



RULES BELOW SUPERSEDE THE LITTLE LEAGUE RULE BOOK

Note: These rules only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules as outlined in the little league rule book will be followed.

AAA8-10 Minor (Kid Pitch) BASEBALL

7. **1.Time Limit: Game ends after Six (6) innings. No new inning will begin after 1 hour and 35 minutes from the official start time.**
 - a. **Complete Game is (4) completed innings.**
 - b. **Teams must be off the field and out of the dugout after 1 3/4 hours.**
1. **General Playing Rules:**
 - a. **A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5th) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3rd) out is made as defined by LL rules.**
 - b. **Player Pitch Count rules are in effect as outlined in LL Rulebook.**
 - i. **Manager will be responsible for keeping pitching affidavit filled out after each game, signed by opposing manager and official scorekeeper.**
 - ii. **In any two (2) consecutive games, a team must have a minimum of 30 pitches thrown by a player that is not league age 10. Penalty for not abiding to the rule will be:**
 - **First Offense: Manager suspended for a game.**
 - **Second Offense: Manager will not be eligible to participate in the post-season.**
2. **Offensive Play:**
 - a. **All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup. No shifting of batting order once game starts.**
 - b. **Any player that bats in the 10th position or after will bat in the top 9 positions the following game.**
1. **Defensive Play:**
 - a. **No defensive player may be removed from a defensive position during an inning, except for an injury.**
 - b. **Infielders must play standard infield positions and all outfielders must play standard outfield positions.**
 - c. **Players may not play more than two (2) consecutive innings in the outfield and infield. They may become a substitute or they may move to a field position they have not played in the previous inning. If removed for substitution, they will sit no more than that one (1) inning at a time and no player shall sit more than one (1) inning total until**

all players have taken a turn as a substitute. The Pitcher and Catcher are considered infield positions.

- i. Exception: A pitcher may remain as pitcher as long as they have not reached their allowed pitch count limit as noted in LL Rulebook and the catcher can remain in the game up to 4 innings in a row.
- d. Any player not starting on one game must start the next available game.
 - i. Exception: players that show up after the game has started will be worked into the game the next inning.

2. Coaches / Umpires / Scorekeepers:

- a. There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
 - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
 - ii. A substitute coach must be an approved Manager or roster coach of another MLL team or an MLL Board member may be used.
- b. The Home Team is responsible for providing a volunteer to keep the scorebook, and this individual must sit in the score box during the game.
 - i. Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.
- c. The Visiting Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.

3. Protective Equipment (Applies to practices and games):

- a. All batters and base runners must wear a Little League approved helmet with protective face cage.