



## BB AA Rules

1. Games are 6 innings.
2. Kid pitch from 40'.
3. No walks are allowed. A batter will not be "walked" by the pitcher. Once a batter reaches ball four (4) in her count a member of the offensive coaching staff will pitch the remaining allowable strikes to his/her batter. Every pitch from the coach will be considered a strike even if it is not swung at. Pitches will be thrown from the 40 pitcher's plate over-handed (preferably from a knee).
4. During the period while a coach is pitching, the pitcher/ player must start within 5 feet of the pitcher's plate (or within the circle). When the ball is placed into play, the coach should attempt to remain in location until the play has allowed him to remove him/herself from the field of play. If the ball were to make contact with the coach, the play shall be ruled dead, and each runner is awarded 1 base from the start of the pitch. The batter shall be awarded 1<sup>st</sup> base.
5. In case of inclement weather, 3 innings will constitute a complete game. If home team is ahead, in run count, after 2 at bats and 3 defensive innings, the game is considered completed.
6. Players must field a minimum of 12 outs per game (or 4 innings). If player does not, player is required to play the entire next game in the field.
7. 3 EQUALLY SPACED outfielders (9 defensive players) will be used. Umpire will not allow 'Rover' positioning. Outfielders must be positioned on the outfield grass when ball is hit. They can then move in to field balls.
8. Players must play at least one inning per game, in an outfield position, and one inning per game, in an infield position.
9. A 5 run limit will be in effect for the first 5 innings of each game. (No limit for 6<sup>th</sup> Inning and past)
10. Two base coaches are allowed.
11. No bunting when coach is pitching.
12. Stealing is allowed while kid pitch. Only one base allowed on a steal attempt, no advancing on an overthrow from the catcher. No stealing of home on any pitch/wild pitch. All runs must be scored by result of a ball hit into play or a batter hit by a pitch.
13. Runner leaves base when ball crosses home plate.
14. Games will have a 1 hour 45 minute time limit. No inning will begin after 1 hour 30 minutes from start. Friday/Saturday games can be extended by 15 minutes if necessary. Umpire and coaches will log game start time.

## Hudsonville Little League Rules

- a. Continuous Batting Order (CBO) – all players bat
- b. Free defensive player substitutions
- c. No 'on-deck' circle - practice swings allowed ONLY in batter's box. (except Intermediate and above)
- d. Pre-game batting practice: -Hitting aids, such as plastic or foam balls and hit sticks, are allowed at all levels. -No aids may be used upon start of game. -Batting practice using regulation balls is allowed ONLY in the batting cages, and shall NOT be allowed on the fields during pre-game warm-up.
- e. 8 PLAYERS PER TEAM, MINIMUM, TO PLAY A GAME. Visiting team may start with less than 8 players but must field 8 players in bottom of 1st inning. (Excludes Minors 'A' and Rookie Divisions)
- f. Once game begins, no swings are allowed on or around the field of play, except for the batter, per rule '4c'.
- g. Umpires and Managers will make cancellation decisions at game time.
- h. Games will be cancelled if Thunderstorm or Tornado warning or Tornado watch occurs 1 hour before game. In the event of lightning or thunder, game must be stopped until a 15 minute period has elapsed without lightning or thunder.
- i. Bats must meet all LL specifications.
- j. Batters should keep 1 foot in the Batter's Box unless a play is live, or time has been given to talk with the coach. (LL Rule 6.02 (c))
- k. Obstruction Rules Apply (LL Rules 7.05 and 7.06)
- l. Runners must avoid a collision with a player possessing the ball (LL Rule 7.08(a)(3))
- m. In-Field Fly (LL Rule 6.05(d)) is in effect for all Divisions AAA and above (excludes Rookie, A, A-Adv, AA, and AA-Adv)
- n. Runner's may not slide head first while advancing to a base for Majors and below (LL Rule 7.08(a)(4))
- o. No Coach's Agreements