



BB A and A-Advanced Rules

1. Games are 6 innings.
2. Coach to pitch from 35' during games, preferably from a knee or bucket.
3. In case of inclement weather, 3 innings will constitute a complete game. If home team is ahead, in run count, after 2 at bats and 3 defensive innings, the game is considered completed.
4. Players must field a minimum of 12 outs per game (or 4 innings). If player does not, player is required to play the entire next game in the field.
5. 4 EQUALLY SPACED outfielders in grass (10 defensive players) is mandatory. Umpire will not allow 'Rover' positioning.
6. Players must play at least one inning per game, in an outfield position, and one inning per game, in an infield position.
7. **A-catcher** position is considered an infield position. **A-Advanced-catcher** is not considered an infield or outfield position.
8. A 5 run limit will be in effect for the first 5 innings of each game. (No limit for 6th Inning and past)
9. Player playing pitcher must start within 5 feet of the pitcher's plate (or within the circle). When the ball is placed into play, the coach should attempt to remain in location until the play has allowed him to remove him/herself from the field of play. If the ball were to make contact with the coach, the play shall be ruled dead, and each runner is awarded 1 base from the start of the pitch. The batter shall be awarded 1st base. If ball hits 'pitching' coach, ball is dead. Runners advance only to next base.
10. Once ball reaches baseline, runners advance no further than next base. (Ball hit past baseline, runners can continue advancing bases until ball is retrieved and has reached the baseline. If the runner is on the way to the next base when ball reaches the baseline, the runner may continue to the next base.)
 - a. **A-Advanced** – infielder must possess ball to stop runners from advancing bases.
11. No advance on overthrows from an infielder.
12. No walks.
13. 6 pitches maximum. If 6th pitch is hit foul, additional pitches allowed, until missed swing, no swing, or batted ball in play.
14. Two base coaches are allowed plus the pitcher. On defense 2 coaches are allowed in the Outfield.
15. No bunting.
16. No stealing.
17. Runner leaves base when ball is batted.
18. Home team is to provide an umpire for behind home plate, and Visitor's team will provide a field umpire.

Hudsonville Little League Rules

- a. Continuous Batting Order (CBO) – all players bat
- b. Free defensive player substitutions
- c. No 'on-deck' circle - practice swings allowed ONLY in batter's box. (except Intermediate and above)
- d. Pre-game batting practice: -Hitting aids, such as plastic or foam balls and hit sticks, are allowed at all levels. -No aids may be used upon start of game. -Batting practice using regulation balls is allowed ONLY in the batting cages, and shall NOT be allowed on the fields during pre-game warm-up.
- e. 8 PLAYERS PER TEAM, MINIMUM, TO PLAY A GAME. Visiting team may start with less than 8 players but must field 8 players in bottom of 1st inning. (Excludes Minors 'A' and Rookie Divisions)
- f. Once game begins, no swings are allowed on or around the field of play, except for the batter, per rule '4c'.
- g. Umpires and Managers will make cancellation decisions at game time.
- h. Games will be cancelled if Thunderstorm or Tornado warning or Tornado watch occurs 1 hour before game. In the event of lightning or thunder, game must be stopped until a 15 minute period has elapsed without lightning or thunder.
- i. Bats must meet all LL specifications.
- j. Batters should keep 1 foot in the Batter's Box unless a play is live, or time has been given to talk with the coach. (LL Rule 6.02 (c))
- k. Obstruction Rules Apply (LL Rules 7.05 and 7.06)
- l. Runners must avoid a collision with a player possessing the ball (LL Rule 7.08(a)(3))
- m. In-Field Fly (LL Rule 6.05(d)) is in effect for all Divisions AAA and above (excludes Rookie, A, A-Adv, AA, and AA-Adv)
- n. Runner's may not slide head first while advancing to a base for Majors and below (LL Rule 7.08(a)(4))
- o. No Coach's Agreements