

Jr. Div. AAA Rules Short

TABLE 2 – INFIELD DIMENSIONS

Division	Base-to-Base	Between Diagonal Bases	Home to Pitcher's Plate
Jr. A	45'	63' 6"	37'
Jr. AA	60'	84' 10"	40'
Jr. AAA	60'	84' 10"	42'

4.50 GAME LENGTH

4.50.1 Game length in the *Junior Division* shall be as follows :

- (a) The A level shall be comprised of three (3) innings of **TEE BALL** in the first half with an optional extra inning of Coach Pitch if time and conditions allow. The second half of the season shall consist of three (3) innings of **TEE BALL** followed by two (2) innings of Coach Pitch
- (b) The AA level shall be comprised of four (4) innings of **MECHANICALLY PITCHED BALL** in the first half; followed by an inning of player pitch and three (3) innings of **MECHANICALLY PITCHED BALL** in the second half of the season.
- (c) The AAA level shall be comprised of three (3) innings of **PITCHED BALL** followed by three (3) innings of **MECHANICALLY PITCHED BALL**.
- (d) Games shall be called due to weather or darkness at the discretion of the managers.

5.30 Junior Division – All Levels

5.30.1 Bunting is not permitted in the Junior Division.

5.30.2 Base stealing and lead-offs are not permitted in the Junior Division. Bases are not awarded on wild pitches or passed balls.

5.30.3 A mandatory slide rule should be enforced on all close plays.

5.30.4 Any ball swung at by the batter while batting from the tee, which touches or goes beyond a predetermined line drawn in an arc three (3) feet in front of home plate and stays in fair territory is a fair ball to be fielded. Any ball as described above which does not touch or go beyond this line is a foul ball.

5.30.5 Managers, coaches and umpires shall insist on batters taking a proper batting stance in the batter's box. Lining up and aiming to hit the ball from the tee to a specific spot shall not be permitted.

5.30.7 After (2) two defensive errors, play shall immediately stop, and base runners will proceed to the base they are going to with no further advancement permitted. Any ball thrown to the pitcher in which he has a reasonable opportunity to field the thrown ball will immediately result in a stoppage of play. No further advancement of base runners will be permitted once the ball is in the area of the pitchers

mound even though the pitcher may not have possession of the ball. In each instance, errors of reasonable opportunity will be based on the manager's and coaches judgment.

5.45 Junior Division – AAA Level

5.45.1 The Junior Division AAA Level shall be comprised of all eight (8) year olds and play the first three (3) innings of PLAYER PITCHED BALL. The last three (3) innings shall be MECHANICALLY PITCHED BALL

5.45.2 The Junior Division AAA will record outs for all six (6) innings. Innings are complete when either three (3) outs have been recorded or all team members have batted.

5.45.3 Nine players are to be fielded defensively at any one time. A player can sit out only one defensive inning in a row. A player cannot sit out a second inning until all other players have sat out at least one inning.

5.45.4 There shall be no base awarded for a base on balls or a hit batsman. After a batter receives ball four or is hit by a pitch, the batter will be allowed one chance to swing and hit a fair ball from the TEE. Anything other than a fairly batted ball will be considered an out and end the player's turn at bat.

***after ball 4, count remains, 1 strike = 2 tee swings, 2 strikes = 1 tee swing, etc. 3 strikes = out**

5.45.5 Each team will supply a parent to act as an umpire and make all judgment calls for the opposing team. Score will be kept at the AAA level.

***Coach or manager to call balls and strikes for their team**

- **3 strikes and you are out**
- *Please have a generous strike zone.*
- *If the ball is hit-able, it is a strike.*

8.00 THE PITCHER

- (a) The pitching week for the eligibility purposes shall begin on Sunday and end the following Saturday.
- (b) If a player pitches in any game, two (2) full calendar days rest is required.
- (c) No pitcher may pitch more than one (1) inning on a given day.
- (d) No pitcher may pitch more than one (1) inning in a given week.
- (e) Innings pitched in games that are called shall be charged towards the pitcher's eligibility for the current week.
- (f) Delivery of a single pitch constitutes having pitched an inning.

**All good things to practice but I personally won't enforce any of those rules, I realize there will be teams where there are only 3-5 kids that can consistently pitch and get it over the plate. I ask you managers to use your best judgement. Don't burn a kid out cause he's your ace. Switch kids up mid-inning if you need to, please be responsible.*

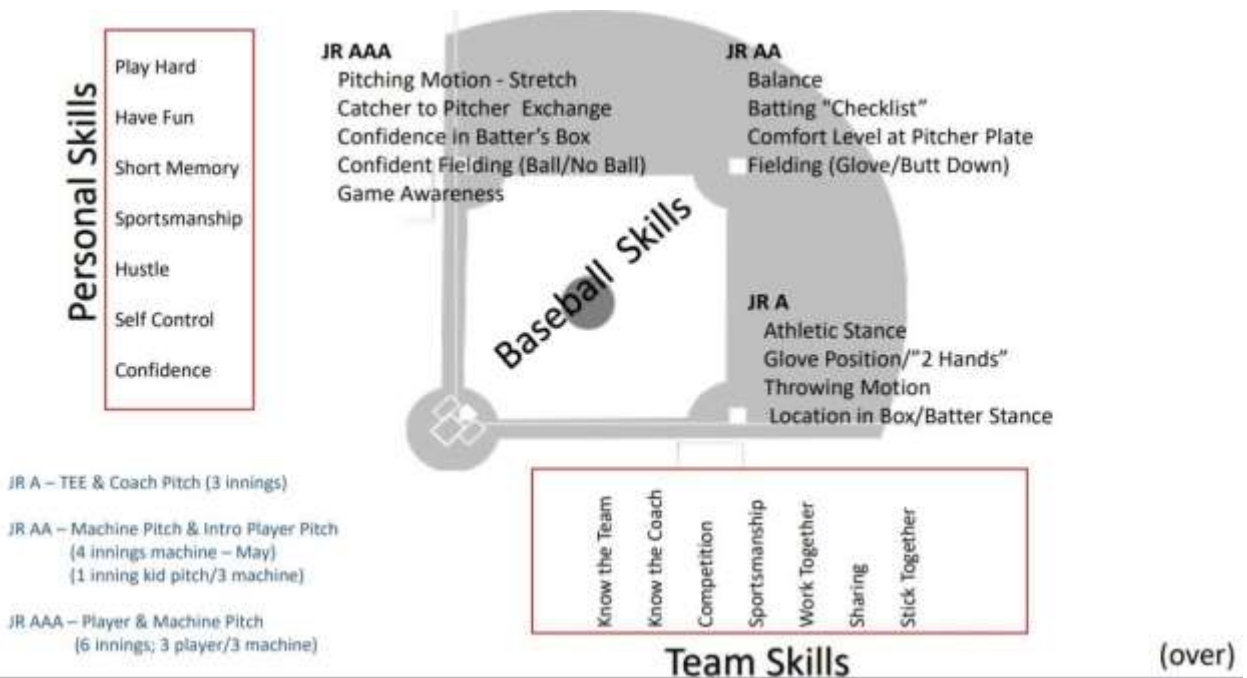
8.30.2 Pitchers may pitch from the pitcher's rubber or from one bat length in front of the pitcher's rubber.

**anything closer is a safety issue, careful how close you let your kids pitch.*

Other Stuff:

Baseballs – Jr A is standard "tee ball" that has a cushioned feel; Jr AA is a "Level 5" Safe/Soft; Jr AAA is "League"/Hard ball. However, to limit or eliminate any fear of the ball, as practice aids we will use plastic whiffle, foam, and other softer types also.

Cup/Supporter - they are required for practice and games



Equipment:

- Tee's (3+) different heights
- Cones/signs for bases/positions
- Targets (stuffed animal, blow up catcher, nets)
- Extra bases
- Whiffle Bats/balls
- Tennis, foam, softer ball
- Baseball Cards, stickers, candy; Treats ("pros get treats")
- Buckets
- Stop Watch
- Extra Catcher's glove(s) and gear
- Extra ice packs
- Extra water/shade

JR A Tips:

- Practice walking from bench to batter's box (routine)
- Tee/Ball in front of the plate
- Use mat with feet marked to show where to stand in box
- Cone on Right field line to get runner through 1st base
- Limit fear of ball
- **Sit on bucket or kneel when pitching to kids**
- Have someone take pictures for you/team
- Have coach work with players in "Skill Zone" not sitting on bench during a game

JR AA Tips:

- Stay consistent with the Blue pitching machine
- Use the thumb screw to adjust pitch height
- Make an out; get some candy/seeds if you hustle

JR AAA Tips:

- Batter afraid after being hit; use a guard/pad and tell him/her that they look like a pro
- Limit instruction once in the batter's box
- Shin to Chin; one ball in/out Strike Zone (use some discretion)

Practice & Game Plans: Have planned out in advance; know positions by inning (rotating players in all positions).

Enlist the help of parents * **Stations and Repetitions** * Have a game/play station (Jr A) *

Include Competition and Rewards (Baseball Cards; Home Run Derby; Favorite Jersey Day; Moustache Day; Coach does push-ups...)

Baseball Basics for Players

1. Before you throw, make sure the other player is ready
2. Before you swing your bat, make sure no one is near you.
3. Keep your EYE on the ball.
4. Don't get upset if you miss a play or make an out. FORGET it.
5. Be good to yourself, your team, and the players on the other team.



***Jr. Div. commissioner Adam Klenotich**