



# Holland Little League

## AA Baseball Rules



1. Six inning Games
  - a. No new inning may start after 7pm (or announced time limit)
  - b. Umpire announces starting time and time limits.
  - c. New inning starts immediately after 3rd out is made.
  - d. "Drop dead" time is 5 minutes before next scheduled game (score reverts to previous inning).
2. Ten fielders (includes pitcher, catcher, 4 outfielders, 4 infielders)
3. Roster batting with 3 outs per inning.
  - a. Managers should attempt to equalize the number of at-bats for each player over the course of the season.
4. Five run limit completes the half-inning.
  - a. Run rule: 10 runs after 4 innings.
5. Season Structure:
  - a. First 5 games will be coach pitch - 6 pitches per batter
  - b. Last 7 games will be player pitch
  - c. First 4 innings coach pitch
  - d. Players pitch the rest of the game.
  - e. Division tournament will be all player pitch, 4 inning games.
6. 2 innings per pitcher (National Pitching Rules Apply) during the last 7 games of the season, as well as the division tournament. Players pitch from 40'.
  - a. Innings do not have to be consecutive.
  - b. One pitch in an inning constitutes an inning.
  - c. 4 balls, 3 strikes in an expanded strike zone (shoulders to mid-shin).
  - d. If a pitcher throws 4 balls to the batter, an offensive coach will come to the rubber and throw 2 pitches to the batter. If the batter puts the ball in play, they must run as on any batted ball. If they are not able to put the ball in play, the batter is called out.
  - e. Foul balls extend the at bats by one more pitch.
  - f. Offensive coach may pitch the ball anywhere from on the mound.
  - g. The defensive pitcher remains next to the offensive coach while the coach pitches. The pitcher may stand to the right or left of the coach, adjacent to the rubber and may field a batted ball.
  - h. Any batted ball that hits the offensive coach that is pitching is a dead ball and the batter is awarded 1st base. The coach must attempt to stay out of the way of the defensive team after releasing the pitch.
7. Coaches may warm-up pitchers (while catcher puts on gear)
8. Play is complete and runners MAY NOT advance when fielding team has ball under control in the infield.
9. When a player is pitching, base stealing is permitted after the ball crosses home plate. Stealing home is not permitted.
  - a. Only one stolen base opportunity is allowed per 1/2 inning, including passed balls and wild pitches.
10. Player is out on a dropped third strike.
11. Two coaches allowed on the field when batting - in the 1st & 3rd base coach's box. One coach may be in the field when the team is fielding.



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12. All batters must wear batting helmets.

13. No on deck batter is allowed.

14. Offensive players or defensive players not in the game but entering the playing field must wear a helmet.

15. The Infield Fly rule WILL NOT be in effect.

16. When not found in these rules, please consult the Little League International Rules. When in conflict, local rules prevail.