

2014 AAA Minors Playing Rules

Mystic Little League Upper Minors is a competitive league designed for learning, participation, teamwork, sportsmanship and fun. It is expected that we will prepare young players for advancement to our Majors Division.

1. All Little League rules apply unless stated otherwise below.
2. Length of Games: 4-6 innings, depending upon the pace of the game. Scores will be kept (no standings). Games will last about 1hr 45min. Do not start a new inning if there is not enough time to finish the complete inning.
3. All players will play equal amounts of time over the course of the season. Players should play at least 3 innings defensively per 4 innings of play.
4. AAA minors will be a mix of coach pitch (0-2 innings) and kids pitch (2-6 innings) at agreed managerial discretion.
5. During coaches pitch innings, there will be a maximum of 6 hittable pitches thrown. At this point, the at bat ends. Managers can agree whether or not to keep score during coach pitch.
6. During Coaches Pitch innings, each team will bat through the order once before "switching sides." Outs are counted, but the inning lasts until each player has batted. Bases are cleared of runners after three outs and after six outs. The last batter plays by the same rules as the others (i.e. No clearing the bases)
7. Kid pitching should be progressively increased as the season advances. Through the first half of the season, during kid pitch, the count will be kept on the batter until either he/she puts the ball in play, strikes out (3 strikes) or until there are 4 balls on the batter. At this point, the offensive coach (**who will be umpiring from behind the mound**), will step in to pitch to the batter until the batter strikes out (batter keeps the same amount of strikes) or puts the ball in play. When starting the 3rd round of games (halfway), the batter will be granted 1st base after 4 balls.
8. A hit batter takes first base. If a pitcher hits 2 batters in the same inning or 3 in the same game he or she must be removed and not reinserted. During the second half of the season, the preferable position for the umpire position is behind home plate if equipment is available. An umpire may also be employed if available. Alternatively, the coach will make calls from behind the pitcher. Hittable pitches will be called strikes.
9. During kid pitch, teams switch sides when 3 outs are made. Pitch count regulations must be observed (see Appendix A). A parent from each team should be assigned as pitch counter/scorekeeper. Compare between innings.
10. Maximum 5 runs per inning.
11. Eligibility for pitching: The object of kid pitch is to give players that can pitch as chance to do so, but the most important goal is to put balls in play. Only players capable of throwing strikes from the rubber should pitch. This will be at the discretion of the head coach. Twelve year olds are not allowed to pitch in the minor Leagues (Reg. VI-j)
12. Runners may attempt to advance one base an overthrow. Runners may attempt to advance one more base on an additional overthrow.
13. There is no leading but players are allowed to steal on past balls.
14. 3 stolen bases per inning are allowed during kid pitch. Ball must cross home plate before runner leaves the base. A double steal counts as 2 steals.
15. 1 bunt per inning maximum.
16. Players must slide or avoid contact when running into a close play at a base (except 1st base).
17. 9 fielders only. No extra outfielders are allowed. 6 infielders. Outfielders must be on the outfield grass. An extra coach is allowed in the field for instructional purposes. A continuous batting order should be employed so that no substitutions are needed to the batting lineup.
18. Safety rules:
 - a. If the batter throws the bat, he or she should be cautioned or called out.
 - b. All batters, runners, and kids coaching bases must wear helmets.
 - c. Catchers **must** wear full catcher's gear.
 - d. Boys must wear protective cups boys.
 - e. Players are required to stay behind the backstop fences while waiting to bat.
 - f. There are to be **NO** warm up swings for the batter either at any time. Only the active batter may hold a bat. No on-deck batter.

g. Parents are not to warm up pitchers.

Regular Season Pitching Rules – Baseball

VI - PITCHERS

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	17-18	105 pitches per day
	13 -16	95 pitches per day
	11 -12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.) **NOTES** : 1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately. 2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. 3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. **Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest. **Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest. **Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days. **Note:** The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.