

MALL AA Division Regular Season Rules:

General:

- Games are a maximum of six innings
- No new inning will begin after 90 minutes
- Coaches and Umpire will announce the final inning as time allows
- Games scores will not be kept on the scoreboard
- Coaches may be on the field for the first half of the season. After the mid-way point, coaches should remain in the dugout when his/her team is on defense.
- At least 7 players are required to start a game. If borrowing players from the opposing team is required, borrowed players should play right and/or left field.
- Coaches are required to input final scores into the Gamechanger app.

Fielding:

- 10 players play in the field, including 4 outfielders.
- All players must be aligned appropriately, i.e. no shifts, or bringing extra players to the infield or outfield.
- Outfielders must begin each pitch on the outfield grass. Outfielders cannot move onto the infield dirt until a ball is in play.
- No player may play more than 2 innings at any one position over the course of the game. Exceptions: 1st basemen are permitted to play up to 3 innings at 1st base.
- All players must play at least 2 innings of infield.
- Pitcher and Catcher qualify as infield positions.
- During coach pitch, kids playing the pitcher position must be no closer than the 46 ft rubber and should be in close proximity to the mound with a clear vision of the batter/plate.

Batting:

- Maximum of 5 runs per inning for innings 1-5. The 6th inning or last inning has no run cap.
- There is **No On-Deck Circle!** No player may swing a bat in or around dugout.
- 5 run rule does not apply in the final inning (Play until 3 outs are recorded)
- There are no walks.
- Strikes are called when coaches pitch.
- A continuous batting order will be used throughout the regular season (e.g. batter #5 makes the last out of the game, batter #6 will be the first batter of the next game.). Coaches can make a one-time adjustment to their batting order mid-way through the season.
- A continuous batting order is not required for the playoffs.
- All players present bat in order.
- If a player is hit by a kid pitch, the player may choose to take first base or to remain at bat. If the player remains at bat, it will be considered a ball.

Base Running:

- Play ends when pitcher has possession and is on/near the mound
- Base runners may advance 1 base only on any overthrow
- Base runners must return to previous base if not more than half-way to the

next base when play ends. Determined by umpire.

Pitching:

- 1st Inning and last inning: Coach Pitch
- In a game where time limits are not a factor, this means:
 - 1st inning Coach Pitch
 - 2nd, 3rd, 4th, & 5th inning Kid Pitch
 - 6th inning Coach Pitch
- Most games will run up against time limits. Coaches must communicate throughout the game where the game is on time. Coaches will agree before the inning starts if an inning is to be the last one. This means Coach Pitch could be the 4th or 5th inning depending on duration of the game.
- If the game has hit the time limit and Coach Pitch did not occur for the last inning, the game will be over.
- Kid pitchers cannot pitch more than 50 pitches or 2 innings
- Abide by Little League rules for rest requirements:
 - If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
 - If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue to pitch until 1) the batter reaches base or 2) the batter is put out or 3) the third out is made to complete the half inning.
- Balls and strikes are called for kid pitch
- One pitch equals one inning
 - In the event a reliever comes in and throws one pitch which results in the 3rd out, that is considered one inning pitched
- Kids may pitch from standard rubber, or 5 feet in front of standard rubber, **those are the only 2 options.** It is recommended that coaches utilize a marker to determine the shorter rubber distance so all pitch from the same spot.
- There are no walks. If a Kid throws 4 balls to a batter, the Coach will come in and pitch to the batter. Coaches throw a maximum of 8 pitches per batter. If the batter does not put the ball in play or strike out after 8 pitches from the coach the batter is out. In the event the 8th pitch is fouled off the batter will receive an extra pitch.
- Coaches should agree before the game where coaches will pitch. It is recommended coaches pitch from around the front of the mound.
- Coaches may not pitch from their knees. This will not help kids and it isn't fair.
- Players will be removed from pitching if he/she hits 3 batters in one inning or 4 batters in total.
- If Kid pitcher is replaced by a Coach, the player will stand next to or behind the Coach pitching.
- Coaches pitch from the front rubber (i.e. 5 feet in front of standard rubber)

Heart Guards/Cups:

- Cups are required to play catcher
- All players should have and wear Cups and Heart Guards throughout the game.

Addressing Umpires:

- AA Umpires are kids; we as coaches are teaching them along with our players
- Do not allow parents to shout at the umpires, coaches are responsible for the parents on their team, and should personally and immediately ask them to quiet down. One warning will be issued, then the fan is ejected.
- Do not argue with or undermine the umpire. There's a lesson for players in dealing with a bad call. It won't be the last they will have deal with.

*Playoffs should use the same primary rules. Things like single/double elimination, game length or tweaks to rules will be agreed upon by all coaches before playoffs commence. Coaches should make every effort to use the regular rubber for playoff games.