



AA Ball – Game Rules

2025 Commissioner

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- General Rules:

- All games will start at 6:00 pm and be 5 innings or will be played to an 90 minute time limit (7:30 for 6:00 games). You can finish the game after 90 minutes but do not start a new inning.
 - I encourage all to have a short practice before each game as practices during the season will be limited due to field availability. Take turns with the other coach with taking infield.
- Games are played at:
 - Gaska Park in Rothschild (Military Rd and Volkman St)
 - Kennedy Park (Jones 1) in Weston (Alta Verde St and Jelinek Ave)
 - Machmueller Big Field (7200 Quentin Street, Weston, WI 54476)
- Bat entire lineup, we are playing outs, so after 3 outs the half inning is over.
 - If you bat through the entire lineup, the inning is then over.
- This league is Kid Pitch with Coach Pitch as a supplement
- The coach of the team hitting will act as the umpire and stand behind the pitcher.

- Pitching:

- This league is Kid Pitch with Coach Pitch as a supplement
 - Pitchers MAY NOT exceed 2 innings per game or 35 pitches
 - Innings do not need to be consecutive
 - After 3 walks and/or hit batsmen in an inning, the remaining batters in the inning will be pitched to by the batting team's coach until 3 outs or all batters have hit, whichever occurs first.
 - If a batter is walked by the kid pitcher, the batting team's coach will finish the at-bat with the number of strikes staying the same (i.e. if the batter had 2 strikes on them and then "walked" the coach will pitch to the batter with 2 strikes)
 - The coach must pitch overhand from the mound.



- The coach cannot walk a batter and is allowed 5 pitches.

- **Hitting:**

- There are No walks
- Bunting is not permitted.
- Dropped third strikes are outs.
- Please make sure bats are stored on the inside side of the fence. Kids don't need to grab a bat until it's their turn.
- Have the kids line up in their batting order on the outside of the fence.
- Make sure kids keep their helmets on the entire time they are batting or on the bases.
- All players need to have their own helmet.
- There is no on deck circle, kids not batting should be behind the fence.

- **Base Running:**

- Leading off and base stealing is NOT allowed at any time.
- There is no advancing bases on a passed ball (catcher doesn't stop the ball that is pitched).
- There are not any restrictions on how many bases a runner may try to advance on a batted ball, however we should be teaching the kids good base running habits. (i.e. a ball hit to the outfield a runner should try to get a double or triple if the ball is still in the outfield, but if the shortstop has control of the ball in the infield, we shouldn't be running into an easy out at second)

- **Fielding:**

- Play 10 kids in the field. We will have catchers at this level. Play 10 in the field using this format: (C, P, 1st, 2nd, SS, 3rd, LF, LC, RC, RF). If you end up with less than 10 players, adjust outfielders to LF, CF, RF for 9 and 8 would be a LF and RF.
- If you have more than 10 kids, rotate each inning so a kid only sits 1 inning per game.
- The goal at this age is to focus on knowing where to go with the ball for a force out and understanding their positions. Understanding infield dynamics is the main defensive strategy to be taught.



- Alternate the kids at least each game with the positions they are playing (or even every 2-3 innings). This is a developmental league, and we want to make sure kids are getting exposed to all positions at this age.
- Equipment Storage Code:
 - Gaska Park: 1976 – 1st base dugout
 - Kennedy Park: 1209 – Jones 1 right field line
 - Mayoral Park: 20351 – Room between bathrooms