

Maidu AA Minor Division Rules



The following is a summary of some of the Maidu Little League rules in the AA Minor Division. These rules are in addition to the official Little League rules found in the Little League rule book. All managers are required to have a copy of these rules with them at all games.

1) Team Formation

- a) Teams are formed based on an evaluation process followed by a draft. This is intended to create parity within the division.
- b) Players are required to attend an evaluation to be placed in the appropriate division.
- c) Evaluations are preformed toward the end of January.
- d) The draft is held in the beginning of February.
- e) Team assignments are communicated shortly after all drafts have concluded.
- f) The player draft is governed by the approved Maidu Little League draft policy.

2) Players

- a) Playing age 7 through 10 are eligible to play in the AA Minor Division. Playing age 11+ players will need to receive a waiver to play in the AA Minor Division. Additionally, playing age 7 players must request to be placed in the AA division at registration and attend an evaluation to be eligible to be drafted into the AA Division. Refer to the current Little League age chart to determine league age for the current year.
- b) Playing age 7 players not drafted will be placed in the Farm Division

3) Parents

- a) Parents must sign and agree to the Little League's Parents Code of Conduct.
- b) Parents must sign and submit a Medical Release form for each player.

4) Managers and Coaches

- a) Medical Release forms and Parent Code of Conduct forms must be kept with the manager at all games and practices.
- b) Each team may have three named coaches (including the manager) in the dugout.
- c) All managers and coaches must agree to and pass a background check prior to participating in any practices or games.
- d) Each manager and coach represent Maidu Little League and are expected to exhibit exemplary sportsmanship. They are responsible for leading the sportsmanship of all players and parents associated with their team.
- e) All managers are required to attend Maidu Little League mandatory safety clinics, field prep clinics, and coaching clinics.

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- f) Managers are required to record and report all pitch counts and send them to the Player Agent within 24 hours of each game conclusion.

5) Game Prep

- a) The home team is responsible for providing 2 new game balls at the beginning of each game. They should collect these balls following the game to use as practice balls.
- b) The home team is responsible for prepping the field for play including dragging the field, marking the infield, and putting bases out. Special attention should be placed on removing any obstacle that may cause injury or negatively affect the game play.
- c) The home team is responsible for keeping the official scorebook. Teams are encouraged to maintain the official scorebook during the "preseason" to prepare scorekeepers for the season.
- d) The home team is responsible for supplying the plate umpire a pitch counter and plate brush.
- e) The visiting team is responsible for supplying a field umpire to make calls in the field.
- f) Managers will exchange completed league approved line up cards prior to the start of the game indicating the batting order and planned fielding/bench assignments for each inning.

6) Game Time

- a) Game times are a maximum of 6 innings.
- b) A game is considered official if each team has at least 8 players. If either team is unable to start a game with at least 8 players, the game becomes a forfeit in favor of the team with at least 8 players. In a case of forfeiture, managers will divide into equal teams and play a scrimmage.
- c) No new inning will start after 1 hour and 40 minutes from first pitch. A new inning starts as soon as the 3rd out or run limit is satisfied. There is no "hard stop" rule.
- d) Transition between half innings should be done quickly to speed up the game. Line up cards will be prepared prior to the game. Time between innings should not exceed 90 seconds or 8 warm up pitches for a new pitcher and 5 warm up pitches for a continuing pitcher. Catcher should be suited up and ready to go.
- e) Courtesy runners: With two outs and the player designated to play catcher in the

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following half inning on base, managers are encouraged to use a courtesy runner so the catcher can gear up. The courtesy runner will be the last recorded out of the current inning.

7) Equipment

- a) Each manager will be supplied catcher's gear, a team bat and team helmet.
- b) Only the designated batter may have a bat in hand.
- c) All players must wear a protective cup during games and practices.
- d) All batters must wear a protective batting helmet while on the field.
- e) The catcher must wear full catcher gear including a helmet with a mask and throat protector, chest protector, and shin guards.

8) Game Basics

- a) The visiting team occupies the 1st base dugout, and the home team occupies the 3rd base dugout.
- b) The visiting team bats in the top half of the inning and the home team plays defense.
- c) The half inning ends when either three outs are recorded, or 4 runs scored.

9) Pitching

- a) Players will pitch the entire game with the mound being placed at 40 feet with adherence to pitch count rules without exception.
- b) Pitch Count Rules
 - 1. Note – Maidu Little League AA pitch count rules are more conservative than Little League International pitch count rules and should be followed without exception.
 - 2. Playing Age 7 – 40 pitch maximum per day
 - 3. Playing Age 8 thru 10 – 50 pitch maximum per day
 - 4. If a pitcher delivers more than 40 pitches in a game, they are not allowed to return to the game as a catcher.
 - 5. If a player plays the position of catcher for 4 or more innings in a game, they are not eligible to pitch that day.

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6. If a player pitches the maximum pitch count, they are not allowed to catch the following day. Maximum pitch count to catch the next day is 35.

c) Pitch Count Rest Requirements

1. If a player pitches 36-50 pitches in a day, 2 full calendar days of rest must be observed starting on the next calendar day.
2. If a player pitches 21-35 pitches in a day, 1 full calendar day of rest must be observed starting on the next calendar day.
3. If a player pitches 0-20 pitches in a day, 0 calendar days of rest are required.

d) No walks will be issued. Once a pitcher reaches three balls in a count, coach pitch rules will be in effect.

e) Coach Pitch

1. All coach pitching is from a standing position from the base of the mound.
2. Coach pitches must simulate the velocity and trajectory of a live pitch.
3. "Lob balls" or pitches with excessive arc are not permitted. The Player Agent will work with managers and coaches to ensure coach pitching meets the development needs of the players.
4. The coach pitch will pick up the count where the player left off.
5. The coach will deliver up to 3 additional pitches.
6. Swinging strikes will be observed. There are no called strikes during coach pitch.
7. The pitcher who was replaced by the coach will stand on either side of the mound approximately three to five feet from the coach pitcher to field the pitcher position.
8. An at bat ends when the ball is put in play, the player strikes out or the coach has delivered 3 pitches, unless the last pitch is fouled in which case an additional pitch will be delivered.

10) Offense

a) Batting

1. Offensive coaches will act as 1st and 3rd base coaches.
2. Late arrivals that miss their scheduled at bat are automatically assigned to the end of

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the batting order.

3. If a batter misses a scheduled at bat after their first at bat they may not return to the game.
4. There is no "on-deck" circle. Players may not take warm up swings either inside or outside the dugout. Only the current batter may have a bat in hand.
5. Bunting is allowed, but not on coach pitch.
6. During the regular season, a player hit by a pitch has the option to take a base (walk) or receive up to 3 coach pitches regardless of the number of strikes prior to being hit by the pitch.

b) Base Running

1. Stealing is allowed on "catchable pitches during player pitches. There is no stealing while coach pitch is in effect. Non-catchable pitches are defined as:
 - a. Balls pitched in the dirt, prior to reaching the plate.
 - b. Balls where the catcher must overextend up or to the side in an attempt to catch the ball.
2. Stealing home is not allowed
3. Base runners must not leave a base until the ball has reached the batter.
4. Base runners are allowed to advance one base on an overthrow. Only one overthrow is allowed on a defensive play. Examples:
 - a. A base runner advances to 2nd on an overthrow at 1st base. A second throw to 2nd base is overthrown at 2nd base. The base runner may not advance to 3rd.
 - b. A base runner steals 2nd and the catcher overthrows 2nd on the attempted steal. The base runner may not advance to 3rd.
5. Base runners are not allowed to advance home on an overthrow. Base runners can only advance home on a batted ball.
6. On a ball hit to the outfield, runners must stop when the ball has been returned to an infielder standing on the infield dirt. Examples:

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- a. Runner on 1st, ball hit to the outfield. Baserunner going from 1st to 3rd. Ball is returned to an infielder in the infield before the baserunner touches and rounds 3rd base. The baserunner will be held at 3rd base.
- b. Exception – Runner on 2nd. Ball is hit to the outfield. Ball is returned to an infielder in the infield before the baserunner touches and rounds 3rd base. The runner originating at 2nd base may attempt to go home at their own peril.

11) Defense

- a) Preseason games – A defensive coach is allowed behind the catcher to instruct and assist with passed balls to maintain game flow.
- b) Season games – Defensive coaches are not allowed in the field of play and are required to instruct players from the dugout.
- c) Infield
 - 1. Teams will play the infield with only six players. Pitcher, catcher, 1B, 2B, 3B and SS will play at the appropriate location on the field. No defensive infield shifts are allowed.
- d) Outfield
 - 1. The outfield will be played with four players. LF, LCF, RCF and RF.
 - 2. All outfielders must start the play on the edge of the grass at a minimum. Outfielders are not allowed to begin a play in the dirt.

12) Player Rotation

- a) The entire roster will bat, and the order will remain in place throughout the game regardless of defensive substitution. Late arrivals will be moved to the end of batting order. Players injured or leaving early will be skipped in the order without ramification.
- b) All players must play a minimum of every other inning for 3 consecutive defensive outs in the assigned position. There is no switching of positions during a defensive half inning unless an injury occurs, or a pitching change takes place. The pitcher should replace the player that replaced him/her. Each player must play at least one inning of each game at an infield position, unless there a safety issue exists that has been vetted through the Player Agent. Each player must play at least one inning in an outfield position. Minimum

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play requirements must be satisfied in the first 4 innings of each game. Equal play should be emphasized. Sitting on the bench does not constitute playing in the outfield.

- c) No player may sit out a second inning if another player has not already sat out for one inning. A safety issue, such as a player refusing to take the field, is the only exception. Coaches must inform opposing coach and the parent if a safety issue exists.
- d) Managers are required to bring a minimum of 3 copies of the lineup sheet/card to each game and supply a copy to the opposing manager, the umpire, and the scorekeeper. The lineup sheet should be filled out through at least 4 innings to ensure minimum play requirements are met. Managers can make changes during the game as needed but are required to inform the scorekeeper and opposing manager.
- e) If a team loses a player during the season due to injury, moving, or being pulled up to another division and unable to return during the season, the manager must notify the Player Agent within 24 hours. The manager will have one week to fill the vacancy by calling up an eligible player from the lower division and will require board approval. The roster spot may also be left vacant upon board approval. All communication should be through the Player Agent and the manager should not communicate directly with the family of the lower division managers about the selection. The Player Agent will seek board approval and notify the player's family of the option to move into the higher division. If the family accepts, the Player Agent will notify the manager that contact can be made with the family. If the family declines, the selected player will not be eligible to move up to the higher division for the remainder of the season. If a family declines, the manager will have 72 hours to make an alternate selection subject to the same rules listed above. All questions should be directed to the Player Agent.

13) Umpire

- a) A youth umpire will be assigned to the plate and the visiting team will supply a field umpire.
- b) The home team manager will supply a pitch counter and plate brush to the umpire for the duration of the game. The youth umpire will return the items after the game concludes.
- c) A youth umpire may not plate umpire a game if they have a sibling on either team. A field ump may have a sibling on either team.

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- d) An adult umpire will be provided for the championship game.

14) Scorekeeping

- a) Preseason scores, win-loss records and league standings are not kept.
- b) Regular season scores, win-loss records and league standings are maintained and used for postseason seeding.
- c) The home team is responsible for keeping the official score book.

15) Post Game

- a) The visiting team is responsible for field clean-up. This included putting away the bases and mound and securing all sheds and lock boxes.
- b) Each team is responsible for the clean-up of their respective dugout.
- c) Managers are to exchange final line-up cards notating any changes made during the game to the original lineup
- d) Home manager is responsible for recording the final score and pitch counts for both teams on the league website.

16) Post Season

- a) There will be a post season tournament. Standings from the regular season will determine seeding for the tournament. All teams will participate in the postseason tournament. The bracket will depend on the number of teams. The highest seeded teams will receive byes is applicable.
- b) In the event the season ends with an uneven number of games played by all teams in the division, we will use the winning percentage of total games played during the regular season. If a team is tied in winning percentage and points tie breaker rules will be followed.
- c) Tiebreakers for seeding are determined in the following order:
 - 1. Head-to-head record against each other during the regular season. (no matter how many teams are tied)
 - 2. Team with no head-to-head wins are eliminated.
 - 3. Head-to-head between remaining teams.
 - 4. Run differential defined as runs for vs. runs against, with a maximum of a

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10-run differential per game for the regular season.

5. Runs against head-to-head during the regular season.
6. Coin flip.
- d) Regular season rules will be observed during post-season play.
- e) The Championship Game will be 6 innings with no time limit or run cap in the 6th inning.
- f) A youth plate umpire will be provided, and the visiting team will supply an adult to base ump for all games except the championship game. An adult umpire will be provided for the championship and serve as both plate and base umpire.

17) Discipline

- a) Discipline rules apply to all managers, coaches, players and parents.
- b) If anyone is removed from a game by an umpire, they are automatically suspended from the following game.
- c) If anyone is removed from a game by an umpire for a second time during the season, they are automatically suspended for the remainder of the season.
- d) The Maidu Little League Board will take additional action as appropriate to ensure a positive baseball environment for all players and families of Maidu Little League.