



## 2018 Minors AA (Farm) League Rules

This is an instructional and recreational league. Ages range from 7 to 8, and skills vary widely. All of the children should benefit from this league regardless of skill level. Good sportsmanship, team spirit, fair play, safety and having fun should be stressed. The program is designed to have one practice during the week and a game on the weekend, with a clinic every other Friday.

### Section I (General Rules):

- 1) Coaches should communicate with their parents that their players should be at the park approximately 15 minutes before the game for warm-ups before the game.
- 2) The home team shall occupy the dugout on the first base side of the field.

If your schedule indicates vs. Opposing Team, you are the **home** team.

Sun, Oct 8	02:00 PM - 04:30 PM	<a href="#">vs. RH Americans</a> ✓	Game	<a href="#">Deresinski</a>
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If your schedule indicates @ Opposing Team, you are the **visiting** team.

Sat, Sep 2	10:00 AM - 12:30 PM	<a href="#">@RH Americans</a> ✓	Game	<a href="#">Deresinski</a>
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- 3) In the event of an injury, the coach should contact the relevant Farm Director (Jason Garrant for Minors AA), Safety Officer (Ron Orsini) and the Baseball Director (Frank Turner) as soon as possible. The proper paperwork must be completed and submitted to the Baseball Director.
- 4) In the event of inclement weather, the cancellation notification procedure must be followed. Please do not call the field coordinator. Makeup games should be coordinated with the Farm Directors for the relevant divisions (Jason Garrant – Minors AA).
- 5) Games will be 5 innings, time permitting with a game considered played if three or more innings are completed.

- 6) There is no smoking, eating or drinking of alcoholic beverages on the fields at any time, per Town Ordinance. The code of conduct you signed during registration also applies.
- 7) Players should be encouraged to wear baseball pants and cleats. Please check our website for suggested bat and glove sizes. **\*All players must wear a protective cup\***
- 8) The official league ball for game use is the Sof-Tee level 5 as provided by the league
- 9) Runs are not counted. Game scores are not kept, nor are standings maintained. Outs should be explained in practices and introduced in games as the season progresses at the AA level. Clearing the bases after 3 outs at the AA level.
- 10) At the end of each game, both teams will line up to shake hands and congratulate each other.
- 11) **The most important rule of all is to HAVE FUN!!**

## **Section II (Defensive Rules):**

- 1) All players will play the field in Minors AA with any extra players being used in the outfield.
- 2) Infield Positions: P(Pitcher,1), C(Catcher,2), 1B(First Base,3), 2B(Second Base, 4), 3B(Third Base, 5) and SS(Shortstop,6). **\* Please Note\* No player should play the same infield position more than once per game.**
- 3) Outfield Positions: LF(Left Field, 7), CF(Center Field, 8) and RF(Right Field,9). Additional outfield positions must be added such that every player is on the field every inning.
- 4) All coaches should rotate their players between the infield and outfield every inning and have a defensive rotation plan prepared prior to the game. **\*Please Note\* No player should play the outfield in two consecutive innings**
- 5) Two coaches from the defensive team may roam the field during play to instruct the children.

## **Section III (Positional Rules):**

- 1) **P(Pitcher, 1):** When the coach is pitching, the player pitcher will stand on one side of the mound, with 1 foot on the dirt parallel to the pitching rubber.
  - a. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
  - b. It is encouraged that all players are given the opportunity to pitch at least once during the season.
  - c. Players once removed from the mound may not return as pitchers.
  - d. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age 7 40 pitches(local rule limit for Minors AA)  
8-9 50 pitches(local rule limit for Minors AA)

Exception: If a pitcher reaches the limit imposed in Rule III (1.e) for his/her league age while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the inning.

NOTE: A player who plays the position of pitcher during the game cannot play the position of catcher for the remainder of the day. Once a player has been removed from pitching, either by their chose or pitch count, the coach shall finish pitching the remainder of the inning.

- e. (Local Rule) All pitchers must observe two(2) calendar days of rest, prior to being able to pitch again.
- f. (Local Rule) Pitchers may throw from the edge of the pitcher's mound, if they are unable to reach the plate with a thrown ball in the air.
- g. (Local Rule) Pitchers may not pitch more than 2 innings per game.
- h. (Local Rule) Pitchers will be allowed 4 warm up pitches before each half inning. Rule also applies to relief pitchers.
- i. (Local Rule) The home team will submit the pitch counts for both the home team and visiting team to the Minors AA Director (Jason Garrant). It must include pitcher's full names, innings pitched and pitch counts per pitcher.
- j. (Local Rule) A pitcher MUST be removed after 3 hit batters in one inning or four in a game.
- k. The development of young pitchers is an integral aspect of minor league baseball. However, the development of pitchers at the expense of other aspects of the game can be a detriment to the development of other skills (hitting fielding, and baserunning). In order to ensure the proper development of all baseball skills the following 'Local Rules' are to be used.
  - i. There are no walks. After 4 balls the batter's coach will pitch until the at-bat is complete. An at-bat is complete when:
    - i The batter reaches base via a hit.
    - ii The batter is put out.
    - iii The third out is made to end the half inning.
  - ii. There are strikeouts when a player is pitching. When a batter reaches 3 strikes(either by the coach pitch), the same guidelines as the ones outlined in the above no walk rule. The one exception being on a lengthy at-bat, the player will be given first base. (Approximately 5 swings and misses)
  - iii. Coaches pitch to their own players, as well as call balls and strikes. While the pitcher (player) is pitching, the coach will stand behind the pitcher. When the coach is pitching, the pitcher will stand with one (1) foot on the mound and will field the position.
  - iv. If a player has 2 strikes on them at the time the coach takes over to pitch, the strike count will be reset to 1 strike.
  - v. Players hit by a pitch thrown by a player (not a coach) will be given first base **at the batter's option**. Baserunners will advance accordingly if bases are occupied.

- vi. There is no stealing when a coach is pitching.

**2) C(Catcher, 2):**

- a. Players who have thrown 1 or more pitches in the game, cannot play the position of catcher.
- b. There should be a coach behind the catcher to retrieve balls that get past him.
- c. The catcher should only throw back balls that he catches and not chase down every ball that is thrown. We encourage the catchers to throw the ball back to the pitcher if they catch it or if it is within reach of the catcher.
- d. The coach (behind the catcher), will then throw the balls back to the pitching coach only when the pitching coach has run out of balls and/or a new hitter comes up.

**3) Outfield(LF, CF, RF, etc.):**

- a. We encourage all outfielders throw the ball to the infield and not run the ball all the way in.
- b. Outfielders must stay on the outfield grass until the ball is hit. Outfielders are allowed to backup throws and charge balls to make plays.
- c. Outfielders should never cover bases or run to the base with the ball to get an out.

**Section IV (Baserunning Rules):**

- 1) Defensive players are not allowed to obstruct the base or base path. During such occurrence the runner will be awarded the base and no out will be recorded.
- 2) On an overthrow, runners will be allowed to advance 1 base. In the event there are multiple overthrows, the runners CAN NOT advance beyond the base they have just taken. For example, if the shortstop overthrows the first baseman, the runners are allowed to advance 1 base. In the event the first baseman then overthrows the second baseman, NO further advancement is allowed by any runner.
- 3) The base runners are allowed to take extra bases until the ball is back into the infield. At that time the players can continue to the base they were running to with the chance of being put out.
- 4) There is no leading at any level of Little League.
- 5) ONE steal will be allowed by each team per inning. The stolen base attempt can only occur on a pitched ball by a player (not a coach), and the pitch must be playable by the catcher (caught or kept in front of him). The base runner shall adhere to official Little League baseball rules for stealing.
- 6) A player is allowed to slide; however, sliding should not be encouraged. Improper sliding can be dangerous, please use discretion.

**Section V (Batting Rules):**

- 1) There should be both a first base and third base coach.
- 2) Coaches should teach the children the fundamentals of base running, but should also keep the base running to a reasonable level.
- 3) The base coaches should be teaching the children the proper time to run or stay during different hitting situations. An adult may coach and umpire the base at the same time.
- 4) There will be a maximum of once thru the roster or three (3) outs per inning.

- 5) Throwing the bat is dangerous; and coaches should warn players that if the bat is thrown, they will be called out. Repeated instances resulting in a called “out” will not count against the team’s three outs per inning.
- 6) There is no “on deck” batter. There is to be no swinging of the bat by any player. This is a Little League Rule.

Minors AA Director: Jason Garrant (860) 204-7716, email: [jgarrant9@yahoo.com](mailto:jgarrant9@yahoo.com)

Baseball Director: Frank Turner (860) 778-8692, e-mail: [fturner74@yahoo.com](mailto:fturner74@yahoo.com)

Updated 12/13/2017