



2017 NNLL MINOR AA BASEBALL RULES

NOTE: Any rules not specifically addressed below are governed by the 2017 official Little League rules.

Instructional Division – Focus/Emphasis:

- Baseball Fundamentals/Rules/Strategy/Sportsmanship
- Mechanics: Pitching, Throwing, Fielding, Defense/Hitting/Base running
- Outs are recorded / Score is recorded / Standings are not recorded
- Maximum of 12 players per team
- Game Time: 90 minutes or 6 inning
- 3 outs or 5 run max per half inning; no “mercy” rule
- Only manager and assistant coaches or approved volunteers are permitted on the field
- Home team shall use 3rd base dugout; visiting team shall use 1st base dugout
- Warm-ups: Players shall not warm up on the infield. Coaches cannot warm up pitchers
- Pre-game infield: 10 minutes for each team; visiting team first 25 minutes prior to game time. Home team second 15 minutes prior to game time.
- The home team is responsible for setting up the field.
- The visiting team is responsible for taking down the field.
- No coaches on the field during play, coaching to be done from dug out and coaches box on the baselines.

PITCHING AND HITTING

- Hitting team bats entire lineup; up to 9 batters maximum per half inning
- Players Pitch: Pitch counts and rest periods – governed by 2015 official Little League rules
- Count starts at 1 ball and 0 strike
- No Walks: After ball four, ***the coach may finish the at bat and will get a maximum of 2 pitches. A batter still only gets 3 strikes.***
- ***Coach must pitch from designated mound at 35’. Mound should be marked during field prep. Manager shall pitch from mound as a pitcher should. While pitching, the coach should be considered part of the field of play, if hit by a ball the ball is live.***
- Standard rules apply to coaches second pitch; e.g. foul balls keep at-bat alive
- Pitcher who delivers 41+ pitches cannot play catcher position the remainder of that game
- Player who plays catcher in four or more innings is not eligible to pitch on that calendar day
- Hit by pitch: Player option to take first base. Pitch counts as a ball.
- Team umpire of home team may call pitches from behind the mound or behind the plate; it should not be mgr or coach.
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the lineup; this **does not** constitute an automatic out.
- ***With two outs in an inning the manager may run for his pitcher or catcher so that they can get ready for the next inning. Player must be the pitcher or catcher of record. Runner must be the most recent out. This rule is in place to speed up the pace of play.***

DEFENSE AND BASERUNNING

- No stealing; play is dead when catcher receives pitch
- No steal on overthrow to pitcher by catcher
- Runners may and should be encouraged to lead off any base after the pitch cross home plate
- Ball is dead once the pitcher has the ball on the mound, the runners cannot advance on an overthrow to pitcher.
- **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). ***Infield play requirement must be fulfilled within the first 4 innings.*** A player who is absent for part of an inning is considered absent for the full inning. Absence will not be considered as an inning on the bench.
- **The “Make A Play” Rule:** When a defensive player “makes a play” that results in an overthrow the runner may advance to the next base at his or her own risk. 1 base max. The purpose of this rule is to avoid multiple overthrows in one play and thereby discouraging defensive players from making plays, and also to avoid prior arbitrary rule that play is dead once the pitcher has control of the ball.