

Rules Minor AA (Kid Pitch) Baseball

(1) No new inning shall start after 1 hour 45 minutes from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. WMLL should allow at least 2 hours and 15 mins for their Light Schedule when scheduling their games.

(2) Home Team shall provide an official scorer and pitch counter. Running the scoreboard is optional.

(3) . In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.

(4) All games shall consist of youth pitch, with no adults pitching. Pitchers shall pitch from the 46-foot rubber.

(5) Managers or coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc.

(6) All players will bat in a continuous batting order. There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.

(7) A catcher must wear full gear including shin guards, chest protector, and catcher's helmet with dangling throat guard. A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt. The catcher will squat down in the regular catching position.

(8) **All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book.** All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.

(9) Only 9 players play defensively at one time. There are free defensive substitutions.

(10) No more than six infielders shall be used: pitcher, catcher, first baseman, second baseman, shortstop, and third baseman. All other players must be positioned in the outfield. All outfielders **MUST** start play in the outfield grass and cannot be positioned in the infield.

(11) Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play. There are no dropped third strikes in Minors. **Base runners cannot leave their base to steal until the ball crosses home plate.**

(12) Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner may be in the teams batting order but must be the last out.

(13) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed **BUT MUST BE ASSIGNED BY THE BASEBALL PLAYER AGENT.**

(14) On offense, each team will continue to bat until either three outs are recorded or until five (5) runs have scored in that half-inning. All play will cease after the play ends when the fifth (5th) run of the inning has scored. The last declared inning may be 10 run limit if agreed to by each coach and time permits.

(15) The 15-run and 10-run rules will be in effect for all games. Any team ahead 15 runs or more after three (3) innings (2 ½ for the home team) or by ten (10) runs or more after four (4) innings (3 ½ for the home team) shall be declared the winner.

(16) In the absence of an umpire, the Managers and Coaches shall call the game, including balls and strikes. The Managers should meet before the game to decide if the offensive or defensive team should umpire. If the two Managers cannot agree, then each manager (or assistant coach) will call ball and strikes while their team is on defense. While umpiring coaches cannot coach from the field of play.

(17) **Remember this is an Instructional Division. Winning or losing the game should be deemphasized. There are no protests in this division.**

