



GILBERT NATIONAL – AA Division Rules

The AA Division is designed to prioritize player development, safety, and enjoyment while introducing key elements of kid pitch baseball. Unless granted exemption by the Competition Committee, all LL age 8 year olds are required to play in AA; and no 10 year olds are permitted to play in the division.

1. MANAGERS, COACHES & TEAM FORMATION:

- a) One manager and three registered coaches (4 total) are allowed in the dugout during games.
- b) All coaches must be registered in the GNLL system.
- c) Coaches must remain inside the dugout unless coaching a base.
- d) No coaches on the field except for the coach pitching during innings 3-6.
- e) NO on deck batters, no practice swings inside or outside the dugout between innings.
- f) Coaches CAN warm up the pitcher before the inning.
- g) There is no evaluation and draft process – after Assistant Coaches are assigned, players will be assigned to teams dependent upon skill with a goal of parity across the division.

2. INNING STRUCTURE:

- a) Kid pitch innings (1-2)
- b) Coach pitch innings (3-6)
- c) Run limits by inning:
 - 1. 1st & 2nd: 3 runs max (*standard strikeouts and walk rules apply*)
 - 2. 3rd & 4th: 5 runs max (Five Pitch Rule applies)
 - 3. 5th & 6th: 8 runs max (Five Pitch Rule applies)

3. FIVE PITCH RULE (Coach pitch innings):

- a) Players are allowed FIVE pitches per at bat. If a player receives all five pitches and no ball is put into play, the player is out.
- b) ONLY swinging strikes are counted; three = out
- c) Balls are not counted. NO WALKS issued.
- d) Foul balls count as a pitch, except for pitch five where normal foul rules apply.

4. POSITIONING & MANDATORY PLAY REQUIREMENTS:

- a) The coach must pitch from a minimum distance of 25ft.
- b) If a ball hits the coach pitching, the ball is considered live. The coach must make a reasonable effort to avoid contact with the ball
- c) The offensive coach should only pitch once the pitcher/fielder is on the mound dirt.
- d) Four outfielders are allowed.
- e) A catcher IN FULL GEAR is required in all innings.
- f) No player shall sit more than one consecutive inning.
- g) All players must bat in the lineup.

5. STEALS & OVERTHROWS:

- a) Stealing is allowed during kid pitch innings (1 & 2).
- b) Runners stealing cannot leave the base until the ball crosses the plate.
- c) Runners stealing may only take 1 base, however, if a defensive play is attempted on that runner and an overthrow occurs, the runner may take one additional base.
- d) A runner may only steal home if a defensive play is attempted at 3rd base. NOT ON PASSED BALLS.
- e) Once the ball is returned to the player/pitcher – the ball is “dead” and no runners may advance
- f) All runners are allowed one additional base on overthrows. The additional base DOES NOT include a base a runner was forced to advance to on a ball in play.

6. BUNTING & LEADOFFS

- a) Bunting is allowed during kid pitch innings, but NOT during coach pitch innings.
- b) Leadoffs are allowed during kid pitch innings.
- c) During coach pitch innings, runners must remain in contact with the base until a ball is put into play.

7. PITCHER LIMITS:

- d) No player can pitch more than ONE INNING per game.
- e) After a player has thrown one inning, they **must observe FOUR full calendar days** off before pitching in a game again. (This rule is intended to develop multiple pitchers)

ex: A pitcher who throws an inning on Saturday, is next eligible to pitch in a game on Thursday.

8. STANDINGS & PLAYOFFS

- a) **Spring Season** Standings will be kept during the season. A single elimination tournament (playoffs) will be held at the end of the season.
- b) **Fall Season** No standings will be kept and no tournament will be played.

9. UMPIRES

- a) One Jr. Umpire will be assigned to each game.
- b) For kid pitch innings, they will be behind the plate. For coach pitch innings, they may move to the field.
- c) All umpires used will be Jr. Umpires (13-14 years old). ANY attempt by a parent, player or manager/coach to intimidate a Jr. Umpire will NOT be tolerated and may result in suspension.
- d) The Jr. Umpires judgement is final and is not subject to appeal. If you have an issue, please see the Board Member on duty.

10. EJECTIONS:

- a) Any coach ejected from a game must exit to the parking lot immediately and is suspended for a minimum of one additional game.
- b) A time will be set for them to meet with the board.

12. ADDITIONAL RULES: Please see the Little League rule book or use the Little League App for the remainder of the rules.