

## NSLL 2023 Minors “A” Division Local Rules of Play

### Minor "A" Division

The Minor “A” Division is for ages 6 to 9 years old. 6-year-olds must try out. 9-year-olds must waive down to play at this level. Coach or Machine pitch all year. A safety ball is used the entire season. Games are an extension of practice - low key and non-competitive. Focus is on fundamental skills and sportsmanship. Accordingly, scores and leaguestandings are not kept. Players and parents should expect 2 games and/or 1 practice(s) a week.

1. Team Parents Meeting – A team meeting for the team's parents must be held prior to the team's first practice. The Manager will go over the general league rules and intent, explain how the games will be played and most importantly – make sure parents volunteer to help!
2. **Home team** prepares the field: (Rake the infield, base lines and install the bases and pitching machine. **Visitor team** close up the field and cleans up any garbage or gear left behind.
3. Each game should last 4 innings. Game Continues until 90-minute time limit has been met (no top of an inning started after 80 minutes). Managers are encouraged to play a 5<sup>th</sup> inning (time permitting).
4. This is a “machine or coach pitch” league. Each year NSLL Board will determine preference of Pitching Machine or Coach Pitch. 2023 NSLL encourages use the “Blue Flame” Pitching Machine for all pitches.

### Machine Pitch Rules:

- a. The Pitching Machine will be set up by the Home team & tested 10-15 minutes BEFORE game time and remain on the field so long as one team is still using the machine. Start time must not be delayed due to late setup and/or testing of machine.
- b. The speed & strike zone setting must be agreed by both managers, with the intent of speeding along the game by making the speed hittable for most/all players.
- c. Changing of the game speed or strike zone should only be done if both managers agree it will enhance play. Any change should occur at the completion of a full inning.
- d. The batter will receive no more than **5 pitches**. If a ball has not been hit into fair territory, the batter must hit from a Tee.
- e. A coach from the hitting team will administer pitches.
- f. If a batted or thrown ball strikes the machine or coach it is a “dead ball”. Runners advance to the next base. (E.g., The batter runs to first. Runners on base advances one base.)
- g. A player will play the pitcher position. They must start behind the plane of the mound/rubber (either directly behind or to one side, with one foot on the dirt) and may not move until ball crosses the plate.

Coach Pitch Rules: Once the season has progressed to the half-way point (starting **May 8**), and if players are ready to hit live pitching, it is SUGGESTED that coaches pitch from one knee in order to give the players a better sight line on the ball.

- a. Each batter will receive no more than 5 pitches. If a ball has not been hit into fair territory the batter must hit from a Tee. In the interest of speeding game play and providing quality pitches to hitters, the teams may designate one coach from either team to administer the 5 pitches.

THE DESIRED EFFECT OF COACH PITCHING IS TO SPEED GAMEPLAY. BOTH TEAMS NEED TO DETERMINE IF THEY HAVE AT LEAST ONE COACH WHO HAS AN ADEQUATE ABILITY TO THROW BP SPEED PITCHES TO BATTERS. IF NOT, BOTH TEAM MANAGERS CAN AGREE TO DESIGNATE ONE COACH TO THROW APPROPRIATE BP SPEED PITCHES TO BOTH TEAMS. MANAGERS MUST MAKE DECISION BASED ON SPEEDY GAMEPLAY.

5. **One Bat Rule** – Only one player (the batter) should have a bat in their hand at any time. *This is the most important safety rule to follow/enforce.* The on-deck hitter, and ALL other players, must remain safely behind a fence, on a bench or in a dugout.
6. **Base running:**
  - a. On an overthrow to first base, the base runner does not advance to 2<sup>nd</sup> base.
  - b. If a hit ball reaches the outfield, the base runner may advance to 2<sup>nd</sup>, 3<sup>rd</sup> or home. When the ball is thrown back to the infield, the base runner does not advance further.
7. **All players play** – To keep the kid’s interest, we encourage all players to be in the field every inning. The outfield should be overloaded, not the infield. This is an instructional league, move players around to all positions, including the pitcher position. Each player should have at least 1 inning in each the outfield and infield. (The “Pitcher helper” should be rotated each inning) Safety, should be considered when stationing players at first base.
8. **Dugout parents** – make sure you enlist parents to act as dugout helpers during the game. They can help keep the lineup moving, and keep the kids focused and cheering the batter.
9. **Coaches in the field** – it is a good idea to roam the field during the defensive half innings to give coaching advice/tips and interaction with the players. Additionally, it is helpful to position a coach behind the plate to help field passed balls.
10. **Lineups** – Please organize batting and field lineups before each game and rotate all players to all positions during the season (1<sup>st</sup> base may be an exception. Keep organized to avoid wasting time determining positions inning to inning.
11. “A” Division games will **not** be made up if **rained out**. If it is unusually rainy the A Division may make some games up to insure at least 75% of the scheduled games are played.
12. All managers and coaches are required to attend field trainings and participate in all league trainings/meetings. Failure to do so will impact their ability to coach in the future.
13. **Good sportsmanship** is required. Note - Noise makers (e.g., horns, cowbells, etc.) will not be permitted.

### GAME PROGRESSION FOR ENTIRE SEASON

GAMES 1 - 4						
Innings	Batting	Hits	Runners	Last Batter of Inning	At Bats	Outs
1 – 4+	Every player bats each inning	Singles only	All runners and batter advance 1 base after each batted ball (machine or tee)	On Last Batter, all runners and batter run the entire bases and score to end the inning	All Batters reach base	There are no outs (including strikeouts)
<b>No score is kept</b> Game Continues until 90-minute time limit has been met (no top of an inning started after 80 minutes)						

### GAMES 5 - 8

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Innings	Batting	Hits	Runners	Last Batter of Inning	At Bats	Outs
1 - 2	Every player bats	Singles only	All runners and batter advance 1 base after each batted ball (machine or tee)	On Last Batter, all runners and batter run the entire bases and score to end the inning	All Batters reach base	There are no outs (including strikeouts)
3 +	Inning ends after 3 outs - OR - Every player bats	No Restrictions on types of hits	No restrictions on advancing, except the batter and any runners cannot advance more than 2 bases on a ball hit and staying in the infield. Batted Balls that reach the outfield, runners may advance UNTIL the thrown ball has landed in or been caught in the Infield. No runner/batter can ever advance on a throwing error or overthrow, runners must stop at the base they were heading to.	Last Batter does not run entire bases	Safe/Out based on defensive outcome	Outs are played
<b>Game must end with home team batting - No score is kept</b> Game Continues until 90-minute time limit has been met (no top of an inning started after 80 minutes)						

### GAMES 9 - 12

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Innings	Batting	Hits	Runners	Last Batter of Inning	At Bats	Outs
1	Every player bats	Singles only	All runners and batter advance 1 base after each batted ball (machine or tee)	On Last Batter, all runners and batter run the entire bases and score to end the inning	All Batters reach base	There are no outs (including strikeouts)
2 +	Inning ends after 3 outs - OR - Every player bats	No Restrictions on types of hits	No restrictions on advancing, except the batter and any runners cannot advance more than 2 bases on a ball hit and staying in the infield  Batted Balls that reach the outfield, runners may advance UNTIL the thrown ball has landed in or been caught in the Infield.  No runner/batter can ever advance on a throwing error or overthrow, runners must stop at the base they were heading to.	Last Batter does not run entire bases	Safe/Out based on defensive outcome	Outs are played
<b>Game must end with home team batting - No score is kept</b> Game Continues until 90-minute time limit has been met (no top of an inning started after 80 minutes)						

**GAMES 13 - 14**

<b>Innings</b>	<b>Batting</b>	<b>Hits</b>	<b>Runners</b>	<b>Last Batter of Inning</b>	<b>At Bats</b>	<b>Outs</b>
1	Every player bats	Singles only	All runners and batter advance 1 base after each batted ball (machine or tee)	On Last Batter, all runners and batter run the entire bases and score to end the inning	All Batters reach base	There are no outs (including strikeouts)
2 +	Inning ends after 3 outs – OR – Every player bats	No Restrictions on types of hits	No restrictions on advancing, except the batter and any runners cannot advance more than 2 bases on a ball hit and staying in the infield.  Batted Balls that reach the outfield, runners may advance UNTIL the thrown ball has landed in or been caught in the Infield  No runner/batter can ever advance on a throwing error or overthrow, runners must stop at the base they were heading to.	Last Batter does not run entire bases	Safe/Out based on defensive outcome	Outs are played
<b>SCORE IS KEPT for INNINGS 2 +</b> <b>Score diverts back to last complete inning if 90-minute time limit is met</b>						