

AA GUIDELINES

The objective of the AA Division is to teach the fundamentals of the game, introduce situational baseball, promote and develop good sportsmanship and **have fun!**

GENERAL

- (1) Games are to start on time and will go no longer than 2 hours (or more than 6 innings). No new inning shall begin after 1-hour, 45 minutes.
- (2) For the first half of the season, a mechanical pitching machine will be used for the entire game. For the second half of the season, a mechanical pitching machine will be used for the first three innings of each game with player pitching starting in the 4th inning and beyond. Managers can agree to modify this rule as necessary throughout the season but the goal of this division is to have players pitching at least half of each game by mid-season. **START WORKING WITH YOUR PITCHERS RIGHT AWAY AT PRACTICE.**
- (3) Scores will NOT be kept, except to keep track of the 5-Run rule per inning. The AA division is meant to be instructional, not necessarily competitive.
- (4) Two youth umpires should be assigned to each game, a plate umpire to call balls, strikes and outs, and a field umpire to make safe and out calls on base. Managers and coaches are expected to support and reinforce the youth umpire calls.

OFFENSE

- (1) Keep the games moving! Get the players up to bat as quickly as possible.
- (2) If a batter ball hits the pitching machine it will be deemed a dead ball. The batter will be awarded first base and the runners on base will stay put unless forced up by the runner behind him (just like a hit-by-pitch).
- (3) If the ball is thrown by a player and hits the machine it will be a dead ball and all runners will be awarded an extra base from where they started (just like when a ball is thrown out of play).
- (4) When the pitching machine is in use, the player at the pitcher's position will stand even with the pitching rubber with one foot within the mound circle (dirt).
- (5) Runners are allowed to advance on passed balls. No straight steals.
- (6) A half inning will end when the batting team scores 5 runs, the batting team completes one cycle through the batting order or the defensive team records three outs.
- (7) When on offense, you may have one coach at first, one coach at third and one coach in the dugout. YOU MUST ALWAYS HAVE A COACH IN THE DUGOUT.
- (8) No on-deck batters. No player should have a bat in their hand unless they are running up to hit.
- (9) Keep all players in the dugout unless they need to use the restroom.

DEFENSE

- (1) Keep the games moving! Get the players in position as quickly as possible!
- (2) Each team should field nine position players. If a team is unable to field nine players, it is acceptable to "borrow" a player from the opposing team.
- (3) A player should get at least one inning at an infield position in each game. Try to rotate players through as many positions as possible throughout the season.
- (4) When on defense, one coach should be in the dugout, one coach should be operating the pitching machine and one coach may be on the field instructing defensive players.
- (5) Catchers must wear appropriate fitting catcher's gear. An athletic cup is mandatory for the catcher's position and highly recommended for all other positions.