



Important Codes

Gaiser Storage Box: _____

Gaiser Bathroom: _____

Luke Jensen Locker: _____

Manager's Meeting Agenda – AA Division

All coaches and parents should be informed of the following rules before the season starts. During the season, the coaches and parents might not understand the rules, and as the season goes on and things get more competitive, they need to know what's going on to avoid potential conflicts.

AA Division (Intro to Player Pitch with Coach Assist)

The AA Division builds on the foundational concepts of baseball while introducing more advanced elements. Emphasis remains on throwing, catching, hitting, and sportsmanship, but players also begin to focus more on defense. Scores are recorded, and players learn game rules, including striking out on called or missed swings. This is the first year that skill evaluations are conducted, and attendance is mandatory. Teams are formed through a draft process based on these evaluations. Seven-year-olds may be eligible, depending on safety considerations and their evaluation results.

Game Day Overview

Rainout Procedures

- LJSP can be used in the rain, even when other fields are not available due to its synthetic surface. Game time decision is the manager's call. Be smart – if it's too cold, it's too cold.
- Coaches concerned about weather can get in touch with the opposing team and their commissioner to confirm the game (or not).

Field Prep

- Home team is responsible for installing the bases (found in Field 3 dugout storage) and making sure the mound is in the correct spot. Bases should be at 60' and the distance between the mound and home plate is 40'.

Game Rules

Time Limitations

- Game Time – 5 innings or a hard stop at 1 hour 45 minutes from scheduled start time. No new inning can start after 1 hour 30 minutes from the start. Learn now to keep the game moving, reduce coaching between innings, as this becomes a big deal at future levels. Umpires must keep the game moving.

Scorekeeping

- Scorebook is required during the season.
- 5 Run Rule – Play is stopped when the ball is dead, and the 5th run scores in an inning. Let kids finish the play even when the 5th run hits the plate. This way even if a 6th run is scored on a hit, the hitter gets to finish running. The final inning is unlimited, but the time limit is still in effect. If a complete inning is not finished in time, the score reverts to the last full inning.

Number of Players

- You can play a game with 8 players – two of which are outfielders.

General Rules

- Managers discuss issues before the game to be on the same page.
- Balls and strikes are called. 3 strikes, and the batter is out. For the first two strikes, the zone can be big (we will discuss). For the 3rd strike called (no swing), it needs to be a true strike to call a batter out.
- Must use a continuous batting order.
- No stealing or bunting.
- Coaches can warm up pitchers.
- After four non-strikes are thrown by the pitcher, the coach comes into pitch. The coach inherits the strike count (maximum pitches by coach is 3 pitches). The batter is out if after pitches from the coach the ball is not put into play. The batter remains at bat if final coach pitch continues to be fouled off.
- Coaches should pitch from the mound with one foot minimum on it.
- A batter hit by a player pitch may take first base or continue as a batter receiving the remaining pitches from a coach (kid's choice).
- When the coach comes into pitch, the player that was pitching must be within 3 feet of the coach pitching, positioned adjacent to or behind the mound, but not any closer to the plate.
- Coaches should pitch from the base of the mound. NO CLOSER (One foot must be touching the front of the mound).
- If a batted ball hits the coach who is pitching, then the ball is dead, and the batter/runners all advance 1 base.
- Base runners and the batter/runner advance 1 base on an overthrow per play. Runners will not advance beyond 1 base even with multiple overthrows on a single play.

- Play stops and is a dead ball when the ball is returned to the pitcher on the mound. The pitcher's control of the ball is not the issue. Try to avoid a constant run around the bases.
- Defensive playing time should be equal. Defensive players should rotate between infield and outfield every inning and get equal play at all infield positions as much as possible. Players shall not be on the bench for consecutive innings.
- Prior to playoffs, two coaches can be in the outfield helping players if you have three coaches. This is to help players not just sit out against the fence. Do no grab/move players. One coach needs to always be in the dugout.

SCLL Adopted Rule

- If an infielder is throwing the ball back to the pitcher the play is considered dead. Only from an infielder. An outfielder cannot throw in and stop the play.

Safety Rules

- Level 5 safety Ball is used.
- Safety is paramount, especially for the catcher. Catchers must always have all protective gear on, including dangling throat protector.
- Cups should be worn by all male players and is mandatory for the catcher.
- Managers must be in the dugout with the gates closed during play. No other kids are allowed in the dugout.

Pitch Count Limits

- 7–8-year-olds can pitch up to 50 pitches per day, or a maximum of 2 innings, whichever comes first.
- 9-year-olds playing in AA (if approved by the safety committee) would follow the same pitch count limits.

Pitch Count Requirements

- 1-20 pitches in a day = zero (0) calendar days of rest is required
- 21-35 pitches in a day = one (1) calendar day of rest must be observed
- 36-50 pitches in a day = two (2) calendar days of rest must be observed

Pitcher + Catcher Limitations

- A player may not pitch in consecutive games, unless he threw 40 or or less pitches in the previous game.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Coaches are not required to let the league know about pitch counts, but it is imperative that they track pitch counts for their players to ensure the safety and care of the player's arm.

Umpires

- Teams will be required to umpire other games (not their own) during regular season play on a rotation basis. One umpire is okay, but it's best to have two if possible.
- The following strike zone applies for the FIRST TWO pitches: white to white batter's boxes and knees to armpits. For a strike 3 to be called (non-swinging), it must be a true strike.
- Umpires must wear shin guards, mask and chest protector.
- Gear for umpires is on field #3 (AAA field) – 3rd base side. All coaches will have to umpire games.

Manager & Coach Selection

- Manager and coaching positions are not guaranteed year to year.
- Manager and coach request forms are reviewed annually and voted on by the SCLL Board of Directors prior to team assignments.
- Duration of title for a coach or manager, unless prematurely removed by the Board, is one playing season.

Manager/Coach Conduct

- Managers and coaches are responsible for their conduct and the conduct of their team and fans. Obscene and foul language gestures from players, fans, coaches or managers will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player or verbal abuse of any player, is not permitted.
- Team members, manager and approved coaches are the only persons allowed in the dugout.
- Do not argue balls and strikes with umpires.
- If a manager or coach is ejected from a game, he/she will be suspended the following game. After the second ejection, there will be further suspensions and the possibility of dismissal, if warranted.
- Serious misconduct could result in immediate ejection from a game, future games are subject to the disciplinary policy procedures outlined in Section XIX, even if it is a first offense.
- Managers, coaches, parents and fans are reminded that a person ejected from a game/ballpark will leave the ballpark, to include the parking lot and surrounding park area, within five (5) minutes. Failure to do so could result in a possible forfeiture to the team being played. SCLL will not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ballpark, for whatever reason, he/she will be subject to the disciplinary policy procedures outlined in Section XIX.

Protests & Ejections

Game Protest Policy (see playing Rule 4.19) - Any protest must be submitted by the manager first to the umpire on the field of play, if not resolved, note in the official scorebook and play on. Then after the game, the protesting manager shall report in writing to the local league

president within 24 hours. The umpire in chief of the game shall also submit a report within 24 hours to the local league president, District Administrator and the District UIC. The league president shall then notify the interleague board for resolution. Ejections shall be reported within 24 hours by the umpire who executed the ejection or the umpire in chief of the game to the local league president of the offending player, coach or manager. Copies will be sent to the district administrator and district UIC as well. This is mandatory so that the penalty of an additional game suspension will be enforced on the offending person.