

Double A Rules:

Target age:	8-10-year old's (no 11-year-olds for safety).
Ball:	11-inch Softball.
Time Limit:	No new inning after 1 hour, 40 minutes.
Minimum Play:	All players present at the game must play at least 6 defensive outs and bat the roster.
Substitutions:	Free substitution is allowed for defensive positions except for the pitcher. Managers adhere to the minimum playing rules and pitching substitutions.
Run Limit:	5 runs per inning (regardless of coach pitch or player pitch).
Outs:	Change sides when 3 outs are made.
Bunting:	No bunting.
Stealing:	Baserunners may steal bases only when a player is pitching. Limited advancing one base per batter Runner may not advance home on passed balls. Runners may not leave a base until the pitch reaches the batter. Violations will result in the runner returning to the base they occupied at the time of the pitch.
Number of Players:	Ten (10) – Outfielders (4) must stay in the outfield at least 15 feet past the nearest base path or in the outfield grass whichever is closer. Rotating players between infield & outfield is strongly encouraged!
Umpire:	Home team MUST select an Umpire (Parent or Coach). Umpire shall call balls and strikes from behind the pitcher.
Pitching distance:	35 feet
Pitching:	Played as 'friendly pitch' the entire game. Friendly Pitch: Player pitches until there are 4 balls, then the batter's coach finishes the batter's at-bat.
Legal Pitch:	This level is for developing pitchers, so we want to give the pitchers some slack. If they are starting in the right place and making some attempt to do it right, then we do not want to enforce the letter of the rule. Also, we want a pretty big strike zone (a little below the knees to the chin, and a few inches on either side of the plate) to encourage the batters to swing and help the pitchers. Please discuss this in pre-game discussion with the plate umpire and the other manager. <i>Please also encourage team parents to share this with parents so there is no frustration from fans in the stands.</i>
Player Pitch:	Players shall start no closer than 35 feet. Please be lenient on 'legal' pitches. Let's just be sure they are starting in the right spot. Other than that, if it's an underhand pitch, we shouldn't care. We want to encourage kids to want to pitch – and to find the kids that have a knack for it. One step may be taken in the delivery of the pitch which must be forward.
At Bats:	Three strikes (called/swung at), batter is out. A foul ball (tip) not caught by the catcher or fielders on the third strike earns the batter an additional pitch. Four balls (called) and the coach from the player's team will step in to coach pitch. The player keeps the number of strikes and will strike out once three strikes are called. The at-bat ends with either a hit in play or strike out. NO WALKS!
Coach Pitch:	Every pitch thrown by the coach is a strike. <i>Example:</i> If the count is 4-1 and the coach comes in to pitch, they have 2 pitches to finish the count, so both are strikes. If the last pitch by coach is not hittable and nowhere near the strike zone, and the player doesn't swing, it is a ball, and the player receives one more pitch [we don't want kids to strike out because a coach didn't pitch well]. <i>Caveat:</i> If fouled, they get another pitch. If a player is hit by a coach pitch, it is a 'no pitch,' and everyone returns to their base.
Hit by Pitch:	Players will take first base (during player pitch only).

Dead Ball:	When the pitcher has control of the ball in the circle or ball is out of play.
Overthrows:	The runner may advance at own risk. (1) Base maximum advance of runners. An overthrow is any thrown ball not stopped by the intended fielder. (Intended base plus one per overthrow) Runners may not advance on overthrow to a pitcher.
Base Coaching:	May have two adult base coaches. Coaches for the defensive team will not be in the field at this level of play.
Leading Off:	Runner can leave the bag when the <u>ball reaches the batter</u> .
Home Team:	Sits in the 3 rd base dugout.
Field Conditions:	Home team manager is responsible for the safety condition of the field, making the call on rainouts, as well as raking and chalking the fields prior to game.
AA Level Skills:	Pitchers: Learning basics, developing consistency, and throwing hittable pitches. Catchers: Blocking, passed ball coverage, throws to the pitcher. Batters/Runners: Waiting for a good pitch, adjusting to varying speeds and abilities, stealing, and sliding. Defense: Defensive rotations when runners are on different bases, backing up the bases (ball, base, backup). Throwing: Really emphasize throwing form, elbow at 90-degree angle going by the ear, getting the elbow up to almost shoulder height, etc. (really hard to fix this as they are older). Fielding: Grounders, glove side, introduce back handed catches, pop fly's, intro drop step.

A Game Rules

Ball:

- 11 inch "Softie"

Length of game:

- Most games last around three innings- 1.5 hour timeframe
- No new inning to start after 1:15

Fielders:

- All players at the game will play in the field by position in the infield and outfield
- Extra players in the outfield- not infield
- Coaches are in the field teaching situational awareness and skills

Batters:

- All players at the game will bat in order each inning
- Each player should get 5-7 coach pitched pitches
- After 5-7 misses use the batting tee until the ball is hit fair
- No Bunts

Baserunners:

- When the ball is put into play each runner will move forward one base. Station to station.
- Last batter gets to clear the bases and come home- all the players want to hit last!
- No base stealing/leading off

Outs:

- For the first portion of the season we will not be calling players out, tagged or force
- Start moving towards outs as the season progresses
 - Runners who are out return to the dugout- continue to bat the line up if a team gets three outs. We want everyone to get as many at bats as possible.

Pitching:

- 35 ft for 10U and under- but move in when starting to kid pitch

- Start with coach pitch and progress to kid pitch towards the second half of the season if desired. Kid pitch- 3-4 pitches and go to coach pitch if the ball is not put in play. No strikeouts

Game day:

- Home team will line the field with chalk
- Both teams arrive 30 minutes before the game to warm up and be ready to start on time