Addendum #2

Boys Little League – AA Division Rules 2018

1.Manager/Coach shall pitch a maximum of the first four scheduled games of the season. No extensions shall be permitted. For example, if one of the first four scheduled games is not played (cancelled) due to rain, etc., a manager/coach will only be permitted to pitch if the rescheduled game occurs prior to the beginning of the week of the fifth scheduled game. Starting with the beginning of the week of the fifth scheduled game (for most teams) and throughout the remaining games of the season only eligible players shall pitch.

2. No stealing.

3. Complete inning is 5 innings total or 1 ½ hours, whichever is achieved first.

4. Ties OK.

5. Three (3) runs per inning maximum.

6. Pitching distance is 42 feet from mound.

7. 4 Outfielders should be played each game if enough players. Outfielders must be on the grass during the pitch before batter contact.

8. No player may pitch more than 2 innings or 50 pitches in one game.

9. Pitchers must start with both feet on pitcher’s rubber.

10. Each player must play a minimum of two (2) innings per game in the infield and a minimum of one (1) inning in the outfield.

11. Continuous batting for entire team (all players must bat).

12. Hit by Pitch Rule: Upon the 3rd batter hit within an inning, pitcher will be removed from the mound for the duration of the game.

13. No walks allowed – a maximum of eight (8) pitches will be allowed to each batter. After the player pitches to a four (4) ball count the offensive coach will come in to pitch the remaining pitches to their batter. Foul balls on eight pitches or with two strikes are unlimited and count against players maximum 50 pitches per game.

14. Coaching is NOT permitted from the pitcher’s circle.

15. Hit batter who makes an attempt to avoid the pitch will automatically begin coach pitch with the same number of strikes in the current count. If no attempt is made to avoid the pitch, the pitch will be counted as a ball and batter stays in the box

Coach pitching rule

1. Coach pitches from mound, starting with both feet on the rubber.

2. Strike count remains the same.

3. Managers and coaches call Balls and Strikes.

4. Four pitches maximum by coach unless fourth pitch is a foul ball.

5. Batted ball that hits the coach pitcher is a dead ball and counts as no pitch.

Batter and Runner advancement rules:

1. Advancement at the runners risk occurs when a runner rounds the base and proceeds to the next.

2. Any subsequent over-throws from the infield may result in a maximum of one extra base at their own risk.

3. No advancement with force throws to first base will be awarded.