



## AA MINORS RULES

The AA Minors Division of Lynn Valley Little League will consist of players aged 8-10. The regular season will be a balanced or near balanced schedule of games versus all other teams. At the conclusion of the regular season there will be a post-season double knockout tournament. No standings will be kept through the regular season.

### **Team Rosters and Evaluations**

Nine and ten year olds that do not play in the AAA and Majors Division are granted automatic admission to the AA Division. In addition eight year olds may also gain admission, provided they are successful at evaluations. New teams will be formed each year, with every effort being made to keep them as balanced competitively as possible. Parents should recognize that “special team assignment requests” are not guaranteed.

### **Equipment**

Helmets and gender protectors are mandatory. Each team will receive a team bag with bats, balls, helmets and catching gear.

### **Field Set Up**

1. The Home Team is responsible for:
  - (a) preparing and lining the field with chalk before a game;
  - (b) putting out the bases and umpire equipment and storing them after the game; and
  - (c) cleaning the field (raking) after the game.
2. The Visiting Team is responsible for: inspecting the field for and picking up dog poo before the game.
3. Each Team is responsible for providing one new game ball.

### **AA Division Rules**

Official Little League rules shall apply unless indicated with an “\*”

### **Field Dimensions**

1. Distance between the bases will be 60’.
2. Pitching distance will be from the rubber set at 46’.
3. Until May 1, pitching distance may be 43’ to 46’, as long as the pitcher is within the pitching circle surrounding the mound. After May 1, all pitchers must pitch from the distance of 46’.
4. The home run distance will be 130 FT.

### **Batting Circle**

Only the batter at the plate may have and swing a bat. This means there is no on deck circle or practice swinging.

### **Batting**

Teams shall bat in a “Continuous Batting Order”, which means that all players including those not currently assigned a fielding position receive a turn.

### **Fielding**

1. \* Nine players will take their normal field positions. A tenth or eleventh player may play in the outfield and cannot infringe on or near the infield. The plate or field umpire should warn any outfielders taking an infield position.
2. No game can start with less than eight players. There is no automatic out for the ninth batter.
3. The outfielders should be positioned approximately two metres from the home run line.

### **Pitching**

1. A pitching machine will be used for the first month of the regular season only as follows:  
1st two weeks: 3 inning with machine / pitcher can be front of the pitching circle  
3rd week: 2 inning w/ machine / pitcher can be front of the pitching circle  
4th week: 1 inning w/ machine / pitcher can be front of the pitching circle  
If a batted ball hits the pitching machine the ball is considered to be in play. Live pitching is to be used for the balance of the regular season and playoffs.
2. During the regular and playoff season no player may pitch more than two innings in a single game. One pitch constitutes one inning.
3. The innings do not have to be consecutive. However, a pitcher cannot be removed and return to pitch in the same inning.
4. Pitch Count Rules: **(revised 2010)**  
For 9-10 year olds – maximum 75 pitches  
For 7-8 year olds – maximum 50 pitches  
Rest requirements:  
66 or more pitches – 4 days rest  
51-65 pitches - 3 - days rest  
36-50 pitches - 2 - days rest  
21-35 pitches - 1- days rest  
0-20 pitches - 0 - days rest

**NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

**NOTE: A player who has played the position of catcher for more than 3 innings is not eligible to pitch in that game.**

**Intentional Walk. Defensive team can call an intentional walk by announcing the decision to the plate umpire. 4 pitches will count towards pitcher’s pitch count.**

5. \* An umpire may remove a pitcher if the umpire deems the pitcher has lost control.
6. \* Before the commencement of each inning the pitcher will be given a maximum of five practice pitches.

### **Running**

1. \* Once the ball returns to the pitcher's circle and the player has control of the ball, all play stops.
2. \* All hits that result in the ball crossing the home run line on the ground shall be deemed a double and base runners will advance a maximum of two bases.
3. \* A home run occurs when the batter hits the ball in the air over the home run line set at 130'.

### **Stealing**

1. Base runners may steal one base if the pitched ball has passed outside of the circle around home plate. The base runner cannot leave the base until the ball has passed outside the circle.
2. If the ball does not pass outside the circle around home plate, the play is dead and there is no stealing permitted, even if the ball is dropped by the catcher. The play is live again on the throwback to the pitcher.
3. On the throwback to the pitcher, if the pitcher has control of ball on the mound, the base runners must return to their base. If the pitcher does not have control of ball, the runner may steal one base.

### **Umpires**

1. The League will provide the Home Plate umpire. The Home Team is responsible for the base umpire, if available.
2. Umpires may eject a coach or player for inappropriate behavior. Coaches are responsible for the actions of parents.
3. Coaches must not bring a rulebook onto the field at any time.
4. Coaches may request a rule interpretation from the umpire.
5. Criticizing an umpire's "Judgment Decision" may be grounds for immediate ejection.
6. An umpire will call the runner out if a head first slide is made to any base, unless the runner is returning to a base previously held.
7. An umpire may rule on "blocking the base" instances: A fielder may "block the plate" or base if he has possession of the ball and is trying to make a tag. If contact is made with the runner before the ball arrives then obstruction will be called and the runner will be awarded the base the runner was advancing to.

### **Miscellaneous**

1. \* Make-up game times are at Kilmer Park during the Home Team's practice time.
2. \*The three Run Maximum rule is in effect for all innings except the Last Inning (as defined below). There will be no inning with unlimited runs. The final inning shall consist of either three outs or batting once through the order whichever occurs first.
3. \* Certain players may occasionally be invited to play in the AAA Division. When this occurs the player will wear his AA Division uniform for the AAA Division game. Under no circumstances will a player accept such an invitation if there is a conflict with a scheduled game of their own AA Division team.

4. The two team scorekeepers should work co-operatively.
5. Each team must have a Pitch Count Recorder, who may be the team scorekeeper.
6. In order to get in as many innings as possible there will be no practicing between innings except for the five warm up pitches from the pitcher. All players are encouraged to take the field at their respective positions as quickly as possible and coaches should make every effort to try and accommodate this.

### **Last Inning**

During the regular season, no inning shall begin after 8:00 pm for evening games (7:30 pm in April). All weekend games must not begin a new inning one (1) hour before the beginning of the following game. If the outcome is undecided at that point, then the score at the end of the last completed inning shall determine the winner. Although the sixth inning is deemed to be the “no run limit” inning, the “no run limit” shall apply to any inning that, in the opinion of both coaches, with confirmation by the Home Plate Umpire, appears to be the last inning due to the approach of darkness or the onset of the following game. Playoff games must be played until completion.