



NSLL 2020 Minors AA Local Rules of Play

Minor "AA" Division

The Minor "AA" division is for players age 7 to 11 years of age that are drafted following try outs. 11 year olds must waive down to play at this level. This division is intended to be an introductory competitive division. Managers and Coaches should keep this in mind as they develop the skills of all players on their team. This is a partial kid, partial machine pitch division using a hard ball. Umpires call balls & strikes. Games are 6 innings but may be called due to time. Batting orders are continuous. Players and parents should expect 3 games and/or practices a week.

RULES OF PLAY

PR-1 Pre-Game and Post-Game Responsibilities

1. The Home Team will be responsible for preparing the field before the game. Field preparation guidelines are as follows before every game:

- o open the snack shack
- o remove the plugs and insert the bases
- o rake and tamp the mound
- o rake the infield
- o rake the home plate area
- o rake the base paths
- o water down the infield dirt
- o water down and tamp the batter's boxes
- o chalk the baselines and batter's boxes
- o raise the flag(s)
- o set up Scoreboard and speaker (where applicable)

If the field is not ready 30 mins before game time, the visiting team will help the home team. The visiting team will be allowed to take infield 15 minutes before the game. The home team will forfeit infield time for any time needed to complete field preparations.

2. The Visiting Team (When playing Interleague the NSLL team will fulfill both roles) Is responsible for repairing the field after the game. Field repair guidelines are as follows:

After Every Game:

- a. rake the pitcher's mound
- b. rake the infield
- c. rake the home plate area
- d. rake the base paths
- e. water down the infield dirt, pitcher's mound and batter's box areas
- f. tamp the pitcher's mound and batter's boxes



NSLL 2020 Minors AA Local Rules of Play

After the Last Game of the Day:

- a. remove the bases and insert the plugs
 - b. put away the bases and all rakes
 - c. take down, fold, and put away flag(s) at fields
 - d. Insure the Snack Shack and Equipment Locker are locked
 - f. **Pinheiro Field:**
 - i. *Last Game Each Day:* Lock Bathrooms and insure all trash is thrown away.
 - ii. *Last Game Thursday & Saturday:* Empty trash cans into large garbage bins at the front of Lu Sutton school behind gate. Replace trash liners in all cans.
3. The home team will provide a scoreboard operator.
 4. The visiting team provides a Book Official Scorekeeper, pickup/return at the snack shack.
 5. Snack shack staffing will be scheduled separately by NSLL in conjunction with the Team Parents. **Pinheiro Field:**
No music. No boom boxes and No announcing on the PA is allowed.
 6. Game time is the scheduled time or max 45 minutes after the end of the previous game.
 7. Both teams will provide a volunteer to count and record pitch counts. Pitch counters will verify and agree upon the number of pitches thrown by each pitcher after each half inning.

The visiting team pitch counter will also act as a game coordinator if needed. The, "if needed," provision is utilized **when both umpires are legal minors**. The game coordinator will act as a facilitator if there is a disagreement on rules, playing conditions, or any matter that holds up the progress of a game. If the game coordinator is unable to resolve the disputed issue, the game coordinator contacts the League Commissioner, VP of Baseball or President. Note: inter-league the home pitch counter will act as game coordinator.

7. Each team will provide an Umpire Coordinator; these individuals will be able to step in and umpire a game should there not be a league provided umpire attending the game.
8. Each team is responsible for cleaning up their side of the field, dugout and spectator area.

PR-2 Team Discipline

1. Managers must notify the League Commissioner and Player Agent before suspending a player, unless circumstances require an immediate suspension. In such cases, a written notice should be furnished to the League Commissioner and Player Agent as soon as possible.
2. There is no smoking or tobacco use on NUSD or City of Novato grounds at any time.
3. No food or beverages, except water and sport drinks, are permitted in the dugout. *Sunflower seeds are permitted in the dugout, but not on the field.*
4. Noise-makers (e.g., horns, cowbells, etc.) are not allowed.

PR-3 Time Limit



NSLL 2020 Minors AA Local Rules of Play

1. **Regular Season:** No new inning will start AFTER a game is **1:45** (one hour/45 minutes) old unless the score is tied. Time shortened in AA due to length of kid pitch innings 4-6):

- If the third out of an inning is made before the time limit has expired, the next full inning is played in its entirety.

- If the game is tied after completion of the last full inning started **2:15** (two hours/fifteen minutes) from the start time, it will end in a tie.

2. **Post Season:** There will be no time limit during playoff games.

PR-4 Communications with Umpires – Before, during, and after the game, only the Managers of each team may communicate with the umpires regarding the conduct of the game or any umpire calls made during the game. Coaches may not question or make comments about umpire calls.

PR-5 Continuous Batting Rule

1. A normal baseball defense with nine (9) players is used, but **the entire roster hits.**
2. The inning ends ONLY when three defensive outs have been recorded during the inning.
3. All eligible players will be included in the batting order, regardless of defensive assignment.
4. The batting order will not change during the game, except to drop a player due to illness, injury or having to leave the field. If a batter or runner is injured, the player who made the last recorded out replaces him. If no out has been made in the game, the last player in the batting order replaces him/her. A replacement player returns to his/her original position in the order.
5. Substitute Runners are not permitted as all players are considered starters (Green Book)

PR-6 Substitutions

1. Defensive substitutions are allowed provided the player being replaced has completed at least one full inning of defensive play in the field.
2. Starting and non-starting players may re-enter the game after being replaced.
3. If a pitcher is removed from a game, he/she cannot re-enter the same game as a pitcher but may re-enter the game at any other position.

PR-7 Minimum Play Rule

1. No Player, present at the start of the game and listed in the lineup as either a starter or a replacement will remain out of the defensive line-up for more than one (1) consecutive inning. Every player must play a minimum of 1 inning in the infield within the first 4 innings of the game.

Any player not completing minimum play must start the next game on the schedule, play any previous minimum play requirements not fulfilled in the previous game and then complete all minimum play requirements for the current game **before** being replaced.

2. Under no circumstances shall the violation of minimum play regulations result in the



NSLL 2020 Minors AA Local Rules of Play

forfeiture of a game (Regulation IV-I Note 1).

3. For any violation of Minimum Play Regulations, the manager shall be penalized as follows:

- **For the First Offense** – receive a written warning, unless offense was intentional, in which case the manager will be suspended for the next scheduled game.
- **For the Second Offense** – receive a suspension for the next scheduled game, unless offense was intentional, in which case the manager will be suspended for the remainder of the season.
- **For the Third Offense** – receive a suspension for the remainder of the season, unless offense was intentional, in which case the manager will be subject to a permanent ban from the League.

PR-8 Pitching Rules

1. **Machine Pitch:** Each year NSLL Board will determine use of a Pitching Machine and Innings of use.

a. 2020 NSLL AA will use the “Blue Flame” Pitching Machine. The NSLL board will review in season use at the April NSLL Board Meeting.

i. **Opening Day - Apr 10:** Innings 1-4

ii. **Apr 11-May 1:** Innings 1-3

iii. **May 2-Postseason:** Innings 1-2

b. The Pitching Machine will be set up by the home team and remain on the field during use.

i. The pitching machine should be set up on a flat sturdy section close to the mound

ii. The pitch speed and strike zone setting must be agreed by both managers before the game and acknowledged by the umpire. The umpire has the discretion to determine “no pitch” if the setting needs adjustment in game.

iii. The game speed may not be changed during the game unless it is under the discretion of the umpire and must be done at the end of a complete inning. In game changes to height are discouraged.

iv. The hitter will start with a 0-0 count. Standard balls and strikes will be called by the home plate umpire. There will be no walks.

c. A Coach or Manager from the hitting team will administer pitches and should duck and be mobile to remain from being struck from a batted or thrown ball.

i. If a batted ball strikes the machine or coach it is a “Dead Ball” and a do-over. Players return to their original position. Runners do not advance. The count does not change.

ii. If a thrown ball strikes the (machine or coach) it is a dead ball/runners advance to the base they are “in progress”. The Umpire will determine if contact is made and whether runners were in progress.

d. The player, playing the pitcher position must start behind the mound/rubber (either directly behind or to one side and have at least one foot on the dirt). They may not move forward until the ball crosses the plate. If the player moves too soon, they will receive a warning. Subsequently it will be treated like catcher's interference.

e. Base running rules are unchanged while using the pitching machine.

f. Coaches may not pitch to batters at any time or provide base running instruction.

2. **Pitching Limits:**



NSLL 2020 Minors AA Local Rules of Play

- a. 2020 Pitch limits will be tiered. The NSLL board will review this schedule at the April NSLL Board Meeting.
- i. **Opening Day thru May1** - Pitchers are limited to 3 outs or 30 pitches per outing
- ii. **May2-Regular Season** - Pitchers are limited to 6 outs or blue book per outing
- iii. **Postseason** - Pitchers are limited per blue book per outing.
- b. Innings pitched must be continuous. The pitcher may not leave for a batter and re-enter.
- c. **The Pitcher shall be removed if he/she hits three batters in a single inning of play.** The home plate umpire may remove a pitcher that hits multiple batters within a game.
- d. League Age 11 year old players may not pitch in a AA game.
- e. Curve Balls – Pitchers are not to be taught or use curve balls, sinkers or slider pitches. Umpires will call these pitches as “balls” and warn the manager that continued use will result in the removal of the pitcher and manager

PR-9 Leads, Stealing and Baserunning

1. Leads and stealing are allowed only once the pitch has crossed home plate.
2. Pass Ball/Wild Pitch/Stealing:
 - a. **Opening Day - May 1:** Only 1 base per attempt is allowed. Runners must hold on an overthrow to any base. Runners may not advance to Home on a pass ball, wild pitch or steal
 - b. **May2 - Postseason:** Runners may advance 1 base on an overthrow from the catcher provided they stop at 3rd. ie 2nd to 3rd on an overthrow. Runners may not advance to Home on a pass ball, wild pitch or steal
3. Over throws Defensive Play:
 - a. **Opening Day - May 1:** Only 1 base per play is allowed on an overthrow. Runners must be in progress when the throw is made to advance. Runners may not advance to Home as a result of an overthrow.
 - b. **May2 - Postseason:** Runners may advance 2 bases on an overthrow provided they stop at 3rd. ie 1st to 3rd on an overthrow to 1st. or 2nd to 3rd on an overthrow. Runners may not advance to Home on a pass ball, wild pitch or steal.
4. Delayed Steal: Runners may not attempt a steal on a throwback to the Pitcher from the Catcher

PR-10 10-Run Rule

NSLL games are played under the 10-run rule as defined in Rule 4.10-e of the Little League Official Regulations and Playing Rules (The Green Book). The game will be considered final when the Umpire calls the game with one team leading by 10+ runs after 3 and ½ or 4 innings have been played.

Note: Managers are encouraged to play the remaining 2 and ½ or 2 innings as a scrimmage. The spirit is to give minimum play players additional playing time. Managers should:

- Move players to the infield who usually only play in the outfield
- Sit players who usually play all six innings
- Have players pitch who usually do not have an opportunity to pitch in regulation games



NSLL 2020 Minors AA Local Rules of Play

This is a short list of ideas, but other Manager moves that build upon this same direction are encouraged. Other notes:

1. Scrimmage innings must be conducted according to the rules of Little League baseball and local rules established by Novato South Little League.
2. Pitch counts from these scrimmage innings will COUNT in pitch-count standings for the game. Playing time during the scrimmage portion of a game does NOT count toward fulfilling minimum play requirements (i.e. six outs and one at bat).
3. The scrimmage game – both regulation innings and scrimmage innings combined - cannot exceed 2 hours., consistent with PR-3 defined above.
4. Umpires will remain at the game until the scrimmage innings are completed.
5. These are scrimmage innings, and Managers and Coaches are expected to treat them as such and refrain from questioning umpires' calls.

PR-11 5 Run Limit Per Half Inning & Last Inning

1. NSLL will follow the 5-run limit per half inning rule as defined in the Little League Official Regulations and Playing Rules (Green Book).
2. The 5-run per half inning limit will not apply during "Last Inning". "Last inning" is determined by the umpire when estimating the next full inning will last longer than time remaining
3. The 5-run per half inning limit will continue for the entire season including the NSLL playoffs.

PR-12 Pitch Count Reporting

Novato South Little League will follow the pitch count rules as they are written in the Little League Official Regulations and Playing Rules (green book). Each Manager shall report the following information via email to the other Minor League Managers and the Minor League Commissioner on the day each game is completed:

1. Names of all of their players who pitched in that game;
2. Number of pitches thrown by each one;
3. The next date that each pitcher is eligible to pitch

PR-13 Soft Toss

No hard balls may be hit into the fences at any field at any time. Wiffle balls are allowed.

PR-14 Practice & Pregame Batting Practice

No "hard ball" batting practice is allowed before games at any field used by NSLL



NSLL 2020 Minors AA Local Rules of Play

2019 AA – Summary of Changes

1	NSLL Board Approved – April 2	PR-1.2&3: Update Visiting team responsibilities and add Pinheiro specific rules.
2	NSLL Board Approved – March 5	PR-3: Regular Season-game time reduced- no inning starting after 1:45 and 2:15 (if tied)
3	NSLL Board Approved – March 11	PR-8.1: Introduction of Pitching Machine and Rules.
4	NSLL Board Approved – March 5	PR-8.2: Remove Coach Pitch component
5	NSLL Board Approved – March 5	PR-9.3: Documented one base on Over-Throw Defensive play

2020 AA – Summary of Changes

1	NSLL Board Approved - Feb4	PR-8.1a: Pitch Machine Innings: (4&2 thru Apr10) (3&3 Apr11-May1) (2&4 May2 thru Post season)
2	NSLL Board Approved - Feb4	PR-8.2: 3 inning pitch limit lifted May2. 6 out limit lifted Playoffs. Blue Book in Playoffs
3	NSLL Board Approved - Feb4	PR-9: Allow multiple bases on over-throws after May 2
4	NSLL Board Approved - Feb4	PR-11: 5 run inning rule continues in Playoffs