



Huntley Little League Baseball Minor A Division
Rules of Play Addendum
www.huntleylittleleague.com

League Description

The Minor A Division plays under Little League Baseball® rules with some local adapted rules to balance fairness and develop fundamentals. This is a progressive learning division stressing participation with a low level of competitiveness. Coaches pitch from a knee, no scores are recorded, and no standings are kept. There are no umpires.

Reference

The most current edition of Little League Baseball® Official Regulations, Playing Rules, and Policies shall be used to rule and officiate all games played within this division except where such rules are in direct conflict with the amendments listed herein. In such cases the amendments listed herein shall supersede. Some of these rules are reminders of situational play that is directly taken from the Little League rule book. All managers should download and purchase the Little League Rulebook via the Apple or Google App Store. A hardcopy can also be purchased on the Little League Store webstore.

Amendments & Key Rules

Participation:

- a) No player shall sit out two consecutive innings.
- b) Coaches are encouraged to play their players at every position, at least once during the season. This includes catcher. Coaches need to keep player safety in mind, especially at a position like 1st base.
- c) No player shall play the same position for more than three innings in the same game.
- d) A continuous batting order will be utilized. Each team will bat all team members until one of the following occurs: three outs or batting through their entire team order, whichever comes first.
- e) The manager is responsible for dividing the playing time equally amongst all players throughout the season.

Coaches:

- a) All coaches and volunteers must have gone through the HLL Background check and be board approved.
- b) HLL Board approved coaches ARE allowed on the field.
- c) HLL Board approved coaches are allowed at 1st, 2nd, and 3rd base when on offense.
- d) Offense: Coach will pitch from a knee and will throw a maximum of five pitches to a batter. If the batter has not put the ball into play after five pitches, then a tee will be brought out and the batter will hit the ball off a tee. ** Please keep the game moving at a reasonable pace, work with the other coaches to keep the game moving along but if a batter is close to hitting the ball off the coach, then agree to another pitch, etc. **
- e) During Coach pitch, the coach will pitch overhand, from a knee.
- f) Base Coaches **CANNOT** interfere or touch/control runners when the ball is in play.
- g) ONLY three HLL Board approved **volunteers** are allowed in the dugout or bench area at a time.
- h) The team hitting will provide an HLL Board approved coach on the sideline/dugout to retrieve passed balls at the catcher's position to keep the game moving. That coach can also help direct their batters in the batter's box as needed.

Game Length:

- a) All games shall be five innings in duration (4 ½ innings if the home team is ahead) Rule 4.10a
- b) There is a hard stop two-hour time limit if there is a game immediately following on the same field.
- c) No new inning shall start after 1 hour 45 minutes of play.
- d) A game will be marked officially complete after the completion of ANY inning that is in progress past the 1:45 Rule c and/or the hard stop two-hour time limit Rule b.
- e) If the start of a game is delayed for any reason, the official starting time will be agreed upon by the managers from each team.

Exception:

- Games that have a delayed start, must stop play prior to the start of any scheduled game that follows, unless HLL A Division Director decides that all games for the date need to be pushed back based on a weather delay.
- f) Rainouts and postponed games are automatically moved to the next available open date within reason. The A Division Director will notify both teams after the reschedule or postponed game has been scheduled.

Player Minimum:

- a) There is NO PLAYER MINIMUM at this level. If a team only has six players show up for a game, the game is still played.

Scoring:

- a) No scoring or standings are kept at this level.

Equipment:

- a) Only [Little League Approved Bats](#) are allowed.
- b) The home team will provide two new game balls (league provided) at the start of the game.
- c) Catchers must use a catcher's mitt (Rule 1.12). They must also have a dangling throat protector (Rule 1.17).
- d) All male players must wear a protective cup.
- e) Hats must be worn straight; shirts must be tucked in and socks must match. No player will be allowed on the field of play if they are missing their hat.
- f) Players can use their own helmets if they are stamped "NOCSAE" approved and have a cage installed.

Pitching:

- a) Coach will pitch from a knee and will throw a maximum of five pitches to a batter. If the batter has not put the ball into play after five pitches, then a tee will be brought out and the batter will hit the ball off a tee. ** Please keep the game moving at a reasonable pace, work with the other coaches to keep the game moving along but if a batter is close to hitting the ball off the coach, then agree to another pitch, etc. **
- b) The team hitting will provide an HLL Board approved coach on the sideline/dugout to retrieve passed balls at the catcher's position to keep the game moving. That coach can also help direct their batters in the batter's box as needed.
- c) Managers should develop and work with all players during the season on pitching mechanics during practices to prepare them for advancing to AA.

Fielding:

- a) All players present at the game are allowed on defense. Extra players should be placed in the outfield.
- b) Infield positions are singular in nature and considered, 1st, 2nd, 3rd, SS, pitcher (next to coach or behind coach) and catcher.

Batting:

- a) All batters must wear a cage on their helmet. The league provides four caged team helmets.
- b) Only [Little League Approved Bats](#) are allowed.
- c) There are no on-deck batters allowed, regardless of field. Rule 1.08 NOTE 1
- d) Only the first batter of each half inning is allowed outside the dugout between half innings. Rule 1.08 NOTE 2
- e) No throwing of bats by any player will be allowed. Managers MUST work with each other and the team to correct this behavior should it occur during a game. Work with the kids during practices should you see this as well.

Base Running:

- a) Batters CANNOT advance on an overthrow. If the ball stays in the infield, the batter can only go to 1st base. IF the batter advances accidentally, they will be called back to first BUT will be called out if they are tagged before returning to 1st base. ** Teach running through the base and turning out towards foul play area **
- b) If the ball makes it into the outfield (even if it rolls through the infield to get there), the batter and baserunners can continue advancing – at their own risk – (can be tagged out just like in Rule a), until the ball is thrown in from the outfield. The ball does not have to be in control from the outfield throw. All runners must stop advancing and cannot advance further.
- c) All baserunners can only advance one base on an infield hit, regardless of play outcome.
- d) Base runners shall slide feet first to AVOID contact at 2nd base, 3rd base and home plate. There is NO sliding into 1st base. If a player slides headfirst or runs into a fielder covering a base/home plate without sliding OR slides into 1st base – play should stop, make it a teachable moment and call the runner out.
- e) Fielders – if there is no play at the base or plate, the fielder must give way and any accidental collision will not be an automatic out for the base runner. Fielders cannot start in or block the base paths with runners on. These are teachable moments by the coaches and managers on the field.
- f) Overthrows: A dead ball is called, and runners will NOT advance. An overthrow is defined as any ball thrown by any fielder that goes into foul territory, or into the outfield when thrown from the infield.
- g) No lead offs or stealing is allowed at this level.