

# Fairfield National Little League

## Minor A (Modified Kid Pitch) Rules

(updated: Spring 2011)

With a few exceptions as noted below, we will be following Little League Baseball Rules. Unless noted below, standard Little League Baseball Rules govern (e.g. Green Book).

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### General Rules:

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**Uniforms:** Each player shall wear their hat in a proper (forward-facing) manner, and shall have their shirts tucked-in. All players must also wear protective cups.

**Field Dimensions:** Official Little League field dimensions. Bases shall be 60 feet apart.

**Scoring:** Score shall be kept.

**Player Playing Time:** Each player who is in attendance for a game, who is prepared for the game (full uniform and equipment), and is physically able to play, shall play a minimum of six outs in the field and have at least one at bat.

**Time Limits for Games:** Each team will be provided either a 2 hour or 2-½ hour window for its games. This will be dictated by the schedule prepared by the league and distributed to each team in advance of the season.

**Number of Inning's Played:** Each game shall be six innings.

For games that are limited to 2 hours, no new inning should be started after 1 hour and 45 minutes from the scheduled start time of that game (applicable only if there is a scheduled game to follow).

For games that are limited to 2-½ hours, no new inning should be started after 2 hours from the scheduled start time of that game (applicable only if there is a scheduled game to follow).

Once an inning is started, that inning should be completed in full, unless shortened by weather, darkness, or other circumstances that are mutually agreed upon by both managers.

In the event that the score is tied, an extra inning is permitted so long as it is mutually agreed upon by both managers and that it does not create a timing conflict for a game following (as noted above).

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Changing Sides:	Teams shall switch sides at the sooner of (1) three outs or (2) once through the batting order. No player should bat twice in the same inning.
Umpires:	An Umpire's call should never be questioned by players, parents, or coaches.
Ad-hoc Umpires:	For games where no umpires officiate, each team shall have one representative officiate the game. One shall call balls and strikes from behind the pitcher's mound, and the other shall cover the infield as a base umpire.  These officials shall rotate duties after each <b>full</b> inning so as to keep a consistency within each inning as well as a balance of fairness throughout the game.
Strike Zone:	Strikes shall be called vertically from the chin to the shin, and horizontally from each side of home plate including the black of the plate.

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**Defense / Pitching:**

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Number of Players on the Field:	Each team shall field TEN players. A Pitcher, Catcher, Four Infielders and Four Outfielders. Outfielders must be positioned on the outfield grass before the start of each play.  In the event that a team does not have ten players in attendance, the game shall either be played (1) short-handed, or (2) with borrowed players from the other team. In any event, the game should not be cancelled.
Defensive Substitutions:	Players may be substituted freely and re-entry is permitted.
Modified Kid Pitch:	Players pitch to a batter until the batter (a) puts the ball in play, (b) strikes-out, (c) is hit by the pitch, or (d) takes a fourth ball. Instead of being awarded 1 <sup>st</sup> base in cases (c) and (d), the <b>defensive</b> coach would step in and pitch to the batter. The strike count would remain intact, and the batter would either strike out or put a ball in play off of the coach's pitch.  If a batter is hit by the pitch and is not up for continuing the at-bat, the batter can be awarded 1 <sup>st</sup> base with consensus between the Managers from both teams.

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Pitcher Substitutions: Pitchers removed from the mound may play another defensive position, but may not return as a pitcher. **Also, a pitcher who throws 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.**

*A catcher who catches any part of four innings cannot move to the position of pitcher for the remainder of the game.*

Pitch Count: Pitchers will be limited to a maximum three innings (nine outs) or 50 pitches per day. If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the inning ends.

A pitcher's pitch-count should be tracked by both teams and confirmed after each half-inning.

In the event of a double header, players are not permitted to pitch in more than one game per day.

Pitcher's Rest Requirements: If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 35-50 or more pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 51 or more pitches in a day, three (3) calendar days of rest must be observed.

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### Offense / Hitting:

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Batting line-up: For each game, each manager will have the choice to use either a continuous line-up or a 10-player line-up with substitution.

With a continuous line-up, each player bats regardless of when or where they are defensively assigned (e.g. 12-player roster means 12 players bat).

With a 10-player line-up with substitution, only ten players will bat. Once a player is substituted for another player, that player may not re-enter the game until the substitute has had at least one at bat and has played six outs in the field.

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Bats:	Only wood bats are permitted. Aluminum or composite bats are not allowed.
On-Deck Batters:	On-deck swinging is not allowed.
Bunting/Stealing:	Neither Bunting nor Stealing are allowed.
Sliding:	Feet-first sliding is allowed. Head-first sliding into a base is not. A player that slides head-first shall be called out. Exception: A head-first slide back to a base is permitted.
Extra-bases:	Base runners can continue to advance from base to base if the batted ball is in the outfield. Once the ball is returned to the infield, the base runner is not permitted to advance further. A player that advances improperly shall return to the proper base without penalty once the play has concluded.
Overthrown Balls:	Base runners can advance ONE base on an overthrow. Base runners shall not be permitted to advance a second base following a second overthrow. e.g. on an overthrow to first base, the runner can advance to second. If the first baseman throws to second and the ball ends up in the outfield, the base runner is not permitted to advance to third base. A player that advances improperly shall return to the proper base without penalty once the play has concluded.