

SVLL AA Rules with RapidBall

This document (version 26.1) contains specific SVLL AA Rules. At the AA division, SVLL play Level 2 RapidBall. These apply for baseball and softball. If there is a discrepancy with traditional RapidBall rules, SVLL rules will take precedence. Specific SVLL AA rules are below:

- A wild pitch from the machine does not count as one of the 3 pitches per batter. The 3 pitches must be strikes.
- All positions require rotation every inning, including the bullpen. No player should repeat the same position in a game (exception catcher).
 - Position rotations are continuous **across all games** to ensure player development in all areas of the game.
- If a player hits into the outfield, runners can advance on base until the ball is thrown in by the outfielder.
- Field umpires will be coaches or parents with completed appropriate Little League training.
- Score keeping is optional and can be done in the paper score book provided to each team.
- The batter in the box at each time limit is the last batter for that 1/2 inning, including end of game.
 - Any runner left on base at time limit does not count.

See additional pages for more rules, game format and bullpen format as provided by RapidBall. If you want more information, detailed set-up or take down and pitching instruction, please visit the RapidBall Coaches Portal:

www.coaches.rapidbaseball.org

Password: allstar

Level ②

Level 2 RapidBaseball is played with divisions consisting of players ages 8+. Level 2 RapidBaseball can be played by any division of competitive / upper level level baseball. Level 2 RapidBaseball is typically introduced at the “player/coach pitch combo” or “1st year player pitch” levels. Level 2 RapidBaseball is a progression into competitive baseball. Players can strikeout and the score is recorded. Players will continue to build on the fundamentals of pitching in the RapidBullpen.

4 Innings	The game will consist of 4 innings (120 minutes). Home team will bat in the bottom of the 4th inning regardless of score. May play 3 innings depending on time limitations.
10 Minutes	A 10-minute timer will start at the beginning of each half inning. The umpire or field coach will start the inning timer at first pitch of the half inning. Each team will bat for 10 min. A complete inning is approx. 20 min in length.
3 Outs	Every time the defensive team records 3 outs, base runners are cleared and return to dugout. The offensive team continues to bat until 10 minutes is up.
3 Pitches	Each player will get 3 pitches max. Players can strikeout in Level 2 RapidBaseball. Players can continue to foul off 3rd strike.
Catcher	All positions will be played on the field. A catcher is positioned in Level 2 RapidBaseball.
RapidBullpen	With the guidance of a coach, 2 players will pitch in the RapidBullpen while their team is on defense, each half-inning. Each player will throw 25 pitches. Please reference RapidBullpen guide and instructional materials included.
Umpire	A field umpire is recommended. No home plate umpire is needed. The umpire OR Field Coach (see coaches roles) will be responsible for the inning timer.

Inning Timer	The inning timer will be controlled and operated by the field umpire. If no field umpire is present, the Field Coach (see Coaches Roles page) will control the timer. The timer, set for 10 minutes, is started at the first pitch of every half inning.
Timer Stop	The timer will be paused in the scenario of an unexpected interruption to the flow of the game. Examples include refilling ball basket, injury, gear malfunction, animal on field, etc.
Machine Hit	If a baseball makes contact with the pitching machine or protection screen the ball is dead and the batter is awarded a single. All runners advance one (1) base.
Final Batter	No new batter within the final 15 seconds of the half inning. Final batter will always finish their AB, regardless of time.
No Stealing	There is no stealing permitted in RapidBaseball due to frequency of baseballs being put in play.
Pitcher Location	The player playing the pitcher position is required to stand with one foot on the left/right side of the pitcher's rubber at 46' before each pitch. It is important to make sure that the pitcher doesn't creep away from the rubber and block the SS or 2B.
Machine Adjustment	The machine is set at the beginning of the game and should not be adjusted to meet individual players' needs. The machine shall only be adjusted if location or fine tuning adjustments are needed. Timer shall be stopped and test pitches are allowed.

Suggested Coaching Roles

Defensive Coach A: Field Coach
Defensive Coach B: Ball Collector
Defensive Coach C: RapidBullpen Coach



Offensive Coach A: Pitching Machine Operator
Offensive Coach B: First Base Coach
Offensive Coach C: Dugout / Lineup Coordinator

Tip: EXTREMELY important to make both players pitch at the same cadence and in unison. This is controlled by verbal cues with the 3-Step Method. Please refer to the RapidBullpen Guide for further instruction.

Tip: Coach players before/during/after the play. Remind players how many outs, where's the play, how many runners, correct positioning. Be a coach of the game!



Tip: Make sure players are ready to bat. Always have your on-deck and in-the-hole batters ready to go. Encourage them to hustle to home plate!



Tip: You control the pace of play! Be quick, and be consistent. Present baseball to batter by holding overhead then smoothly feed ball into chute. If balls are damp, use towel to quickly dry before loading. Machine WON'T fire damp/wet baseballs. No more than 3 pitches!



Tip: Keep the field clean! You are responsible for collecting and bagging all foul/passed balls. Remind your catcher each inning to roll you any caught balls.



Tip: Encourage players to run hard through first base and turn off into foul territory. Remind runners how many outs. Help with clearing the bases every time the defense records three outs.



RapidBullpen

What is the RapidBullpen? The RapidBullpen offers players an ideal setting to hone their pitching skills, providing a structured and supportive environment under the guidance of a coach. This specialized bullpen is equipped with two pitching mounds, two 9-pocket targets, and 4 dozen balls, ensuring an age appropriate training experience.

When do players pitch in the RapidBullpen? Each half inning, two players from the team playing defense will head to the RapidBullpen with a coach.

Do both teams share the RapidBullpen? Yes, both teams will share the RapidBullpen during the game. The team on defense is the team utilizing the RapidBullpen.

How many pitches do players throw? Each player will throw 24 pitches in the RapidBullpen.

What if we are short players on gameday? We encourage 2 players to always attend a RapidBullpen session every half inning, even if this means positioning only 1-2 outfielders or having no pitcher on the field.



"Our approach with the 3-Step Method is to keep it straightforward and age appropriate, focusing on the essential fundamentals of pitching that can be easily taught by anyone."

Royce Ring -
RapidBaseball
Head of Pitching
Development