

## **2013 MNLL MINOR “AA” LEAGUE DIVISION RULES**

1. **GAME LENGTH:** 4-6 innings or 2 hour time limit on all games. Play shall continue after the time limit until end of full inning.

2. **BATTING:** Every player on the roster must bat in each game. A continuous batting order is used and should be varied with each game. A player late to the game may be inserted at the end of the line-up. A struck ball must go at least half way between the plate and the pitcher’s mound and must be within the foul lines to be a fair ball. Any ball hit less than that, but between the lines will be deemed foul and the batter shall try again. Batters / Runners who are ruled out shall return to their respective benches.

3. **PLAYER PITCH:** A player pitcher will pitch to a maximum of one inning or 39 pitches per game. Balls and strikes shall be called by the offensive coach behind the pitcher. Once the batter receives 3 balls, the coach shall finish pitching the at-bat, continuing the current count on the batter. **EVERY CHILD MUST PITCH TO AT LEAST ONE (1) BATTER DURING THE SEASON.**

4. **COACH PITCH:** If the ball is not put into play prior to ball 3 to the batter, a coach shall be used. Coaches will pitch to their own team. Coaches will begin with the current count on the batter and all pitches will be considered strikes. Coaches will try to keep it to a 5 pitch maximum. Walks are not allowed; the batter must hit the ball in fair territory or strike out. However, in no event shall a batter’s turn end on a foul ball that is otherwise not an out.

5. **HIT BATTER:** If a batter is hit by a pitched ball thrown by the opposing player-pitcher, he shall be awarded 1<sup>st</sup> base. There will be a maximum of 4 hit batters and then player pitcher must be replaced. A batter hit by a coach pitch shall not be awarded the base.

6. **PITCHING COACH INTERFERENCE:** A batted ball hitting any part of the pitching coach shall be declared a dead ball and an automatic single. Runners will advance one base.

7. **ROTATION:** It is recommended to maintain that position for a minimum of three (3) innings to learn that position. Rotate between games moving players from the infield to the outfield. It is strongly encouraged that ALL players catch at least one (1) inning in the season. *EXCEPTION:* No player shall be required to remain in a position if safety becomes an issue.

8. **NUMBER OF FIELDERS:** Each team will play ten (10) defensive players on the field. 4 players in the outfield (L, LC, RC, R) shall be employed and they must be stationed in the outfield grass behind the outfield arc. Only the catcher may be positioned outside of the baselines in foul territory. If a team can only field nine players, the opposing manager with ten players shall have the option to play all ten player

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(Continued)

9. INFIELD FLY: Rule does not apply.

10. INNING: An inning will constitute three defensive outs by each team, or five runs scored, or completing an entire cycle of the batting order, whichever comes first. Even if a team is behind by more than five runs during its last at bat, five runs is the maximum number of runs that can be scored.

11. BASE RUNNING:

a. Stealing is not allowed. A player may not leave the base until after the ball is hit.

b. The play should be made at the appropriate base. Defensive outs may be recorded as in any normal game. However, a defensive player with control of the ball in the pitching circle will stop the runners from advancing. One foot on the pitching circle line is sufficient to be “in the pitching circle”. Any runners who are more than halfway (as determined by the coach-pitcher) to the next base shall be awarded that base. Any runners who are less than halfway to the next base must return to the previous base, unless a force play requires that runner to advance. Note” the pitching circle is the real or imaginary 8’ circle surrounding the pitching rubber.

c. Sliding is not allowed in the “AA” Division for safety reasons. [Note: Sliding is a skill that the players can be taught at the “AA” level, but not to be used in games. Remember that head-first sliding is not allowed at any level of Little League].

12. ADVANCEMENT on the base paths should be a result of a batted ball, not an overthrow. Base runners are permitted one base on a single and two bases on an extra base hit (any ball hit further then where the infield is playing. It is the 1<sup>st</sup> coach’s responsibility to instruct base runner to advance.)

13. BUNTING: Is not allowed in this division.

14. BASE COACHES: Two adult base coaches are allowed however there must be at least one coach or manager in the dugout at all times when the team is at bat.