

ABR AAA First Year / ALL AA Rules ("1st Year Kid Pitch") (Generally Third Grade)

Revised Date: Fall 2018

Ages: Third graders are generally eligible to play; please refer to league-specific age registration requirements

The goal of this level is to provide players with a fun baseball experience. Players are introduced to kid pitch at an appropriate age level. Players will develop proficiency in pitching, catching, hitting, base running, fielding, and throwing skills, as well as a better understanding of the concepts and strategies of the game. More emphasis is placed on skill development. Like all levels, emphasis is placed on keeping the game moving and providing as many "touch opportunities" as possible.

Coaches Conference: Coaches should conference before every game to review the rules; coaches must display good sportsmanship in working through rule questions in a collaborative, positive manner with other coaches and umpires.

Ball: Level 2 or 5 Safety Ball the "SOF-TEE" labeled "Level 5" (harder safety ball – absolutely no hardballs or Level 10 safety balls).

No On-Deck Batters: No batters are permitted on deck.

Pitching: Player pitches from 41 feet distance (shorter than the usual mound of 46'). A bucket of balls shall be placed behind the pitcher. If a ball gets past the catcher, the pitcher will take a ball out of the bucket.

There are no walks. If the count reaches four balls, a coach from the batting team will pitch to the batter. The coach may pitch from approximately 35 feet and may take a knee. There are no called strikes when the coach pitches; the purpose of having a coach pitch is to make every effort to put the ball in play. However, the coach is limited to three pitches, even if any of the three pitches is unhittable. A batter who fails to put the ball in play after three pitches is out. However, just as in Major League Baseball, a batter will not be called out if he fouls off the third pitch. In that instance, the coach can continue to pitch until the batter strikes out or puts the ball in play.

Ball in Play: The ball is in play until it is returned to the infield; however, baserunners are not allowed to advance once the ball is in the infield (even if it is bobbled).

ARLINGTON BABE RUTH / ARLINGTON LITTLE LEAGUE BASEBALL
FALL 2018 RULES

Batting: Continuous batting order, all players bat. Players arriving late are added to the bottom of the order. Keep your batting order the same for each game the entire season, so that each player knows who he/she bats after. The first batter of each game is the player who was on-deck at the end of the last game.

End of Inning: Each half-inning shall end upon the first of the following: 3 outs, a maximum of 5 runs scored, or entire line-up has batted.

Number of Players on Defense: Ten (10) players allowed in the field on defense (4 outfielders plus a catcher). Each player must know his/her field position prior to the end of the inning. To make transition to the field faster, post at the beginning of the game the batting order with player positions for **all six innings**. Players must run to the field without balls.

Defensive Positions: Regulation. Catcher must wear full catching gear and protective cup. THE CATCHER DOES NOT CHASE PASSED BALLS. Ensure that the catcher is promptly and properly equipped as soon as the 1/2 inning is over. Use a courtesy runner for your catcher so he/she is dressed. The inning must start after 1 minute with or without the catcher. Ensure your pitcher has a bucket of at least 12 balls to start the inning. Ensure you have a parent/coach to collect balls at the back of the backstop during play.

Minimum Play Rule: It should be the goal of each Manager for each player to play at least half of the innings in the field. Defensively, no player may be on the bench for more than **ONE** consecutive inning at a time. That is, each player must play **AT LEAST** every other inning in the field.

Free substitution is allowed in the field after any inning. This rule shall not interfere with the right of the Manager to deny any player's playing privilege for disciplinary reasons. The coach must inform the opposing coach before the start of the game that the player is being benched and for what reason. If a player is injured or becomes ill during a game the decision of, first, a parent and then, a doctor will be final as to whether or not the player may continue in the game. If a parent or doctor is not present, the Chief Umpire will decide if the player is able to continue.

Failure to abide by the minimum play rule may result in a forfeit of game.

Number of innings per game: 6

Umpires: One umpire who stands behind the catcher if he has gear, otherwise behind the pitcher. If an umpire does not show, the coaches will appoint a coach or parent to umpire. IN NO CASE may a coach ever argue with an umpire.

Hustle is a REQUIREMENT: Keeping the game moving is key to getting players more touches, keeping the game exciting and keeping kids in baseball. The first

ARLINGTON BABE RUTH / ARLINGTON LITTLE LEAGUE BASEBALL
FALL 2018 RULES

pitch must be thrown no more than 1 minute after the previous inning has ended.

- To make transition to the field faster, post at the beginning of the game the batting order with player positions for **all six innings**.
- Players must run to the field without balls. There is no time between innings for fielders to throw balls around because the inning should start as soon as the fielders are in position.
- A pitcher may take a maximum of 3 warm-up pitches if he/she does so within the 1-minute (the best practice is to do so on the side of the field before the 3rd out).
- A pitcher who takes more time than necessary between pitches may be penalized by a called ball. (Pitchers should not walk off the mound to get the ball from the catcher during play).
- A team whose fielders or catcher is not ready to start the inning after 1 minute may be penalized by the umpire, starting with a called ball.
- Any delay of game by any player may be penalized by the umpire.

No Stealing: No stealing. Player must keep foot on base until ball is hit. Any base runner who leaves the base before the ball is hit will be called out. Runner cannot advance when the pitcher has control of ball within 10 feet of pitching rubber.

Tagging Up: Tagging up is allowed.

Sliding: Any runner shall be called out when he or she (a) does not slide or (b) attempt to get around a catcher or fielder at any base who has, or is waiting to receive the ball, to make a tag. All head first slides will be called out.

Game Time Limit: A game is official after 2.5 innings. The umpire shall start each half-inning as soon as the fielders are in position, but in no event later than 1 minute after the previous half-inning has ended. Coaches must instruct their players to hustle on/off the field.

No inning begins more than 90 minutes after the scheduled start time. All games are also subject to a "drop dead" time limit of 1:45 minutes from the scheduled start time, regardless of whether the game commenced on time. If the drop dead time is reached during an at bat, the batter will be allowed to finish his/her at bat. If the result of that at bat concluded the game, the score will be final. If that at bat does not conclude the game, the official score will revert back to the last completed inning.

Dugout: Home team sits on 3B bench.

Pitching Limits and Required Rest: 50 pitches maximum per game OR, a maximum of two (2) innings per game, whichever comes first. One pitch thrown in any inning constitutes an inning pitched. In terms of rest,

ARLINGTON BABE RUTH / ARLINGTON LITTLE LEAGUE BASEBALL
FALL 2018 RULES

- If a player pitches 41-50 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 31-40 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-30 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 41 or more pitches – player cannot play catcher for remainder of that day
- 4 or more innings caught – player cannot pitch that day

A day of rest is defined as a full calendar day separate and apart from the date of the pitcher's appearance. Thus, regardless of what time of day a pitcher competes, the required day(s) of rest start the next calendar day. For example, a pitcher who pitches 25 pitches on Saturday at 9:00 a.m. and a different pitcher who pitches 25 pitches on the same Saturday at 7:30 p.m., are not eligible to pitch until 8:00 a.m. the following Monday, because they are both required to rest for one separate calendar day before they are eligible to pitch again.

Courtesy Runner: A courtesy runner may be used for the catcher at any time and shall be the player who made the last out. The purpose of the courtesy runner is not to pinch run, but to ensure the catcher is dressed for the field.

Forfeit Rule: A team may play a game with 7 players. Teams with seven players will "borrow" a fielder from the opposing team each inning. This player will play the field for the short-handed team only, but will also play the field and bat for his/her own team.

Ten Run Rule: There is no mercy / ten run rule.

In-Field Fly Rule: There is no in-field fly rule (all balls are live, caught or dropped).

No Dropped Third Strike: There is no stealing first on a dropped third-strike.

Rainouts: If inclement weather line (703-228-4715) calls off practices or games due to rain or wet conditions, the game is cancelled. If thunder is heard or lightning is seen, play must be suspended and will not be re-started for at least 30 minutes.

Make Up Rainouts: No.