

# D12 AAA Minor League Playing Rules

## Basic Philosophy:

Little League International considers the Minor League division a training program for younger players, with more emphasis on development and less emphasis on the competitive aspects of the game. As such, the emphasis at the Minor League level should be having fun while learning game skills and sportsmanship. We should **not** emphasize winning. It is the job of coaches, league officials and parents to instill positive values in every participant. Every child should see playing time on the field at every position. No one can learn by riding the bench or playing one position all season long. The goal should not be to win every game but to teach and instill confidence. These rules are provided to ensure safety, fair competition and equal participation.

## Playing Rules:

All games will be played by Little League Majors Rules with the following exceptions contained within these rules:

- Fans heckling players, coaches or umpires must be dealt with by team managers and or umpires. If the fan continues to act inappropriately, play must be suspended until that fan leaves the grounds.
- No arguing calls. All judgment calls are final. Questions regarding interpretations should involve team managers and umpire only. Our goal is to get the call right, but please remember it is just a game.
- Home teams will supply the umpire. If umpires are unavailable, parents may be asked for assistance.
- Weekday games: A new inning cannot be started more than 1 hour and 45 minutes after the first pitch, or in the judgment of the umpire, further play would no longer be safe for the children.
- Weekend games will be played at the posted times. A new inning cannot be started more than 2 hours after the first pitch.
- A player can only sit out 2 defensive innings per game. Players **must** be moved to different positions during each game. All players should be allowed to play all positions during the course of the season, unless there is a safety concern, which will be determined at the discretion of the team manager.
- 3-5-9 innings: 3 outs, 5 runs, or 9 batters – whichever comes first.
- Continuous batting order, open defensive substitution.
- Each team may place 10 players on the field for defense. The tenth player must play an outfield position.
- No head first sliding.
- On a baseball play at home plate, baserunners must attempt to slide. Failure to slide in this situation is grounds for the umpire to call the baserunner out, at the umpire's discretion. Pitchers covering home plate on a wild pitch/passed ball should be taught to make a baseball play without blocking home plate and creating contact with the baserunner.

- Base stealing and/or advancing on wild pitches/passed balls will be allowed with the following exceptions:
  - Baserunners may steal and/or advance from 3rd base to home plate on a wild pitch/passed ball not more than two times (2) per inning. Once two runs have been scored in this fashion, the baserunner will be required to remain on 3rd base.
  - When a baserunner attempts a steal of 2nd base while 3rd base is occupied, the baserunner on 3rd base is not allowed to advance home, even on an overthrow. Advancement on a passed ball/wild pitch is not considered a steal
  - Runners may not advance on an overthrow from the catcher attempting to throw out a runner on a steal attempt
- Baserunners may advance one base only on an overthrow, with the following exception:
  - Baserunners are allowed one base on an overthrow per play. If there is a second overthrow made while the baserunner is advancing to the next base, the baserunner must remain at that base.
- No infield fly rule.
- No dropped 3rd strike.
- Play is dead when the ball gets to the pitcher's mound. There will be no advancement allowed on throws from the catcher to the pitcher, even in the event of an errant throw.
- A pitcher will not be allowed to walk in a run. In the event of a walk to force in a run, the Coach of the batting team will come in to pitch and finish the at bat. Strikes remain on the batter when the Coach comes in. Coaches must pitch from the mound. Pitcher must play on either side of the mound.
- When a pitcher hits a batter to load the bases or force in a run, the batter will be given the choice of taking 1st base or remaining at the plate to finish the at bat. If the batter chooses to finish the at bat, the Coach of the batting team will pitch the remainder of the at bat. Batters are not allowed to advance to 1st base when hit by a pitch thrown by the Coach
- In the event of a wild pitch/passed ball that results in a walk to the batter, the batter's advancement is limited to 1st base. The batter is not allowed to attempt to advance to 2nd base on the same play.
- Per LL rules a base coach is not permitted to touch a runner.

### **Note to Coaches and Parents:**

The above Minor League rules have been established by District 12 with the goal of teaching our children the game of baseball in a fun environment. It is the job of our coaches, league officials and parents to provide proper guidance and leadership while promoting teamwork, respect, fair play and sportsmanship. Please always be mindful that the quality of the Little League experience is not measured by wins and losses.