

Minor League - A Division

League age 6*,7,8 (NO 9-year old's) - Instructional Level of Play (* previous year of T-Ball req'd)

INNINGS: Games will be 5 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 4 innings.

PITCHING: Balls and strikes will be kept by league supplied umpire or by someone mutually agreed upon by both teams' managers (this person may call from behind the mound. If calling from behind the plate mask, chest protector, cup & shin guards are required)

The Minor A division utilizes a combination of 100% coach pitch innings and Player/Coach Pitch innings.

1. All April games: (Sept games for fall)
 - a. Innings 1-5: 100% Coach pitch
2. All May games (and beyond): (Oct. games for fall)
 - a. Innings 1-3: 100% Coach pitch
 - b. Innings 4-5: Player / Coach pitch

During 100% Coach Pitch Innings:

- The offensive team will provide a coach to pitch to his batter
- A hit batter will NOT be awarded 1st base
- Coaches will pitch a maximum of six pitches to a batter. If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - If a player fouls the sixth pitch, another pitched ball will be offered.
 - If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered.
- Strikes are called when a player swings and misses the ball or hits a ball into foul territory with less than 2 strikes. Strikes are not called on pitches the batter does not swing at.
- Coaches are to avoid contact with the ball, a ball that hits a coach remains live and in play.
- There are no walks.

During Player/Coach Pitch Innings:

- Player will pitch until the batter is out, reaches base or 4 balls are thrown
- A batter hit by a player pitcher will be awarded 1st base. There is no rule requiring a pitcher to be removed following any number of hit batters
- If 4 balls are thrown
 - For the first occurrence in an inning the batter is awarded 1st base
 - For subsequent occurrences in that inning the offensive teams coach comes in to pitch
 - The strike count will remain when the coach comes in to pitch
 - Coaches will continue to pitch a maximum of six pitches to a batter. If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - If a player fouls the sixth pitch, another pitched ball will be offered.
 - If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered.
- Balls and strikes are called by the offensive team's coach if no umpire is used during player pitch only.

Coaches are to pitch overhand, with a full range of motion and avoid pitching with an arc It is expected that the coach pitching will pitch in such a fashion as to adequately challenge his batter while simultaneously providing him a reasonable opportunity to hit the ball and put it into play.

Pitching distance will be 46'-0" for both players and coaches.

Little League pitch count regulations and days of rest will apply.

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CONTINUED

BATTING:

- Continuous Batting Order is required
- During player pitch innings only one walk is permitted. After the one allowed walk, after four balls are called the coach comes in to pitch and finish the batter. (see Pitching rules)
- **Coaches will pitch a maximum of six pitches to a batter.** If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - If a player fouls the sixth pitch, another pitched ball will be offered.
 - If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered
- Bunting is not permitted

BASERUNNING:

- All infield hits are one (1) base only: intent is to encourage plays at 1st and avoid a running/throwing melee
 - No additional bases are awarded to any runner for overthrows at 1B that go out of play.
 - Base awards shall be made for all other plays where the ball goes out of play.
 - No runners may advance beyond one base on infield plays at 1B that remain in play.
- Outfield hits are not limited to one (1) base per base runner.
 - The ball is not dead once it is returned to the infield; the ball will remain live and in-play.
 - Note: Coaches are strongly encouraged to not take extra bases that they normally would not take. Please remember we are here to teach fundamental baseball.
- Runners may not steal home. A runner may only advance to home with a walk, HBP, a ball put in play, a ball that goes out of play, or a play on a runner at 3rd. Additionally, if the catcher misses a pitched ball, or if the pitcher misses a throwback to the mound, the runner at third may not advance.

When Coach is pitching (both during coach pitch innings and when coach relieves player)

- No base stealing is permitted
- Runners may not steal home or advance to home on throws past the catcher or errant throws returned to the pitcher.

When Player is pitching

- Base Stealing is permitted only as outlined below:
 - No stealing from 1B to 2B is permitted. (Intended to maintain the defensive force out situation at 2B)
 - Stealing from 2B to 3B is permitted on any player pitched ball.
 - Runners may advance only one (1) base on steal. Runners may not advance extra bases, beyond the stolen base on any overthrow of a steal. If a runner advances on an overthrow he does so at his own peril and may be tagged out. If the runner does successfully reach an additional base play shall be stopped only when the play is over and runners sent back to the original base stolen and are not considered safe at extra base taken.
 - Runners may not steal home or advance to home on throws past the catcher or errant throws returned to the pitcher. Runners on 3rd may only advance home if forced or on a batted ball put in play

Coaches are encouraged NOT to have base runners continue to run the bases on overthrows by the defense...this does nothing for teaching the fundamentals of the game. Run fests are not a positive display, and benefit no one. Adherence to this will be on the honor system.

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

DEFENSIVE PLAYERS: All players on the team roster may be given a defensive position. Only one player may occupy the catcher's position at any given time. [Rule 4.01 NOTE1]

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

The League Option, Courtesy Runner rule will not be used for any interlock games.

Minor League - A Division

(Instructional Level of Play)

CONTINUED

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than three coaches (4 total) shall occupy the bench or dugout. [Rule 3.17] There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

- Defensive coaches may be on the field during live action, to assist with **instruction only**. They may not have a glove in their possession, may not touch the ball, and may not physically assist the players in any way.

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted**. RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INFIELD FLY: The infield fly rule is **NOT** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used. Not soft T-ball or Safety Balls

Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers **and the umpire** at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail