

Minor League Divisions

Based on player participation and the relative skills level as assessed during the skills assessment of the players not drafted in to the Major League division, MLL offers multiple division of play for minor league players;. In all Minor League divisions:

- “100%” of all players in each Minor League division are subject to re-draft each season
- Skills Assessment:
 - All league age 11(not already drafted in the Major League division) thru league age 7 players are required to participate in a skill assessment tryout prior to the draft
 - Skill assessment attendance does not guarantee placement in any specific Minor League division
- The number of teams formed in each Minor League division will be based upon the number of players available and the relative skill level of the players as judged during the skills assessment

AA Division

- A. Format: Instructional (Intended for players with previous Minor League division experience; combination machine pitch & player pitch).
- B. Typically reserved for league age 8, 9, and un-drafted 10 year olds.
- C. With the approval of the Player Agent, league age 7 players may participate in this division.
- D. All league age 10’s un-drafted in to the Major League division or AAA Minor League divisions must be drafted in to this division unless extenuating circumstances exist as approved by the Board of Directors only.

Supplemental Rules by Division

AA Minor League Division

Official Little League rules are in effect unless otherwise modified below.

- Continuous batting order;
- Home Team Responsibilities:
 - The Home Team shall provide three (3) new baseballs for each game.
 - The Home Team is responsible for the operation of the Scoreboard and returning the controller to the concession stand.
- Pitching :
 - Kids shall pitch the first two innings of each game.
 - 3-run rule shall apply the first two innings of each game.
 - Pitch counts, as dictated by Little League Baseball, shall be strictly adhered to.
 - Pitching machine shall be used
 - No walks; 3 hittable pitches
 - The speed of the machine will be set to 42 MPH

- In the event a batted ball makes contact with any part of the pitching machine, the ball shall be called dead and the batter automatically awarded a single and all other runners awarded 1 base.
- No walks on pitching machine, 3 hittable pitches.
- Normal balls and strike rule shall be in effect.
- In pitching machine innings, a 5-run rule shall apply. Any runs crossing home plate after the 5th run has been scored, do not count. Games will consist of as many innings as time will allow
- Under machine pitch,
- Overthrow Rule:
 - A runner is allowed to advance 1 base on an overthrow; which is considered the next base after the base he is running to when the overthrow occurs.
 - An errant return throw from the catcher to pitcher does not constitute an overthrow.
 - No advancement on a passed ball.
 - A play is considered over when the defense has control of the baseball in close proximity to the pitcher's mound.
- Stealing:
 - None
- No new inning shall begin later than 1 hour and 15 minutes past time game begins on weekdays, and 1 hour and 30 minutes on weekends
- In no case shall a game extend past 8:45 PM.
- The home team shall provide 3 new baseballs for each game.

Coaches should encourage the use of catcher's mitts but allowance for other approved gloves shall be made to accommodate the players.