

Jamesville-DeWitt Little League **Rules for Boys “AA” Ball Division**

- ❖ No metal cleats are allowed.
- ❖ Baseball pants are required.
- ❖ Score will be kept.
- ❖ All players are required to wear a cup.
- ❖ Batting helmets are required and protective facemasks are recommended.
- ❖ No leading or base stealing.
- ❖ 5 Run Rule in effect. Unlimited runs allowed for both teams in final inning determined by both managers.
- ❖ Length of game determined by 6 innings or dark. No inning can start after 7:45 in April and May and after 8:00 in June.
- ❖ Maximum of 9 players in the field and no player will sit out more than one inning.
- ❖ Continuous batting order.
- ❖ Players will pitch to batters until batter has been put out or has advanced to a base. If pitcher has delivered 4 balls then the Coach from the batting team will come in and throw a maximum of 4 pitches to the batter maintaining the same strike count on the batter. The batter will either put the ball into play, strike out or will be called out if no contact is made. If the last pitch is fouled off then another pitch will be delivered until batter is put out or advances to a base. If the Division Coordinator, President and Vice President determine that there are not enough pitchers to pitch a full game or if the game does not move along then the Division Coordinator will initiate Coach Pitch for some or all innings until it is determined there are enough pitchers to pitch a full game.
- ❖ No walks allowed.

- ❖ Mandatory Pitch Count Rules from Little League International will be used with a maximum of 2 innings pitch. One pitch constitutes an inning.
- ❖ Coaches will put players in as many positions as they feel the player can play with safety of all players to be the deciding factor.
- ❖ Teams will play a minimum of 12 games.
- ❖ For the 1st half of the season the games will start at 6:30 after 30 minutes of practice for both teams. It is mandatory that all players get to the field on game day and be on the field by 6:00.
- ❖ Coaches and/or parents will play the position of back-up catcher.