

ALMADEN LITTLE LEAGUE

2025 AA DIVISION GROUND RULES (as approved by the A.L.L. Board on Dec. 16, 2024)

“AA” DIVISION LITTLE LEAGUE (Ages 7, 8 & 9)

The focus at the Little League AA division level remains developmental and players continue with skill building in both fielding positions and batting techniques with an emphasis on team play, sportsmanship and having fun. Greater baseball strategy is taught as well. Players are taught pitching mechanics and will have their first experience with “live” pitching. Players in this division are usually 8 and 9 years old, though some 7-year-old players will play. It is a transitional level so it may include older players who are beginners. Players can sign up to play in this division without trying out. Players who try out and are not drafted to an AAA team will be assigned to a team in this division. Parents should also have fun, be patient and be unconditionally supportive. This is for the kids... we must all remember they are 7, 8 & 9 years old.

General AA Division information

1. AA division teams will be formed in early February.
2. You will be contacted by the manager of your team in early February.
3. AA division practices will begin in mid-February, usually twice a week until games begin. Once games have begun, most teams practice once a week but it may be twice a week.
4. AA division season games will begin in early March and end in early May.
5. AA division practices and games are played on a rotating schedule. There will usually be one midweek game and one Saturday game. However, depending on the number of teams, there may be Sunday games.
6. Most practices and games are played on the dirt field at Simonds School and Bret Harte.
7. The League provides each player with a team jersey, hat, belt and socks. Pants are to be purchased by the family.

AA Division Playing Rules

1. Be positive with all the kids on the field and reinforce good behavior/skills.
2. No standings will be kept. GameChanger is provided for learning scoring, monitoring runs per inning and pitch count. Official scores might be recorded but winning and losing is not the focus.
3. Ten players will play in the field when playing defense. Each player should be rotated and allowed to play every position throughout the year. Every player must play a minimum of four innings on defense in a complete game (including one inning at an infield position). In a shortened game, they must play at least two innings on defense. If a kid is not given an infield inning for a particular game, that kid must play in the infield for the 1st 2 innings of the next game.
4. The 4 outfielders must be positioned no closer than 20’ from the outer edge of the infield/start of the outfield grass. Outfielders cannot cover a base for making a defensive out. They can back up plays as a result of overthrown ball to a base.
5. Coaches are not allowed on the field except when pitching if their batter is walked

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6. All players bat (i.e. continuous batting order) and teams will bat each inning until either 5 runs have scored or three outs have been made.

7. No base stealing (straight steal, delayed steal, etc.) is allowed in AA. No extra bases on an overthrow until the second half of the season. OPTIONAL RULE for the 2nd half of the season: Baserunners may attempt to advance ONE BASE PER AT BAT on a wild pitch or passed ball. Baserunners are NOT allowed to score from 3rd on a wild pitch or passed ball. AA managers to meet to decide if they want this rule for the 2nd half of the season – and meet again to decide on this rule for the playoffs.

8. Player advancement on a ball hit into the outfield

“Halfway Rule” will be used. These 3 halfway marks (1st and 2nd, 2nd and 3rd, 3rd and home) must be chalked during field setup.

1st half of season: baserunners can advance until the outfielder throws the ball into the infield. When the thrown ball is near an infielder, the positions of any baserunners are compared to the halfway marks between bases. There are no extra bases on an overthrow for the 1st half of the season.

2nd half of season and playoffs: baserunners can advance until the outfielder throws the ball to an infielder on the infield. When an infielder has control of the ball and does not attempt to make a play on a baserunner, the positions of any baserunners are compared to the halfway marks between bases.

Runner advancement rules apply to all base runners.

a. Starting with the games in the 2nd half of the season, base runners are allowed to **take one base on an overthrow**. The intent of this rule modification is to prepare AA players for AAA. We want to balance the awareness of runners to advance at their own risk and at the same time NOT turn AA into a circus. The division rep will send out an email notifying managers when this rule will go into effect. Here are some clarifications and examples to help you implement this guideline:

- Ground ball to short, shortstop throws the ball to 1st and it gets by the 1st baseman, runner attempts to advance to 2nd and gets thrown out by throw from 1st baseman to shortstop. Result = runner is out
- Ground ball to short, shortstop throws the ball to 1st and it gets by the 1st baseman, runner attempts to advance to 2nd and first baseman throws the ball in left field trying to throw the runner out. Result = runner stays at 2nd
- Batter hits ball to fence (but not past it), tries to go for a double, throw from outfield gets past 2nd baseman, runner attempts to advance to 3rd on overthrow and gets thrown out at 3rd. Result = runner is out
- Batter hits ball to fence (but not past it), tries to go for a double, throw from outfield gets past 2nd baseman, runner attempts to advance to 3rd on overthrow and throw to 3rd goes out of play. Result = runner stays at 3rd

9. A complete game is 6 full innings or the 1 hour, 45 minute time limit on Saturdays.

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10. The Managers will use their judgment to cancel games due to rain or unsafe playing conditions. Managers may schedule make-up games on Sundays.

11. Pitching:

a. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.

b. A pitcher once removed from the mound cannot return as a pitcher.

c. Maximum Pitch Count is 50 in AA regardless of age.

d. Rest requirements for league age 14 and under:

36-50 pitches – 2 days' rest

21-35 pitches – 1 days' rest

1-20 pitches – No days' rest

e. Reach max limit while pitching to a batter:

i. Can continue until batter reaches base or is put out; or

ii. If third out is made to complete the half-inning.

f. **Reach rest limit while pitching to a batter:**

i. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter

ii. Can continue until batter reaches base or is put out; or

iii. If third out is made to complete the half-inning

g. Pitcher can pitch only one game a day. Cannot pitch in a continuation game and then a regularly-scheduled game.

h. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

i. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

j. Managers are ultimately responsible to remove pitchers that reach max limit.

k. Official scorekeeper shall inform the home plate umpire when a pitcher reaches his/her limit.

l. Pitcher illegally exceeds max limit:

i. Pitcher must be removed from the mound immediately

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- ii. Opposing team's manager may protest before umpires leave the field
- m. Pitches in called games count:
 - i. Pitch count itself does not carry over
 - ii. Rest requirements must still be observed. Exception: pitches in games that do not complete one full inning do not count
 - iii. Pitches in uncompleted innings under the "revert back" rule do count
- n. If a kid pitcher throws 4 balls to a batter prior to the batter striking out or the ball being put in play, the OFFENSIVE coach pitches to the batter for the remainder of the at bat. The coach pitcher has a maximum of 5 pitches per batter – unless the batter fouls off the 5th pitch. If the batter fouls off the 5th pitch (or any subsequent pitch in the at bat), the batter will get one more pitch. The coach pitcher does not have a "do over" for any poorly thrown pitch (e.g., "The ball slipped out of my hand" or "My plant foot slipped"). The coach pitcher should not ask for a "do over" in these situations. If the batter does not swing at the 5th pitch (or any subsequent last pitch following a foul ball), the batter's at bat is over and is recorded as a strikeout (looking). Once that batter is retired or reaches base, the coach gives the ball back to the kid pitcher for the next batter. If a kid pitcher hits a batter, the batter has the option to take first base or continue the at bat. If the batter chooses to continue the at bat, the hit by pitch causes the count to be reset to no balls and no strikes. If the offensive coach pitcher hits a batter, the batter continues to bat until they are retired or reach base. If the offensive coach pitcher hits a batter with the 5th pitch (or any subsequent "last pitch" after a foul ball), the batter's at bat is over and is recorded as a strikeout.
 - i. While the coach pitches, the umpire calls strikes until the batter is out or puts the ball in play
 - ii. Batter keeps the strike count prior to the "walk" (e.g. if the count was 3-2 before the walk, the batter has one more strike left)
 - iii. While the coach pitches, the batter does not have to swing at balls out of the strike zone (except for the 5th/last pitch) and can't be walked by the coach
 - iv. The Coach must pitch from the pitching rubber in an overhand manner
 - v. Pitcher must remain within 5 ft of the pitching rubber to play defensively
 - vi. Dead ball if a batted ball hits the Coach; that pitch does not count and it is a "do over"
 - vii. The coach should pitch fastballs only
 - viii. Regular season: after kid pitchers walk a total of 3 batters in one half-inning (could be 1 pitcher; could also be 2 or 3 pitchers combined), the offensive coach pitcher takes over as pitcher for the rest of the half-inning (each batter at that point starts with a max of 5 pitches). Playoffs: this rule is no longer in effect. Kid pitchers could walk more than 3 batters in a half-inning.

Rules Concerning Conduct and Sportsmanship

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1. Parents and Spectators: Be a good role model. Kids are very observant. Be aware of what you say and how you say it. Stay positive to all kids on both teams. No profanity allowed.
2. No smoking, chewing tobacco or drinking of alcoholic beverages on fields at any time.
3. Players are not permitted to chew gum or sunflower seeds during practices or games.
4. Throwing a bat at any time is not permitted. This is a very important safety rule.
5. No player is allowed to touch a bat except for the actual batter. There is no "on-deck circle" to practice swinging before an at bat.
6. Players are not allowed to swing bats outside the dugout during the game to warm up; this includes hitting off a tee or hitting stick
7. Parents, coaches and managers are responsible for picking up trash on the field during and at the end of their game or practice.

8. Safety is the first priority.

New Bat Rules in 2018

1. All metal bats used in Little League starting Jan 1, 2018 must have the "USA Baseball" stamp on the bat. No exceptions. Wood bats are permitted.

Volunteer Duties

1. Manager: Ultimate responsibility for the team and primary contact point for the league
2. Coach(es): Help manager to teach the game of baseball to the players
3. Team parent: helps with scheduling other volunteer duties, organizing names on jerseys, parties, etc.
4. Scorekeeper: Supplied by the home team. Responsible for the official scorebook (in particular an accurate pitch count and score per inning) using GameChanger.
5. Umpires: Each team provides one umpire for each game; recruit parents to attend the umpire clinic held annually at Almaden Country Day School (courtyard).
6. Field Prep: team of 2-3 parents should prepare the field and tear it down after each game. Home team sets up, visiting team tears down. This includes watering the infield, dragging the field, chalking the baselines and batter's box, setting out the cones that act as a fence