



AA MINOR Division Local Ground Rules

AA Minor division teams will follow playing rules and regulations as spelled out in the current version of Little League Baseball Official Regulations and Playing Rules book, with the following local additions/clarifications:

General Rules:

All player medical release forms must be in possession of the Manager or Coach at all practices and games.
Rainouts will be rescheduled within 72 hours.

DRESS CODE:

Players and coaches must be in uniforms provided by the league, a shirt and hat with the team logo. Uniform shirts are to be tucked in at all times. Male Catchers must wear a protective cup.
No metal cleats. Only Little League approved equipment may be used.

FIELD PREPERATION:

The Home team is responsible for field preparation before the game fifteen (15) minutes prior to the start of the warm-up period and no later than 35 minutes prior to the start of the game. An official scorekeeper is encouraged but not required.

Volunteers to work the snack shack will be scheduled through Signup Genius, and must arrive no later than 45 minutes before the game start-time. It is the responsibility of the Home Team to provide workers for the Snack Shack in the event the scheduled workers do not show up. The Home team will also ensure that the Snack Shack Workers make it safely to their cars.

The League will provide a minimum of 3 new game balls per game. Should additional game balls be needed, home team will supply the additional balls. At the end of the game, it is the responsibility of the home team managers to retrieve game balls from the umpire. One game ball will be provided to the visiting team, upon request.

Umpires will not be provided by the League. Coaches will umpire the game. One coach will be behind the pitcher's mound calling balls & strikes on their batters. The base coach at first and third will call outs at the bases. The coach behind the pitcher's mound will call outs at home plate.

The Visiting team (either local, or inter-league) shall provide the official pitch count recorder. The pitch count recorder will enter all pitch count data onto the official Little League Baseball Pitcher Eligibility tracking form, which will be countersigned by the scorekeeper, or head-umpire at the end of the game and filed with the official scorebook. It is the Visiting Manager's responsibility to have the pitch count tracking form signed off after the game.

The Visiting local team is responsible for field grooming and clean-up after the game, if no other game follows.

The Visiting local team manager/and, or coaches of the last game of the day must remain at the field until the snack shack is closed, all volunteers are ready to leave, and the field lights have been shut off. If there is not a PVLL Visiting team then the Home team will assume these responsibilities.

The Home team is responsible for making sure that the official scorebook is signed by the head umpire and scorekeeper.

Both teams are responsible for cleaning out their respective dugouts and stands.

Inter-league games:

The Home team is responsible for all of the above, except those related to pitch count recorder and dugout cleanup.

FIVE (5) RUN RULE:

If in any half-inning, the team at bat scores five (5) runs before the side is retired, the half-inning is deemed over pursuant to the FIVE RUN LIMIT RULE.

10-RUN RULE:

If after four (4) innings, three and one-half (3 ½) innings if the Home team is ahead, a team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede [Rule 4.10 (e)].

DUGOUTS:

No food allowed in the dugouts, other than sunflower seeds. Parents/friends/siblings must stay out of the dugout.

COACHES:

Rule 4.05 – Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach. Both base coaches may be adult managers or coaches. At least one adult manager or coach must be in the dugout. A maximum of 1 manager and 2 coaches are allowed in the dugout. Parents or spectators are not allowed in the dugout or on the field during games.

PRE-GAME INFIELD:

Visiting team: 20 minutes before game time. Home team: 10 minutes before game time. In the event of a quick turnaround following an earlier game, the above process will be reduced to 25 minutes (10 minutes per team of warm-up and 5 minute manager meeting at the plate).

No live batting practice from home plate before games. Whiffle or foam ball batting practice in the outfield is okay.

PENALTIES:

Rule 4.07 – If a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for the next physically played game and may not be in attendance at the game site from which they are suspended.

UMPIRING/COACH PITCH

Managers will set a temporary pitching rubber or chalk a line closer than the pitching plate if not pitching from full distance. If a player can pitch from 46ft, they should do so. The focus is on developing pitchers throughout the season and have them pitching from the full distance by the end of the season. Managers should discuss this and agree before the game, ensuring the pitching rubber is never closer than 40' from home plate.

The Minor AA Division will require each team to umpire their games (Home and Visitor). The team that is batting will have a coach call balls-and-strikes on their own hitters from behind the pitcher's mound and the 1B and 3B base coaches will serve as independent base umpires as well. The responsibilities shift to the other team when they're up to bat the next half-inning. No defensive coach may be on the field during play. There will be no walks. After four (4) balls a coach from the offensive team will assume the count and pitch, calling balls and strikes on their own pitches until the batter reaches base with a hit, or is out. The additional pitches will be pitched from the coach that is calling balls-and-strikes from behind the mound. Coaches must pitch overhand either from, or directly in front of, the pitching rubber. Players remaining in the game to play defensive pitcher must stand on the dirt surrounding the pitching rubber either to the left or right of the coach pitcher. There is no limit on the number of times a player can foul off the coach's final pitch, but the player is deemed out if they are unable to hit the ball into play, or they strike out by looking or swinging at the final coach pitch. If a player pitcher hits a batter at any time

during the at-bat the batter does not go to first base but rather the batter will then be pitched three (3) additional hittable pitches from the coach that is calling balls-and strikes from behind the mound regardless of the previous balls and strikes count from the player pitcher. However, if the batter is hurt or is afraid to get back into the batter's box at that time (even against the coach) then the batter can be afforded first base.

PITCHING:

Pitchers are limited to two innings per game

Days rest and pitching availability will follow Little League Pitch count rules. Players age 7 or 8 may pitch a maximum of 50 pitches per day. Players age 9 or 10 may pitch a maximum of 75 pitches per day.

- 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 or rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.

Regulation VI (d): If a pitcher reaches a day(s) threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

The batter reaches base; the batter is retired; the third out is made to complete the half-inning during the at-bat. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

A pitcher who delivers 41+ pitches in a game cannot play the position of catcher for the remainder of the day.

Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Catching 1 pitch in their fourth (4th) inning constitutes catching a fourth (4th) inning.

Rule 4.19 – Any protests must be resolved before the next pitch or play.

MANDATORY PLAY:

All players must play at least six (6) consecutive defensive outs and bat at least once.

Every player must play a minimum of one inning in the infield (P, 1B, 2B, 3B, SS, C) in the first 4 innings of play.

OFFENSE:

All players will bat through the line-up. No direct steals are allowed. Runners may advance to 2nd or 3rd base after a pitched ball touches the backstop. No runner will steal home on any pitched ball. No steals during a coach pitch situation. Bunting is allowed. Runners may advance on overthrows, however, when a throw is controlled by a defensive player positioned anywhere in the infield, the ball is dead and base runners may not take extra bases. Base runners must stop at the base they were heading to when the ball was controlled. Runners will not advance home on an overthrow. An offensive team will complete their "at bat" if any of the following occur: o Three (3) defensive outs o Five (5) runs scored

GAME DURATION – to be agreed by managers and umpire at pre-game home plate meeting:

Weekend games will be 2-hours and weeknight games 1.5 hours from the official start time. If time expires during an at bat, the batter will complete the at bat before the game ends. No new inning is to start after (1) hour and forty-five (45) minutes from the scheduled start time on weekends or (1) hour and fifteen (15) minutes on week nights. Coaches and managers will take action to ensure the maximum number of innings are played (by keeping play moving quickly and reducing time between innings).

All AA games will start no later than 6:00pm

DEFENSE – to be agreed by managers at pre-game home plate meeting:

An optional 10th defensive player will be positioned in the outfield only, assuming both teams have ten players available.