

AAAA MODIFIED KID PITCH FOR 2ND GRADERS (Revised 2026)

Section 1 Age of Players

- 1.1 "AAAA" is 7- 8-year-old players or 2nd Graders. No player may turn 9 before May 1st of the current season to be eligible.

Section 2 General Rules

- 2.1 The hidden-ball trick shall not be allowed.
- 2.2 The infield-fly rules shall not be enforced.
- 2.3 Saying "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.
- 2.4 No balks or walks. However, HBP (Hit by Pitch) applies if a kid pitching hit the batter. The batter would be rewarded one base.
- 2.5 Base distances are 60' and the pitching rubber will be 40' unless the field the teams are required to play on cannot accommodate that distance, then it will be as close to that distance as possible.
 - 2.5.1 The pitching circle is an 8' radius at the 40' mark from the home plate.
- 2.6 No base stealing or lead offs.
- 2.7 No running into other players.
- 2.8 Having fun is allowed and encouraged.
- 2.9 Up to 10 players can participate in the field of play when their team is on defense for MKP - AAAA. There shall not be any more than 6 players on the infield. Players in the outfield are to be at least 30' behind the infielders until the ball is hit.
- 2.10 The fields used by teams in this division may be mixed use fields. If teams play on a field with a 15' arc they will disregard the arc and all balls in fair territory will be considered to be in play.

Section 3 Hitting & Pitching

- 3.1 Each team will have all kids in the batting lineup. No substitutions.
- 3.2 If a player must miss their turn in the batting order then the team will go to the next player and the batter that is missed is out. A player is allowed to reenter the game.
- 3.3 The ball will be dead when a player in the infield controls the ball. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder within 3' of the baseline. EXCEPT FOR THE 9TH BATTER. THE BALL MUST BE KILLED AT HOME PLATE OR A 3RD OUT IS MADE.
- 3.4 Each batter will receive up to 6 pitches from the pitcher.
- 3.5 Regular baseball rules regarding strikeouts apply.
- 3.6 A batter cannot receive a base on balls.
- 3.7 A batter hit by a pitch is awarded 1st base.
- 3.8 If the ball is not put in play by the 6th pitch and the batter does not strike out, a coach will pitch to the batter.
- 3.9 If a 6th pitch, or subsequent pitches, is fouled off then the pitcher will pitch again.
- 3.10 When a coach is brought in to pitch to their player they will receive only 2 pitches, if necessary. If the batter fouls off the 2nd pitch they will receive another pitch from the coach until they miss, put it in play, or look at it. If the coach hits the batter while pitching, the play will be considered dead and replayed.
- 3.11 Bunting is not permitted (players must take a full swing). If an umpire determines the batter attempted to bunt they may call the play a "no pitch" and return all base runners and the batter to their previous position.
- 3.12 Pitchers cannot pitch more than 3 innings per game.
 - 3.12.1 In the event a team must play more than 1 game per day a pitcher may not pitch more than 5 innings in one day. Prior to the start of any game, after the 1st game of the day, the coach of the team must insure the opposing team coach and scorekeeper are aware of which player(s) pitch, how many innings they pitched, and their jersey number.
 - 3.12.2 If a team pitches a player more than the allotted innings, their game may be forfeited.
 - 3.12.3 If a player throws 1 pitch in any inning it will count as an inning in their daily total

- 3.12.4 A pitcher must be removed on the 2nd visit to the mound by a coach.
- 3.13 A batter will not advance on a dropped 3rd strike.
- 3.14 Balks will not count nor be called.

Section 4 Scoring

- 4.1 Each team may send 9 batters to the plate or record 3 outs per at bat or half- inning, whichever comes first. There is no run limit; the fielding team must get 3 outs to retire the side.

Section 5 Coaches in the Field

- 5.1 Coaches are not allowed on the field when their team is on defense. No exceptions. The coaches must be in the dugout or next to the dugout and if coaches are coming too far onto the field the umpire has the right to ask them to return to the dugout. If the Coach does not respond to the first warning about staying in the dugout the second warning will result in the coach being ejected for that game and pending the decision by the board, may not be able to coach the next game or rest of season.

Section 6 Defensive Players

- 6.1 While in the field, a team may play all on their roster; all extra players must play an OF position.
- 6.2 The pitcher must pitch from the pitching rubber. Balks will not be called.
- 6.3 All outfielders must be a minimum of 30' behind the closest base or the closest infielder.

Section 7 Base Running

- 7.1 When a ball is hit into the outfield, the following rules shall apply:
 - 7.1.1 Runners may advance until a player in the infield controls the ball. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder within 3' of the baseline (see Rule 7.2 regarding overthrows from the infield). If an outfielder runs the ball into the infield it must be placed in an infielders glove/hand per the previous sentence.
 - 7.1.2 Runners who are less than halfway to the next base must return to the previous base once the pitcher controls the ball. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).
 - 7.1.3 Runners who are at least halfway to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.
 - 7.1.4 The decision of whether a runner is halfway to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. This is not an arguable rule.
- 7.2 Runners may not advance an extra base on an overthrow to any base when the ball was originally fielded by an infielder. If the ball was fielded by an outfielder and thrown to the infielder and controlled by an infielder and then overthrown to outfield the play would be dead and umpires would send those that have not passed the halfway line back to the previous base. This would not include an overthrow by a player in the outfield that got the ball and threw it over an infield's head. In that case the runners could advance until an infielder had control of the ball. No outfielder can get the ball and run it into the infield and have the ball be deemed dead. The runner must throw or hand the ball to an infielder and that infielder must control the ball before the ball is dead.
- 7.3 There are no lead-offs. A runner may advance only after the ball is hit.

Section 8 Coaching Base Runners

- 8.1 A base coach who physically assists a runner while a ball is in play will be given one warning. Upon a 2nd offense, the involved runner shall be declared out.
- 8.2 Only 2 coaches are allowed to assist on the bases and they must stay within the allotted areas near 1st and 3rd bases.

Section 9 Umpires

- 9.1 In the event that South Jeffco Sports Association (SJSA) umpires are unavailable, the game should be played with one parent volunteer from each team as umpires.
- 9.2 The Board shall determine the number of paid umpires that will normally be supplied for regular season and playoff games. Games in which 2 umpires are scheduled may be played with only 1 umpire.
- 9.3 Umpires must be in uniform. The home plate umpire must have a face mask and chest protector.
- 9.4 SJSA employs teenagers to officiate games. The association will not tolerate abuse, verbal or otherwise. If you are thrown out of a game by an umpire, you must leave the leased premises completely and within a reasonable time. Any ejection will result in a board meeting and possible further suspension from future games or the rest of the season. The board will have ultimate decision on all matters as it relates to suspension and expulsion.

Section 10 Protests

- 10.1 No protests. Only the Head Coach should talk to umpires and only if there is a question of a rule call being improperly enforced. Once a complaint is made the umpire will listen and talk to both coaches and then make a decision. Once the decision is made it is not up for further debate.

Section 11 Tied Games

- 11.1 There are no extra innings during the regular season. If the game is tied at the completion of the allowable number of innings, or time limit, the game shall be declared a tie.
- 11.2 No new inning shall begin if a team has a 20 run lead after 4 innings or a 15 run lead after 5 innings.

Section 12 Game Time

- 12.1 Games will be six (6) innings or one hour and thirty minutes (1:30). No new inning will start within 10 minutes of the ending time of any game. Ex: If the game start time is 11:15, you may not start a new inning after 12:35. Once an inning is started, you must complete it. In other words: both teams will get their at bats, unless the home team is ahead and there isn't any danger from lightening. In that case you would make up any portion of the un-played inning.
- 12.2 Any games stopped due to inclement weather shall be deemed complete after 4 ½ innings if the home team is ahead.