

# Cedar Mill Little League

## AA Rules

*Last Revised: March 2023*

### OBJECTIVES

- AA is intended to be a skill-building, team-building, and positive learning experience.
- Kid pitching is introduced at this level, as well as more traditional baseball rules and more competitive play.

### RULES

1. Games shall last six innings if time permits.
2. Any inning started within 90 minutes from the scheduled game start time must be completed. No inning may start after 90 minutes from the scheduled start time. Game time is limited to 1 hour and 45 minutes from the scheduled game time (unless noted for a special game).
3. Be considerate when games are played back-to-back on Saturday. Make sure to allow warm-up time for the next game after you.
4. For games played at Sunset Park on a weekday, games have a hard stop at 6:50 PM. On Fridays the field is ours.
5. The 5-run rule will be observed. The 5th run scored in every half inning will end that half of the inning (including the last inning).
6. The home team does not bat in the bottom half of the last inning if ahead per little league rules.
7. In the event of a tie score at the completion of the last inning (time limit or maximum of 6 innings), the game is over. No extra innings will be played.
8. A complete game is defined as 3 completed innings (i.e. for rainout purposes)
9. Incomplete games or rainouts may be made up. It is both managers' responsibility to secure a field and start time via the CMLL Board Member: Fields Coordinator OR Division Coordinator.
10. Eight (8) players are the minimum for the game to be played. You may borrow opposing team's players. Alternately, you can call up a player from Single-A for a game if shorthanded. See the player agent for potential players.
11. No leading off. No stealing. Sliding is ok, but please teach how to do it safely. However, a head-first slide results in an out.
12. Runners can advance more than one base on a batted ball into the outfield, but must stop when the ball enters the infield.
13. Overthrows:
  - a. Runners advance one base on overthrows into "Out of Play Territory".
  - b. Runners may advance a maximum of one base on overthrows into the outfield or foul territory (in-play). However, they can still be tagged out in an attempt to reach the one base.
  - c. The ball is considered live until the pitcher maintains control of the ball and the umpire/coach calls the play dead.
14. Umpires / Coaches:
  - a. No umpire provided. The coach on the mound is the umpire for balls and strikes as well as plays in the field. Base coaches will umpire calls at 1<sup>st</sup> and 3<sup>rd</sup>.
  - b. To encourage batters to swing, the strike zone will be loosely interpreted: Shoulders to just below knees and one ball width to either side of the plate, including the black edges.
  - c. Dropped third strikes: Batter is out and may not advance to first. Ball is dead and all other runners may not advance.
  - d. Any member (coach or player) of the offensive team may coach the bases. However, players must wear helmets.
  - e. No Infield Fly Rule
15. No bunting, as it becomes a distraction to the pitcher learning how to pitch. Pitch development is the focus of AA.

16. Every player on the team roster will participate in each game defensively for a minimum of nine outs (unlimited defensive substitutions).
17. Bat the roster. All players will bat whether they are in the game defensively or not.
18. Only one player may hold a bat at a time during the game. There is no on-deck hitter in Little League. No warming up hitters behind the dugout during the game.
19. The Home team occupies the third base line dugout. The Visiting team occupies the first base line, and bats first.
20. Home team to provide game balls prior to the game.

## PITCHING

Because CMLL AA is an instructional division and introduces players to pitching, the following additional pitching rules will be applied:

1. **The first two (2) weeks of the regular season will be coach-pitch for the entire game.**
  - a. Either the manager/coach will pitch, or a registered volunteer adult designated by the coach.
  - b. Coach-pitch option: You will pitch to your own team. During coach-pitch innings the hitter will have a maximum of **five good pitches** to put the ball in play unless they keep fouling pitches off.
  - c. They either put ball in play or strike out. There are no walks or HBP in coach-pitch.
  - d. If the batter is not swinging at good pitches, they are out after five good pitches (swinging or non-swinging).
    - i. The intention of this rule is to avoid watching good pitch after good pitch go by. (However, don't penalize the batter if the coach is having difficulty throwing a good pitch.)
2. **Kid-Pitch**
  - a. As soon as the batter gets four balls, the offensive coach steps in and assumes the count.
  - b. No walks. The batter either strikes out, puts the ball in play, or is HBP.
  - c. The coach doing the pitching calls balls or strikes.
  - d. Pitchers will be limited to a maximum of two innings per game.
  - e. If a single pitcher hits three batters in one inning they will be pulled and is done pitching for that game.
  - f. Pitching distance – Pitchers will pitch from the designated pitching rubber.
    - i. In the event that the pitching rubber is not present, the distance will be 46 feet.
    - ii. Pitchers having difficulty throwing strikes consistently from the rubber or 46 feet may pitch up to 6 feet in front of the rubber, if both coaches agree beforehand. (*Typically, most kids in AA are unable to throw from 46ft. Throwing from 40ft is allowed and common.*)
  - g. Warm-ups for Pitchers. In general, keep the game moving.
    - i. A new pitcher entering the game gets eight warm-up pitches.
    - ii. A returning pitcher gets five warm-up pitches at the start of each inning.
    - iii. The umpire/coach has the discretion to start a new half-inning after three minutes of the turnover (3rd out) regardless of whether the pitcher has completed their maximum warm-up pitches allowed.
  - h. Pitchers removed may not re-enter a game as a pitcher.
  - i. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day per Little League Rules.
  - j. Any player on a regular season team may pitch.
    - i. *Exception: any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day per Little League Rules.* Note: this rule becomes effective if a player catches any part of a fourth inning.
  - k. Managers can go to the mound to consult with the pitcher once they have received permission from the umpire (when present).
    - i. After three visits per pitcher, per game, the pitcher must be replaced at third visit
    - ii. After two visits per pitcher, per inning, the pitcher must be replaced at second visit
  - l. **Coaches are allowed to warm up pitchers at any time.** (*New official Little League rule*)
  - m. **Catchers warming up pitchers must be in full protective gear.**

### 2023 Little League Baseball Regular Season and Tournament Pitching Rules for Pitchers:

- 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 of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- Pitching limits per day are:
  - League Age 6-8 = 50
  - League Age 9-10 = 75