

Northwest Forsyth American Little League (NWFALL)
Minors AAA Kid Pitch Baseball – Spring 2023 Season Local Rules

- **Field Maintenance:** The home team is required to line the field prior to the game. The visitor team is required to rake and tarp the field after the game.
- **Prior to the Game:** 30 minutes prior to the start of the game, the home team will have use of the field for warm-ups for 10 minutes. The visiting team will have use of the field for the next 10 minutes for warm-ups. At 10 minutes before game time, the field should be prepared and lined (if not done so already). 5 minutes before the game, the teams should line up on their base lines to recite the Little League pledge. A team captain(s) from each team should stand between home plate and pitching mound to lead the teams in saying the pledge.
- **Starting a Game:** The goal is for rosters to have at least 10 players - the minimum to play a game without forfeit is 8 players. If a team has less than 8 players at the start of a game, the game will be officially called as a forfeit and the opposing team is to supply needed outfielders for the purposes of playing a “scrimmage”. Coaches must take advantage of our Pool Play rule when they know they will have less than nine (9) players for a game.
- **Pool Play:** When a team knows they will not have sufficient players for a game (< 9 rostered players), the Player Agent is to be contacted to provide the appropriate number of pool players for the game in order to have a total of nine (9) players at the game. Pool players that are called and show up for the game must play in the continuous batting order and play defensive innings / positions per Local League Rules. Per Little League regulation, the only restriction is that the pool player(s) cannot pitch.
- **Time Limit:** The Official Scorekeeper (Home team scorekeeper) shall record the time when the Umpire calls for delivery of the first pitch of the game. Game length is 6 innings subject to the following time limit - no new inning shall start later than 2 hours after the start of the game. An inning begins with the stoppage of play in the previous inning. On Mon-Thu, no new inning will start after 8:00pm. On Fri-Sat, no new inning will start after 8:00pm if field in use does not have lights.
- **Run Rule:** To meet our objectives, the league has adopted the fifteen – 4 inning and ten run – 6 inning rules (4.10e).
- **Batting Order:** All players present shall be in the batting order for the entire game. Free defensive substitution. See rule 4.04.
- **Defensive Players:** A total of three (3) outfielders will be used; bringing the total number of defensive fielders to nine (9).
- **Mandatory Play:** All players present and able to play the full allotted game time shall be a “Designated Hitter” (DH; and not play in the field for an inning) a maximum of two (2) innings per game. At least one (1) full defensive inning must be at an infield position which includes 1B, 2B, SS, 3B, C or Pitcher. It is highly recommended that all players present play a minimum of two of innings at an infield position. As its “Minors” name implies, this is a developmental division. Coaches are encouraged to move players through different defensive positions throughout the game and recommended to limit a player playing the same position to no more than three (3) innings in a game. In addition, coaches are required to keep track of the number of innings each player is the DH. Coaches should ensure an equitable distribution of the number of innings players are the DH. As players will have a different number of games played during the season; # of innings at DH / # of games played is the appropriate means to track.
- **Base Coaches:** While on offense, a team may use two adult base coaches if desired provided an adult is in the dugout. For safety reasons, persons under the age of 16 (sixteen) must wear a helmet when acting as base coaches.
- **Ending an Inning:** An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07).
- **Pitch Count:** Little League Baseball pitch count Regulation VI applies. An Illegal Pitch delivered will count towards a pitch count. An illegal pitch will NOT add a ball to the bat count if it does not result in a play.
- **Rule 6.02c is not enforced:** Batter does not need to maintain a foot in the batter’s box during the entire at bat.
- **Thrown Bat:** On a per player basis: 1st offense = play stands; umpire calls time and issues warning to be noted by both scorekeepers; 2nd offense = at conclusion of play, umpire calls time and batter is called out; 3rd offense = same penalty as 2nd offense and player is allowed to be play defense only the balance of the game - spot in order is passed over - no automatic out.
- **No digging is allowed:** To maintain fields and prevent injuries, players may not dig while on defense. First offense is a warning, second offense is removal for that inning, and third offense is removal from the game.
- **Catcher’s equipment:** All male catchers must wear an athletic cup. Catchers do not have to use a catcher’s mitt.
- **Infield Fly:** The Infield Fly rule will not be enforced.
- **Intentional Walks:** Intentional walks are not allowed.

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- **Stealing:** Stealing 3rd base is allowed. A runner may advance to 2nd base or home plate only: 1) when forced due to a batter walk or hit by pitch; OR 2) during live ball play after a ball has been batted.
- **Live Ball Play:** Live Ball play is in effect with only one exception. In case of an overthrow to 1st base that remains in play, all runners may attempt to go only one base more at their own risk. If the defensive team attempts to make a play on an advancing runner after an overthrow to 1st base, Live Ball play resumes. Overthrows to other bases are Live Ball situations with no limits. Live Ball play ends and when:
 - 1) All runners have stopped making any attempt to advance to the next base (as judged by the umpire)
 - 2) Pitcher has possession of the ball on the pitcher's plate AND catcher is ready to receive the pitch.
- **Umpires:** If a League-provided umpire is not available and a volunteer-umpire is not an option agreed upon by both coaches, the following means to umpire the game shall be used:
 - 1) Coaches for the at-bat team will umpire each half inning
 - 2) 1st and 3rd base coaches shall make safe/out calls at their respective bases
 - 3) 1st base coach shall make safe/out calls at home plate
 - 4) A coach will be positioned behind the pitcher to make ball/strike determinations as well as safe/out calls at 2nd base. Coaches calling balls & strikes are encouraged to give every advantage to the pitcher.