



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

League Description

The Minor AA 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. Pitching is introduced, score is kept, standings are recorded, and playoffs are introduced at this level.

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) All players are required to play at least one inning in an infield and one inning in an outfield position by the 4th inning. This **includes** the 4th inning. The catcher position qualifies as an infield position. No player shall sit twice before everyone on the team has sat one full inning.
Infield Positions: Pitcher, catcher, 1st, 2nd, SS & 3rd base.
- c) All players must play at least six defensive outs (not necessarily consecutive) per game.
- d) No player shall play the same position for more than three innings in the same game.
- e) A continuous batting order will be utilized. Each team will bat all team members until one of the following occurs: three outs OR five run limit per half inning, whichever comes first.
- f) The manager is responsible for dividing the playing time equally amongst all players throughout the season.

Note: Violations of the participation rules listed above will result in the manager being suspended for the next two physically played games and will result in a forfeiture of the game in which the rule was violated. Any player that sat twice before another player sat once, will start and play the entire next game. The manager will be brought in front of the DC - Disciplinary Committee.

Coaches:

- a) All coaches and volunteers must have gone through the HLL Background check and be board approved.
- b) Defense: No coaches are allowed on the field when their team is on defense unless a time out has been granted by the umpire. **See mound visitation rule under Pitching.
- c) Offense: Coach will be ready to come in to pitch if ball four is reached. He/she will pitch three additional pitches. The first two pitches will not be called by the umpire and will be considered “free” attempts for the batter. If the batter fails to put either of the first two pitches in play, the batter will assume a two-strike count. The umpire will call the third pitch either a ball or a strike. If it is a ball, the coach will pitch another pitch – and so on. If the coach’s third+ pitch is called a strike, or the batter swings and misses, the batter is called out.
- d) During Coach pitch, the coach will pitch overhand, from a knee while having a foot on the pitcher’s rubber. The pitch will be on a line, not “lobbed” to the batter. If this is violated the umpire will provide a warning and if this violation continues, the umpire can call the batter out.

- e) Base Coaches **CANNOT** interfere or touch/control runners when the ball is in play.
- f) ONLY three HLL Board approved **volunteers** are allowed in the dugout at a time.
- g) There is no arguing with the umpires, and you are responsible as a Manager for your coaches and parents. You may calmly question calls at the half inning or ask for a time out, and if granted, talk to the umpire.

Game Length:

- a) All games shall be six innings in duration (5 ½ innings if the home team is ahead) Rule 4.10a
- b) There is a hard stop @ 8pm on a school night OR 9:50pm on a non-school night if playing under lights.
- c) There is a hard stop two-hour time limit if there is a game immediately following on the same field.
- d) No new inning shall start after 1 hour 45 minutes of play.
- e) A game will be marked officially complete after the completion of ANY inning that is in progress past the 1:45 Rule d and/or the hard stop two-hour time limit Rule c. Should the game not have a game following, the umpire can still call the game complete due to darkness/safety (Rule f). I.e. If you only have gotten in 3 innings of complete play (1:45 Rule d) or either team was batting and was down and didn't get to complete their at bat (two-hour hard stop Rule c), the game is officially over. There will be no continuance or rescheduling. Manage the game flow appropriately. There is NO score roll back, regardless of incomplete inning or who is at bat.
- f) An umpire can call the game in the event of darkness.
- g) If the start of a game is delayed for any reason, the official starting time will be agreed upon by the umpire and managers from each team.
 - a. **Exception:** Games that have a delayed start, must stop play prior to the start of any scheduled game that follows, unless officials decide that all games for the date need to be pushed back based on a weather delay.
 - b. **Exception:** Playoff/Championship Games do not have time limits and should be played to 6 Innings barring a slaughter rule victory.
- h) An inning starts the moment that the 3rd out is made, completing the preceding inning.
- i) In the event a game is suspended prior to being complete, the managers shall contact the AA Division Director for league rescheduling. The game shall resume where it left off or become final in accordance with the Little League Baseball® Official Regulations, Playing Rules, and Policies.
- j) Rainouts and postponed games are automatically moved to the next available open date within reason. The AA Division Director will notify both teams after the reschedule or postponed game has been scheduled.

Player Minimum:

- a) A game may proceed with as few as eight players at the scheduled start time.
- b) Should a team have less than eight players the game will be ruled a forfeit for standings. The teams can choose to play for experience, but the umpire is not required to officiate.
- c) Teams may utilize "Pool Players" to avoid forfeitures. ****See Pool Players Rules and Procedures Document**

Scoring:

- a) Score and division standings will be kept with all teams involved.
- b) A five-run limit will be imposed, which will complete the half inning.
Note: If the game reaches the 6th inning and is under 1 hour 45 minutes of play, the five-run limit is removed. This means there are unlimited runs for both teams.
- c) There is no slaughter rule at this level, however, remember these games are meant to be fun for our players. Managers should lead by example on the field and exhibit exemplary sportsmanship.

Equipment:

- a) Only [Little League Approved Bats](#) are allowed.
- b) Each team will provide one new game ball to the umpire prior to 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) Player can use their own helmets if they are stamped "NOCSAE" approved and have a cage or C-flap installed.

Pitching:

- a) Players may not pitch more than three innings or fifty pitches in a game.
- b) If a pitcher reaches a throwing limit while facing a batter, the pitcher may continue to pitch until any one of the following occurs: the batter reaches base OR the batter is called out. For purposes of tracking the managers will 'roll back' the completed pitch count to the actual limit imposed. The defensive manager must call time out and inform the opposing team and umpire that this is being done.
- c) A pitcher who delivers 41-50 pitches in a game cannot play the position of catcher for the remainder of the game.
- d) Pitchers' league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 36 or more pitches in a day, two calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
- e) If at any time a pitcher has hit two batters in an inning, or three batters in a game, the pitcher will be replaced.
- f) Mound visitation will take place at the mound or the foul line AFTER time has been granted by the umpire.
- g) If a game is in progress or completed and a pitcher is used outside of the above guidelines, the game will be forfeited by the violating team. The manager will be brought in front of the DC - Disciplinary Committee.
- h) The pitching rubber will be set at 42 feet from the back of home plate to the front of the pitching rubber.
- i) The pitcher must have one foot within five feet of the pitching rubber IF a coach is pitching.
- j) All rostered players must pitch in at least two separate games. The manager shall encourage all players to attempt pitching. The manager should develop and work with all players during the season to accomplish this and to improve the players' confidence/ability.

Fielding:

- a) Ten players will be utilized: Four outfielders, four infielders, pitcher, and catcher.
- b) Outfield is considered grass area beyond base paths between 1st-2nd and 2nd-3rd. Should a game be played on a larger field (Tomaso) – identify three to four feet past the base paths with the umpire at pre-game.
- c) The infield fly rule is not in effect at this level.

Batting:

- a) All batters must wear a cage or Little League approved 'C-flap' 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) A batter cannot be walked. If ball four is reached, a coach will be ready to come in to pitch three additional pitches. The first two pitches will not be called by the umpire and will be considered "free" attempts for the batter. If the batter fails to put either of the first two pitches in play, the batter will assume a two-strike count. The umpire will call the third pitch either a ball or a strike. If it is a ball, the coach will pitch another pitch – and so on. If the coach's 3rd+ pitch is called a strike, or the batter swings and misses, the batter is called out.
- f) During Coach pitch, the coach will pitch overhand, from a knee while having a foot on the pitcher's rubber. The pitch will be on a line, not "lobbed" to the batter. If this is violated the umpire will provide a warning and if this violation continues, the umpire can call the batter out.
- g) If a player is hit by an opposing pitcher, he will be awarded first base; if a player is hit when a coach is pitching the batter's plate appearance shall continue as though they have not been hit.
- h) Bunting is allowed and should be practiced. Once a bunt is shown a player may not swing at the ball. The penalty is the batter is called out. **Bunting is not allowed during coach pitch.**
- i) No throwing of bats by any player will be allowed. **Each team will be allowed one warning.** On additional occurrences, a batter will be called out. If the umpire deems the incident intentional or malicious, the player may be ejected from the game.

Base Running:

- a) 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 head first or runs into a fielder covering a base/home plate without sliding OR slides into 1st base – the player is called out.
- b) 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 decisions/calls will be at the umpire's discretion.
- c) No lead offs or stealing is allowed at this level.
- d) No runner shall advance to an additional base after an infielder has control of the ball in the infield. The runner shall be able to advance to the base that he/she was going to within reason: i.e. more than half way.
- e) 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.

Reporting:

- a) The Manager from both teams will record pitchers used, pitch counts per pitcher and the final score of the game on the Huntley Little League's website within 24 hours of the completion of each game.
**Please try to enter counts and score that same night/day when possible.
- b) Each Manager must also verify the opposing side's pitchers and counts. **Someone should check and verify counts each half inning and at the end of the game.**

[Pitch Count User's Guide](#)

[Injury Tracking Form](#)

[Coaching Tools](#)

- includes Lineup Buddy by Division, helps plan positions and batting order.
- includes Pitch Count Log for in game use.