

Golden Valley Little League Minor A League Rules

Batting

- The continuous batting order for the season is in effect. All players must bat. If a player is unable to bat due to injury, illness or absence's the team will not be penalized. Skip the player and move to next batter in the order. The Umpire and other Manager must be informed prior to the "Skipped Batter".
- All team members will be placed in the batting order. All batting orders need to be submitted to the Minor A League Director prior to the first regular season game. On Memorial Day a manager may adjust the batting order and re-submit to the Minor A League Director.
- The first thrown bat will result in a warning for all players, both teams. The second thrown bat will result in an out for the person who had the second thrown bat. The Umpire may use his/her discretion on issuing an out on the first thrown bat.

Field Play

- No player shall sit on the bench more than one inning over and above any other player. (If any player plays six innings in a regulation game, all players on that team must play at least five innings).
- Each player will play at least one inning in the outfield and one inning in the infield by the end of the 5th inning. Pitching and Catching is considered infield play. The League strongly supports players playing in multiple positions on the field, particularly the outfield.
- Pitching rules will be based on the pitch count rules described in the Little League rule book. 12 year olds are not allowed to pitch in the minors.
- GVLL teams will field 10 players with a minimum of nine. During tournament and some inter-league play each team shall field nine unless rules dictate otherwise.
- A game may not be started with less than nine players. The team with only nine players will be allowed to borrow a fielder from the opposing team or both teams will play using nine players.
- Violations of these Field Play rules shall be reported to the League Director for possible disciplinary action.

Runners

- One base is allowed on overthrows that go out of play. Out of play should be agreed upon by the Umpires and the managers prior to the start of the game. The head Umpire has the final decision.
- Sliding is mandatory if a play is being made or is about to be made. No sliding at 1st base. Failure to comply can result in an out. Umpire's discretion.

Games

- Games will start no later than 15 minutes after their scheduled start time.
- No new inning can be started within 15 minutes of the next scheduled start time or after 9:45 pm.
- No game may start an inning after the 2 hour time limit.
- Pace of the game is important. Between innings the fielding team is allowed one minute or eight warm-up pitches, whichever is shorter (the clock begins at the third out). If the catcher is not ready, a coach or player wearing a mask may warm-up the pitcher. The pitcher does not receive extra pitches if the catcher is not ready. In this situation the throw down to second will be done on the first pitch the catcher is ready for. Please try to have your catchers ready to take the field as soon as possible. If a team is consistently slow in getting their team out on the field, the Umpire's have the authority to reduce the amount of warm-up pitches for that team after the team has been warned.
- Games are six innings. You can score a maximum of 5 runs per inning. There are no extra innings in Minor A League. Ties are acceptable.
- If at any time a team cannot score enough runs to tie the game in relationship to innings left and the 5 run per inning max, the game will be conceded by the losing Manager.
- Up to ½ hour prior to the start of a game the Minor A League Director may call the game off due to weather conditions. The Minor A League Director will then notify the Managers, Umpire and the President. It is the responsibility of the Managers to notify their players.
- In the ½ hour prior to game time, it is the decision of the Umpire or the Home Team Manager.
- If lightning is seen the game will be suspended for 10 minutes. If the weather deteriorates or lightning persists within that 10 minutes, the game will be called. The Umpire and the Managers make this decision together.
- Umpires: Our Umpires are kids or young adults. Treat them with the highest level of respect. You are setting an example for the players. The only person that is allowed to approach the Umpire is the Manager. Managers must have permission of the Umpire to approach. Do not just walk on to the field. If there is an issue with an Umpire, it needs to be explained in detail to the Umpire Director ASAP.

Practice

- You have assigned practice times during the week. Managers can conduct practices at their discretion within the schedule. If you need additional practice times (weekends) contact the scheduling person.
- The Manager or 1st named coach will be the first person at practice and the last one to leave. Do not leave anyone behind.
- Make sure you keep your phone list and medical forms with you.

Scoring and Statistics

- A web page is available for your use.
- Required stats are:
 - AB, H, 2b, 3b, HR, K, BB, RBI, SB
 - IP, R, H, ER, W, K
- Some scoring points:
 - There are no errors in Minor A League. Either it's a hit or a fielder's choice.
 - Be realistic on extra base hits, mainly triples and home runs.
 - Stolen bases should be based upon whether the player was stealing when the pitch reached the batter.
- This is important for four reasons:
 - ALL STARS – Being able to find the best 9 and 10 Year Olds to play in post season play
 - EVALUATION – Major League Managers do look at last season's performance in selecting players. Good stats help the players.
 - TEAM IMPROVEMENT – Stats allow you to see how your players have improved.
 - END of YEAR EVALUATIONS. This will help you make definitive positive comments about your players.
- Please, no deviation from this standard.

Coaching Clinic

- All Managers and first named coaches need to attend

League Standings/Playoff Seedings

- Only League Games will count towards League Standings. Final League Standings will determine team seeding for end of year playoffs.
- League Standings will be determined using the following criteria:
 1. Winning percentage
 2. Head to Head Record
 3. Runs allowed per game (less runs allowed per game would be higher seed)
 4. Runs scored per game (more runs scored per game would be higher seed)
 5. Coin flip (for playoff seeding only if necessary).
- Non-league games (not against other GVLL teams) are considered exhibition games and do not count towards GVLL League standings.