

Jr. Div. AA 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.

5.40 Junior Division – AA Level

5.40.1 The Junior Division AA Level shall be comprised of all seven (7) year olds and play four (4) innings of MECHANICALLY PITCHED BALL in the 1st half of the season. The 2nd half of the season shall be comprised of one (1) inning PLAYER PITCH followed by three (3) innings of MECHANICALLY PITCHED BALL. (Note : All players must bat during the inning of PLAYER PITCH and outs count during the last three innings.).

5.40.2 The Junior Division AA will record outs for all four (4) innings. Innings are complete when either three (3) outs have been recorded or all team members have batted. All players must bat at least once during the MECHANICALLY PITCHED BALL innings and at least once during the PLAYER PITCHED inning. Managers should ensure that all team members have batted against the MECHANICALLY PITCHED BALL at least once, if not the inning shall continue until each player has their first MECHANICALLY PITCHED BALL at-bat regardless of the number of outs recorded. Managers should also ensure that all team members bat at least once during the PLAYER PITCHED inning, if not then the inning continues until each player has their first PLAYER PITCHED at-bat regardless of the number of outs recorded.

**to sum it up, 1st half of the season, machine pitch for 4 innings. Second half of the season the first inning will be kid pitch. Followed by machine pitch for all remaining innings.*

- *3 defensive outs or all batters have batted result in end of side.*
- *3 strikes and the batter receives the tee.*
- *All players must see the machine over the course of the game.*
- *All players must see the pitcher once regardless of outs.*
- *Pitcher changes throughout the 4th inning is allowed and encouraged.*
- *The batting team managers and coaches are to call balls and strikes for their team during kid pitch.*
 - *3 strikes and you are out* ○ *Please have a generous strike zone.* ○ *If the ball is hit-able, it is a strike.*
 - *During kid pitch, ball 4 or hit by pitch results in the tee, the present count still stands. (if the batter has 1 strike = 2 swings on the tee, 2 strikes = 1 swing on the tee, etc. If they swing and miss on the tee it is a strike, 3 strikes = the end of the at bat.*
 - *These kids will stand with their bat on their shoulder during the pitcher to throw a strike if we don't encourage them to swing.*
- 5.40.5 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.

- o **we have been lax on this rule, no one wants to make kids sit especially this young. If the other manager agrees, extra players can play the outfield. (outfielders play in the grass, no crowding the infield).*

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.



**depending on the schedules, if your team has a practice week, try to find a AAA team on a bye as well, contact the manager and set up a scrimmage if possible, your players will get a lot out of playing up. *Jr.*

Div. commissioner Adam Klenotich