



# Greater Fauquier Little League Baseball/Softball By-Laws



## Appendix (A) - Local Rules *Minors "AA" Division-Introduction to Player Pitching Baseball*

*The most current Little League Baseball rulebook will govern play not specified below.*

### Mandatory Play

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible players having sat out an inning. No player shall sit a third inning prior to all eligible players having sat out two (2) innings.
- All players must play at least two (2) innings in the infield and two (2) inning in the outfield. If a player does not have an opportunity to fulfill these requirements due to a shortened game, it must be fulfilled in the 1st inning of the subsequent game.
- Infield positions are defined as 1st, 2nd, 3rd base, shortstop, catcher, pitcher for mandatory play purposes.
- Four coaches may be allowed in this division. One Coach must remain in the dugout at all times.

### The Defense

- The defense shall field a maximum of ten (10) players. The extra player must be positioned in the outfield. All outfield players shall be positioned at least 20 feet beyond the outfield grass cut.
- **A player in the outfield may not make a put out in the infield unless acting as a back-up on a run down. The outfielder must throw the ball to an infielder for an out.**
- During coach-pitched innings, the pitcher shall be positioned even with and within three (3) feet on either side of the pitching plate.
- The catcher shall wear all regulation protective gear to include a catcher's mitt and be positioned properly behind the plate in the catcher's box.
- During coach-pitch inning, one (1) coach may be positioned behind the catcher to retrieve balls and improve pace of play.
- No coaches are permitted in the field of play.

### The Pitcher

- Player pitch will be throughout the season with the emphasis being on pitcher and catcher development. Specific pitch count limitations may be set for the first four games of the season.
- **The pitcher must adhere to pitch count as allowed by the Little League Rule Book. The pitcher may be limited to 30-40 throws per game, or one inning, which is preferred to promote additional pitcher development. The Manager shall acknowledge player limitations due to pitcher arm strength, and pace of the game, and promote pitcher and catcher development for multiple players.**
- **Player pitch shall be from 41'. PB Smith and Pearson # 2 have removable pitchers' rubber for this, other fields will need to be measured and marked.**
- **Innings 1 and 2 are designated as player-pitch innings. For the 3rd and subsequent innings, the coach will pitch to the batters on their own offensive team. After a League announced date (approximately mid-season), innings 1, 2, and 3 shall be player pitch to help promote and develop the pitches/catchers.**
- The coach that is pitching shall be positioned within five (5) feet of the pitcher's plate in a straight line between home plate and second base. Coaches are encouraged to throw from one knee or sitting on a bucket, as opposed to fully standing. Pitches shall be made using an overhand throwing motion; underhand or soft-toss pitches are not permitted.
- **The coach may coach the batter between pitches, but may not coach after delivery of the pitch, while the ball is in play, or coach the base runner. Should two base runners be caught on the same base, the lead runner will be called "out" by the umpire.**
- If a ball comes into contact the coach, after the ball is hit, the ball is considered live and in play. · Development of pitchers and catchers is fundamental to moving to AAA Division in the fall or the following spring.

### The Batter

- During coach pitch innings, the batter shall be given a maximum of six (6) pitches. If the batter does not swing at the 6th or subsequent pitch, the batter shall be called out. A foul ball on the 6th or subsequent pitch cannot be counted at the last pitch.



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- Strikes shall be called during coach-pitched innings. There are no walks or bases awarded due to the batter being hit by a coach-pitched ball. The batter is out upon three (3) strikes.
- Strikes are recorded. A batter will be called out with three (3) swinging strikes or six (6) total pitches. The out is recorded towards the "3 out of an inning."
- If the 6<sup>th</sup> pitch is fouled off, the batter will be awarded another pitch. If the pitch is deemed unhittable by the umpire's judgment, he may be awarded another pitch (examples: ball hits the batter, ball several feet outside the strike zone, etc.).
- Bunting is not permitted during coach-pitched innings. Bunting is permitted during player pitch innings.

## The Runner

- Runners may advance one (1) base on an overthrow at their own risk with only one advance on the overthrow on the same play. If the defensive team chooses to try and make a play on the runner taking the additional base results in **ANOTHER overthrow**, one (1) additional base may be taken for each subsequent attempt made against a runner, each overthrow may result in an additional base including home plate.
- Runners cannot advance to another base once the ball reaches the infield and is under control by an infielder or if the runners are contained. The runner may continue to the next base in this situation but must return to the previous base if they were no more than half the distance to the advancing base at the time of the ball entering the field. (judgment call by the umpire)
- Runners are permitted to steal during player pitch on passed balls. Passed balls are defined by a ball that completely misses the catchers or gets far away from the catcher, not a ball the catcher stops in front of them and ends up on the ground
- Runners are not permitted to steal during coach-pitched innings.
- Runners are not permitted to steal home.

## Starting and Ending the Game

- In the sixth inning or last deemed inning by the umpire before the start of an inning, each half inning shall end after three offensive players are legally put out, called out by an umpire or when all players on the roster have batted one time in the half inning. (No five-run limit)
- For innings other than the sixth inning, each half inning is limited to five (5) runs, three (3) outs, or when all players have batted once during the half-inning, whichever comes first.
- Each half of a player-pitched inning is limited to three (3) runs or three (3) outs.
- No new inning may start after 1 hour 45 minutes.
- The game shall not continue after 2 hours.
- There will be no time limit in playoff games.
- An inning begins immediately upon the end of the preceding inning.

## Team Responsibilities, Pre and Post Game

- The home team will sit in the first base dugout.
- Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day.
- 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
- The home team is responsible for raking/grooming the field, lining the field, repairing the pitching mound, repairing the batter's box and putting away the bases.
- Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game. · The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game.
- Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the cleanup has occurred.