

2025 AA Rules

March 26, 2025 7:30 p.m.

AA games are to be played in accordance with LLB rules and regulations.

The book is long and complex. The following is a summary of our local rules.

Division Philosophy

Make AA a positive experience for all participants by involving all players actively in games while developing pitching, hitting and fielding skills and overall knowledge of the game.

Game Format and Coaching

1. Score will be kept per game but not reported. Standings will not be maintained.
2. Maximum of six innings per game, field conditions (e.g., light and surface) permitting.
3. A half-inning ends after three outs or five runs. This includes the last inning.
4. Time Limit: Overall, 2-hour hard limit. No new full inning may start after 1 hour 40 mins from the scheduled start time. Teen ump's availability, fee, and parent-driver assumed the above Time Limits and the mutually agreed start time.
5. The coach of the batting team shall stand on the mound, coaching the pitcher and pitching in relief as described below.
6. No other coaches are allowed in the field of play.

Pitching

1. 6 balls to Walk, 3 strikes for a Strike Out.
2. The strike zone is the space above home plate from the armpits to the top of the knees and expanded by three inches off the outside edge of home plate. If the ball is not struck, a strike shall be called if any part of the pitched ball passes through any part of the strike zone.
3. When players pitch, they must be in contact with the pitching rubber. It is mandatory that the pitcher's manager uses excellent judgement to ensure the safety of the pitcher and batter, and fair play.
4. When a player pitches, they will continue with a batter unless they reach a count with 4 balls. At four balls, the coach takes over as pitcher and inherits the count, *except if there are two strikes when the coach takes over, the strike count is reduced to one strike*. The coach pitches until the batter: Puts the ball in play, Walks (6 balls) or Strikes out (3 strikes, swinging or called). When the coach is pitching, a player still fields the pitcher position; but the coach must take steps to ensure that player's safety (e.g., has adequate reflexes, line of sight, alertness, readiness with glove, etc.) via ongoing guidance.
5. When coaches pitch, they should pitch from a safe reasonable distance and at a safe reasonable speed (try to throw pitches at the same speed as the kids), allowing the batter a fair chance to make contact.

Pitching (continued...)

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6. A pitcher is limited by LLB rules. To ensure that pitchers are protected we use even more restrictive rules as follows. A youth pitcher can pitch for no more than six outs per game, nine outs per week, and cannot pitch two calendar days in a row (reset on Sunday). It is recommended that a pitching change be made if the coach takes over for the same pitcher four times during a game. If replaced, it can be preferable to exchange positions with a player already in the field; but if the situation warrants, the pitcher can be relieved by a player from the bench.
7. During the season, coaches are encouraged to teach pitching skills to all players, regardless of whether they have met the qualifications to pitch in a game or not.

All players should meet the following qualifications before pitching a game:

- Ability to throw strikes (at least 5 strikes out of 10 pitches is suggested)
- Good pitching mechanics and pace.
- Awareness and skill to safely field the position.

Players should be encouraged to keep trying to qualify as a game pitcher, and if qualified, they should pitch in games. As the season goes on, more will become qualified. There are no division standings or play-offs – please try to develop many qualified pitchers.

8. Monitor all players for signs of fatigue, a pitcher's arm is often of special attention/concern.

Batting

1. Every player present at the game will be placed in the batting order and will bat in turn. Managers should vary the batting order from game to game, so the kids get the experience in batting in the various batter spots during the season. Ideally, the same batting order shall be maintained throughout the season and shall pick up from where it left off at the prior game. This ensures equal opportunities to bat for equal attendance.
2. Batters may walk (6 balls) or strike out (3 strikes, called or swinging).
3. A batter hit by a pitch is awarded first base. However, if the batter is unaffected by very soft contact, the batter and the batter's manager may elect to decline the HBP base award and continue to bat with a Ball added to the count. If the HBP occurred on Ball 6, the batter is awarded first base, and the ball is dead.
4. No bunting allowed.
5. The on-deck position is NOT allowed. No bat swinging except by the player at bat.
6. Batting helmets must meet LLB requirements. Essentially NOCSAE stamp and free of cracks or other defects.
7. All bats must meet the USA bat standard for practices and games. All bats, except solid wood bats must be labeled with this stamp:



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Base Running

1. Runner may leave a base only when the ball is hit.
 - Runner may not advance on a wild pitch, passed ball or pitch caught by the catcher.
 - No leading or stealing attempts, even after the ball reaches the batter.
2. A fielder has the right-of-way during his first attempt to field a batted ball and when he has the ball in his possession and is waiting to make the tag.
 - When a fielder with the ball is waiting to make a tag at a base, the runner must avoid a collision by sliding, by giving himself up, or by veering off.
 - When the fielder does not have the right-of-way, the runner has the right of way and should not be obstructed by a fielder. A runner will be awarded the next base if a fielder obstructs him. However, a runner may be declared “out” for creating an unnecessary collision; and must be benched if there was intent to injure.
 - When legitimately moving to a thrown ball, the fielder has rights equal to the runner.
3. While running the bases a runner may not veer more than 3 feet to avoid a tag, if he does, he is immediately out.
6. Sliding is allowed after players have been taught how to do so properly. Coaches should introduce this skill as early in the spring as possible and teach proper mechanics and timing. No headfirst sliding is allowed when advancing from one base to the next.
7. On an overthrow to any base, the runners may attempt to advance, but no more than one additional base, even after a subsequent overthrow.

Example: Runner (R1) is on first base. Batter hits grounder to pitcher. Pitcher makes an overthrow to first base. The Batter (now termed “Batter Runner” or BR) may attempt to reach 2nd base. If the defense then throws to 2nd base and makes another overthrow, BR may NOT attempt to advance to 3rd base. Meanwhile, R1 having made it to 2nd base on the batted ball, can try for 3rd on the initial overthrow, but may not stretch it to home.

Players should be taught and encouraged to get the ball back to the pitcher as soon as play action has stopped. This does not make the ball dead but does move the game along.
8. Hits to Outfield. In AA (unlike in A-2) when the ball is batted to the outfield (grounder or uncaught fly or line drive), players can continue running the bases. However, once the ball, thrown or carried from the outfield, crosses an imaginary line from 1st to 2nd base, or 2nd to 3rd base, the runner is limited to attempting to reach the base to which he/she was running (whether advancing or retreating). A subsequent overthrow error does not extend this limit.
9. No Infield Fly rule.

Fielding

1. A normal six fielder infield must be used (P, C, 1, 2, SS, 3). But a 10th fielder may be positioned anywhere beyond the outer edge of the infield dirt line.
2. Coaches must rotate players through the various defensive positions with consideration of a player’s safety (be especially careful with first base and catcher positions). No player should

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play the same position more than 2 innings in a game. Every player should play in the infield for at least half the game.

3. No player will be allowed to sit out consecutive defensive innings, unless they are injured. Unless absolutely necessary, no player should sit out more than one inning in a game.
4. Male catchers must wear a protective cup; other male players should consider it. Female catchers (and females at other positions) should consider using a pelvic protector.
5. Catchers must wear an approved full helmet, chest protector, shin guards and a mitt. As with pitchers and first basemen, catchers should be qualified to receive/field the ball. A helpful skillset includes an ability to block most good pitches and quickly return the ball to the pitcher, to keep the pace of the game moving.
6. A first baseman must be capable of playing first base safely. The player should be able to catch six out of ten reasonable throws from a qualified shortstop. Encourage players to keep trying out for the first base position every week.
7. Fielders should be taught to stay away from the bag if a runner is coming to the base and there is no play at the base. This avoids fielders unfairly and dangerously forcing the base runner to maneuver around them. Such a violation is Obstruction which can carry a penalty.

Snack Shack

1. If a team is playing on LFC (Lower Featherland Center), the home team is required to have a few people run the snack shack. Generally, 4 people are required: 2 for innings 1-3 and 2 for innings 4-6. Instructions are available within the snack shack.