

**NNLL MINOR A BASEBALL SUPPLEMENTAL RULES**

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

**GENERAL**

Instructional Division – Focus/Emphasis:

• Baseball Fundamentals/Rules/Strategy/Sportsmanship/Mechanics

• Outs are recorded / Score is not recorded / Standings not recorded

• Three outs or entire lineup bats constitute the end of a half inning.

• Maximum of 13 players per team.

• Coaches can use 4 outfielders when 10 or more players are present at game, they must be in the following outfielder positions (LF,LC,RC,RF); no rover players allowed.

• Only the manager and 3 assistant coaches are permitted on the field and in the dugout.

• Home team shall use the 3rd base dugout; visiting team shall use 1st base dugout.

• Warm-ups: Players shall not warm up on the infield besides during their allotted infield warm up time.

• No coaches on the field during play, coaching is to be done from the dugout and coach’s box on the baselines.

**OFFENSE**

• This is a machine pitch league – maximum 5 pitches. Machine level must be set on level 3.

• Pitching distance is 30 feet from home plate and should be marked during field set up.

• Standard rules apply to fifth pitch; e.g. foul balls keep at-bat alive.

• There is no leading off or stealing on any base; players can leave 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 may change positions on the field, but the batting order shall remain the same. 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; this does not constitute an automatic out.

**Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). Infield play requirements must be fulfilled within the first 4 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.

**The ”Advancing the runner” rule:** Once a defensive player attempts to make a play on a runner, the runner must stop his advance. The goal is to encourage kids to make plays without the risk of multiple overthrows at the Minor A level. 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 a defensive player makes an overthrow to 1st base in an attempt to get the batter (baserunner) out, the baserunner is allowed to advance to 2nd base, at own risk. The baserunner will stop at 2nd base and not advance any further. If the defense gets the ball and throws to 2nd base in an attempt to get the baserunner out that is advancing, the runner will stop at 2nd base and not advance further even if that throw gets past the player covering 2nd base. As mentioned above, we want kids to try and make plays without worrying about multiple overthrows.