the umpire will call “time” and the ball becomes dead. (This will apply *ONLY* to base stealing attempts.)
- c. **EFFEFFECTIVE May 17, 2010 ALL permitted base stealing will be allowed.**

3. Outfielders:

- a. Four (4) defensive outfielders are permitted. The defensive team is permitted to play with three (3) outfielders.
- b. **EFFEFFECTIVE May 17, 2010 only THREE (3) outfielders will be permitted.**

4. This section will apply until May 17, 2010

- a. When a ball is hit into the outfield and the ball is thrown back into the infield and a defensive player touches the ball, the runner will only be permitted to advance to the base that the runner was approaching at the time the defensive player in the infield touches the ball.

5. There will be no warm-ups (pitching or infield) between innings.
6. Every player on a team roster, present at the game, will participate in the game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
 - a. Any player not meeting mandatory play, shall, start the next scheduled game, play any previous requirement not completed above, and the requirement for this game before being removed.
7. No new inning will start after ninety (90) minutes from the official start of the game.
 - a. The official start time will be determined by the Umpire and recorded in the scorebook of the home team.
 - b. The managers and umpire based on time will determine the “last” inning.
8. There will be a five (5) run cap per inning, with the exception of the last inning.