

MDLL AA Local Rules Spring 2014

Game Specific Allowances

These are local rules that apply to MDLL. Other league may have their own rules which they are allowed to utilize. We do not keep score at the AA level. Teams have no won-loss record. The goal is to get kids playing baseball and improve their skills as much as they can.

1.0 Pitching

A batter may not reach base via a base on balls. The pitcher will pitch to the batter until either they put it into play or they strike out. When the batter gets 4 balls, a coach from the batter's team comes in to pitch 5 pitches. The coach pitches until the ball is put into play or all 5 pitches are thrown. If the ball is not put into play, the batter is out. The coach will make every effort to not interfere with the play.

Note: Regarding any runners on base--when the coach is pitching, no runners on base can advance unless the ball is put in play (i.e., no advancing on passed ball/wild pitch).

- a) The pitcher's plate will be positioned forty-one feet (41') from home plate. This is five feet (5') closer than the standard forty-six feet (46') for AAA and Majors. However, pitchers can move closer to home plate if needed to throw strikes, provided they are not in danger of getting hit by a batted ball.
- b) 7-8 year olds may pitch a maximum of 50 pitches in a game
- c) 9-10 year olds may pitch a maximum of 75 pitches in a game

Pitchers 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 days of rest must be observed.

It is recommended that a different pitcher throw in each inning. This maximizes the experience for all the kids, allowing many of them to pitch.

2.0 The Batter

A continuous batting order will be employed. The offensive team must bat all of their available players within the game. It is recommended the batting order be changed from game to game to allow all players an opportunity to bat at different positions in the batting order.

3.0 The Fielder

- a) A coach of the defensive team is permitted on the field to instruct during the game on defensive play. He must not interfere with any play.
- b) Teams may field 10 players on defense. Use four outfielders.
- c) No player should sit out a second defensive inning until every player has sat out at least one defensive inning. The only exception is a case involving player discipline or injury.
- d) It is recommended that players play an equal amount of infield and outfield, if possible. Make sure catchers want to catch. Make sure your 1st baseman can catch well.

4.0 Game Time Limits

All regular season games will be played with a “drop dead” time limit of 2 hours from the scheduled start time, not when the game starts. If the game reaches the 2 hour time limit in the middle of an inning, the game is ended. If an inning is completed at or after 1 hour and 45 minutes from the scheduled start time, no new inning will begin and play has ended.

5.0 Run Limits

There is a four run limit per inning for each team.

6.0 Runner

The following restrictions apply to base runners advancing on a passed ball, wild pitch or overthrow:

- a) There is no basestealing in AA
- b) Runners are allowed to advance a maximum of one base on a wild pitch or overthrow. Runners may not advance to home on a wild pitch.

7.0 Umpires

If no umpire is present, use a parent as ump. Use a big strike zone, but the batter must be able to hit the ball for it to be called a strike. Parent umps should relax, and just call balls and strikes.