

**Magnolia Little League**  
**AA Baseball**  
Status as of January 22, 2011

**OVERVIEW**

- MLL Local Rule ■ League Age is 7-9
- MLL Local Rule ■ Games are 6 innings, 2 innings of kid pitch and 4 innings of machine pitch
- MLL Local Rule ■ 4 run rule per inning is in effect
- MLL Local Rule ■ End of the Season Tournament, double elimination

**Player Selection**

- MLL Local Rule ■ 7 year olds should have played 1 year of Single A level baseball
- MLL Local Rule ■ Any kids in the AAA draft who are not drafted will be placed on a AA team
- MLL Local Rule ■ Coaching groups can have 1 Manager and 2 Coaches prior to formation of teams
- MLL Local Rule ■ All kids of Managers and Coaches will be placed on Managers/Coaches Team
- MLL Local Rule ■ Teams will have 11 - 13 kids per team. Target is 12 kids per team
- MLL Local Rule ■ Players will be drafted to/assigned to teams by the AA Commissioner
- MLL Local Rule ■ Commisioner balances teams based on age, experience, skill level, and may make accomodations for player/coaches wishes (some kids want to play for a coach, with a player(s), assigned to team with classmates, on different team of another kid)

**MLL Local Rules - AA**

- 1 The continuous batting order under rule 4.04 will be used.
- 2 Rule IV (i) is modified as follows: Every player on a team roster will participate in each game for a minimum of 4 complete defensive innings. Of these innings, every player will play 1 inning in the infield (catcher is an infield position). No player will play more than 3 defensive innings at the same position  
Clarification: A "complete" inning is 3 defensive outs or 4 offensive runs, whichever comes first, except in the last inning of play when a complete inning would be 3 defensive outs or until the home team scores enough runs to declare victory. This deviation from the Official Regulations and Playing Rules is required because the four-run rule cannot guarantee a defensive player a specified # of outs.
- 3 There is a four run per inning limit, except the last inning, which is unlimited. If there is a following game scheduled on the field, no inning may start later than 1:50 after the game starts. The chief umpire will indicate which inning will be the "last inning."
- 4 Games are six innings long with the following exceptions: (1) Magnolia will use the 10-run rule as detailed in 4.10 (e), and (2) in the event of a tie after six innings of play, extra innings can be played but must adhere to the time limitations detailed in #3 above.
- 5 The home team occupies the third base dugout, supplies two new game balls, and is responsible to supply the game umpires if no umpires have signed up on the District 8 website. The home team is also responsible for setting up and storing the break-away bases. The away team occupies the first base dugout and may supply plate or field umpires if the home team is not able to meet their obligation.
- 6 There will be no forfeits for player shortages. If one or both teams cannot field a regulation team, contact your commissioner to re-schedule subject to field availability.
- 7 Pitching
  - The first and second innings will be Kid Pitch. Remaining innings will be Machine pitch. A player may pitch one inning every other game up to the limit per pitch count rules, whichever comes first. Remember that one pitch constitutes an inning. Walks are in effect during Kid Pitch. Kids pitch from the 46' rubber. Coaches must keep a log of pitchers pitch counts.
  - Machine pitch begins the third inning. Coaches can operate the pitching machine, however, the chief umpire has the right to operate the machine should he/she determine that coaches are needlessly delaying the game in order to find "the perfect pitch." Coach pitch will only be used in the event of machine failure. Coaches pitch to their own players from the 46' rubber. There are no walks in machine pitch. Three strikes resulting from swinging the bat or seven pitches maximum to put the ball in play. Foul ball on the seventh pitch keeps the hitter alive. Clarification: This rule means that if the umpire calls three strikes, the batter is out. If the batter doesn't put the ball in play, he or she is out. It does not mean that umpires start calling strikes after 7 pitches. It does not mean that umpires have to wait until the 7th pitch to call a batter out on strikes. Umpires are trained and encouraged to work with hesitant batters but umpire participation is at their own discretion.
- 8 This rule is to remind coaches that teaching takes precedence over winning at the AA level. Once a batted ball is put into play, runners can advance at their own risk until the pitcher has control of the ball within a 15 foot radius of the pitchers plate or until the umpire deems all action has ceased and calls "Time." Pitching machine operators must not catch, or interfere with, the ball except in "non-running situations" i.e. on the throw back from the catcher to the mound during machine pitch – the operator can catch the ball in order to speed up the game.
  - This is a very simple rule, but it is one that can still be abused in spirit. Remember that the idea behind the rule is to give runner the bases they deserve without making a travesty of the game by enabling coaches to create an offense centered on the catching errors of the pitcher. The base runner continuation is at the heart of this rule, in practical terms this means:
    - Your runner can continue to run on the throw into the pitcher

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- Even if your pitcher has control of the ball near the mound, a runner who continued to run during the throw to the pitcher can still move on to the next base
  - When the pitcher has the ball, a runner who has remained off the base but has ceased continuation cannot run.
- 9** Per 4.19(g) Magnolia Little League adopts the rule that, in the Minor League, protests must be resolved before the next pitch or play. The chief umpire's decision will be final.
- 10** All local Magnolia AA tournaments will be played in accordance with these Local Rules except that, in the event of a tie after six innings of play, tournament games will end in accordance with 4.10 and will NOT be subject to the time or inning restrictions detailed in #s 3 and 4 above.

**AA Guidelines/Reminders**

In conjunction with these Local Rules, we will include a list of Reminders. These reminders are not to be confused with Local Rules that require committee, board and district input. They are simply a list of rules and/or clarifications that managers, coach and umpires would do well to review before the season begins.

These reminders are meant to (1) Emphasize rules that relate to safety and (2) clarify rules that have frequently caused confusion in our league. They are NOT part of the official Modified Rules and can be amended and added to by the Umpire Committee without board approval.

- 1** Complete uniforms must be worn: hat, jersey, pants, and socks.
- 2** No batting practice before games. You may have a short infield practice only.
- 3** Home plate lies entirely in fair territory.
- 4** Bunting is allowed.
- 5** Scores will be kept and recorded on the D8 website. Home team is responsible
- 6** All players must be registered to your team.
- 7** Both base coaches can be adults but they are encouraged to use players as base coaches to teach them the position. If players are used as base coaches, by rule they must wear a batting helmet.
- 8** Per 1.17 – All male players must wear athletic supporters. Male catchers must wear the metal, fiber or plastic type cup, and a long model chest protector in Little League Divisions. Female catchers must wear long or short model chest protectors. All Male players are required to wear the metal, fiber or plastic type cup.
- 9** There is no on-deck position. The on-deck batter should be in the dugout and ready to go to the plate. Players should never swing bats during a game unless they are at the plate.
- 10** Throwing a bat in a dangerous fashion is unsportsmanlike behavior. The umpire may give one warning before ejecting the offending player.
- 11** Teach your players the slide or avoid rule. Remember, there is no "must slide" rule in Little League, but there is a "slide or avoid" rule. Your players should know that they may slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- 12** Interference and Obstruction: Just because there is contact on the field does not necessarily mean that interference or obstruction has occurred. At this level, most collisions are just that – collisions. Oftentimes both offensive and defensive players are "out of position" at this level.
- 13** Study the infield fly rule (2.00) and remember that this rule is designed to protect the offense, not to manufacture a free out for the defense. Remember that the infield fly is a judgment call. Also remember that the rule can be applied "after the fact" in the event that the umpire forgets to call it and a double play results (though this is not ideal). There might be some confusion when and if an infield fly call is made, but, for both players and usually umpires, AAA is an instructional league, and it's not too early for everyone to start applying this rule.
- 14** A foul ball is determined by the location of the ball in relation to the foul line, not by the location of a player's body.
- 15** A batter-runner who overruns first base and turns to the left is not automatically out if tagged. This runner is only out if the umpire decides he/she made an attempt to head to second base. The umpire's call is not subject to appeal.
- 16** The expanded strike zone is in effect. Don't assume or let your players assume that the ball must pass over the plate to be a strike. It doesn't.
- 17** Breaking the plane on a check swing or "offering" on a bunt do not, by rule, necessarily constitute strikes. The only rule governing strikes in these situations is whether the batter attempted to hit the ball. This is a matter of umpire discretion and is not subject to appeal, although umpires can, and generally should, appeal to a field umpire (on 1st or 3rd) at the catcher's request on a check swing.