



## NNLL MINOR A BASEBALL RULES

**NOTE:** Any rules not specifically addressed below are governed by the official Little League rules.

**Instructional Division** – Focus/Emphasis: Baseball Fundamentals/Rules/Strategy/Sportsmanship/Mechanics

### GENERAL

- This is a developmental coach pitch division
- **Outs are recorded** / Score is not recorded / Standings not recorded
- **Three outs or entire lineup bats** constitutes the end of a half inning.
- Maximum of 13 players per team.
- Game Time: 90 minutes or 6 inning
- Only the manager and **3 assistant coaches** are permitted on the field and in the dugout during games.
- The home team shall use the 3rd base dugout; the visiting team shall use the 1st base dugout.
- Pre-game Warm-ups: Players shall not warm up on the infield besides during their allotted infield warm-up time(optional): **10 minutes each team (no exceptions); Visiting team goes first starting 25 minutes prior to game time. The home team goes second, 15 minutes prior to game time.**
- Pre and post-game field work: Home team is responsible for field prep before the game, visiting team is responsible for field clean up after the game (drag field, put in base fillers, lock equipment up, lock gates).
- No coaches on the field during play, coaching is to be done from the dugout and coach's box

### OFFENSE

- The batter receives a **maximum of 5 pitches**. If a player fails to hit the 5th pitch, it will be a strike out. Standard rules apply to final pitch; **foul balls keep at-bat alive**.
- Runners can only advance **one base** on an overthrow or error (only one per play)
- There is **no leading off or stealing** bases; players can leave the base as soon as the ball is put in play.
- Sliding is permitted and encouraged.
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a **continuous order**, which may not be changed once the game has started. Players in the batting order shall remain the same.  
*Note: Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the lineup; there's no penalty.*
- **The "Advancing the runner" rule:** Once a defensive player attempts to make a play on a runner, the runner must stop his/her advance. The goal is to encourage kids to make plays without the risk of multiple overthrows. An offensive player may advance at own risk until an attempted play is made and must stop at the nearest base in the direction of travel. For example, if the defense gets the ball and throws to 2<sup>nd</sup> base in an attempt to get the baserunner out that is advancing, the runner will stop at 2<sup>nd</sup> base and not advance further (unless it is the first overthrow that occurs in the play). As mentioned above, we want kids to try and make plays without worrying about multiple overthrows.

### DEFFENSE

- Pitching distance for coaches is **30 feet** from the back point of home plate
- Pitching position the player stands even with the pitching rubber to the left or right
- Coaches can use 4 outfielders when 10 or more players are present at a game, they must be in the following outfield positions: LF, LC, RC, RF (no rover position allowed).
- **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of two innings in a regulation game. All players **must play an infield position** (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or the whole lineup has batted). Infield play requirements must be fulfilled within the **first 3 innings**. *Note: A player who is absent for part of an inning is considered absent for the full inning, absences will not be considered as an inning on the bench.*