

2019-2020 JEFFERSON COUNTY LITTLE LEAGUE AA MINOR DIVISION RULES

1. The game consists of 6 innings or 2 hours from game start time whichever comes first. The 2-hour limit is from actual start time not scheduled start time. The first pitch delivered to the batter will be the game start time. At the 2-hour time limit, the game will end regardless of inning or position in that inning.
2. Postponed or suspended games are not required to be made up or resumed. Games that cannot be started within 30-45 minutes of the scheduled start time shall be suspended. The Division Director shall be notified of postponed or suspended games for makeup availability.
3. The inning or half inning will end when 3 outs are recorded, or 5 runs scored.
4. The game will be played with continuous batting order. Each player will bat in the order in which they are in the lineup unless they must leave the game for an injury or illness. Players leaving the game for an injury or illness will be returned to their original spot in the order. Players arriving after the first pitch of the game shall be placed at the end of the lineup.
5. The first part of the season will be played coach pitch from the pitching circle. Coaches pitching from a knee is authorized. . Coaches will deliver a maximum of 7 pitches to the batter. 3 Swinging Strikes will cause the batter to be out. Balls will not be counted. (no walks) Bunting is prohibited with coach pitch. In the event a batter does not hit a ball into fair territory, he/she is considered out. The batter can exceed 7 pitches if the 7th pitch and any additional pitches are fouled off.
 - Starting on May 1st at least the first two innings will start with player pitch from the rubber. Standard baseball rules of 3 strikes and 4 balls will be used. If the player walks 4 batters or hits 2 batters, a coach will replace the pitcher to finish the inning, and revert to the 7 pitches rule.
6. Coaches pitching to batters will not receive the ball from position players after a live batted ball. The player at the pitcher position will field the thrown ball thus stopping runner movement and creating a stoppage of play (dead ball.)
7. Runners are authorized to advance on a batted ball in play until the player/pitcher is in possession of the ball. Advancement of runners will be determined on their location once the pitcher possesses the ball. The half way point between bases will dictate the closest base to be awarded.
8. Base runners may advance only 1 base on an overthrown ball. No stealing, but base runners may come off any bag once the ball has crossed home plate.
9. Players are limited to 50 maximum pitches per game. The team manager or designated representative is responsible for tracking the limit and rest requirements.

1 - 20 pitches, no days rest
21 – 35 pitches, 1 day rest
36 – 50 pitches, 2 days rest
10. No player may sit more than 3 consecutive outs. Equal play for all players will be a priority.
11. Infield fly rule does not apply.
12. While on defense, 2 coaches will be permitted on the field for instruction not to interfere with the game flow.