SWLL FALL 2025 BASEBALL PLAYING RULES

AA PLAYING RULES

AA Division will follow the Little League Rule Book applying the **Minors** rules <u>unless</u> adjusted or clarified below.

- Little League International (LLI) 3-5-9 Rule-
 - Inning is completed when (3) outs are recorded, (5) runs are scored (9)
 Players Bat
 - 3 / 4 innings as time allows cannot exceed 75 minutes of play-
- Rotary Batting
- Coach or Machine Pitch pitch the entire 1st inning
 - Every Player Bats in the 1st inning
 - Bases cleared after 3 outs
 - o Coach can strike out batter in 1st inning and at any point in game-
- Coach of team on defense umpires
- Player pitcher must be replaced by Coach after 3 base- on- balls in an inning.
 - A hit by pitch batter counts as a base-on-balls.
- Pinch runner can be put in for the catcher after two outs. Pinch runner shall be the last player to get out.
- Minimum of six defensive outs per player and managers have free substitution on defense.
- Bunting and stealing are not allowed

A PLAYING RULES

- Little League International (LLI) 3-5-9 Rule-
 - Inning is completed when (3) outs are recorded, (5) runs are scored (9)
 Players Bat
 - 3 / 4 innings as time allows cannot exceed 75 minutes of play-
- Rotary batting
- Utilize the batting tee for 1st inning OPTIONAL
 - All Players bat in 1st inning
- Coach pitch 2nd inning
 - Underhand soft-toss style pitching or overhand pitching from one knee is recommended so that batter receives ball into hitting/swing zone from the proper line of sight-
 - Pitching Distance 30-35' from batter
 - Coach cannot walk the batter, only strikeout the batter
 - o Maximum 5 Pitches per batter
 - After 5th Pitch- Player hits off Batting Tee
- Fielders rotate at beginning of inning (Every player should have the opportunity to play each position throughout the season)
- <u>Situational play, base runner returns to the bench if called out</u> (Sense of urgency for the runner to run through the base and fielders to make plays with good fielding/throwing techniques)
- Emphasize proper base running and situational fielding