



2019 Spring Season - AA Division Notable & Local Rules

- Official Game:** 6 innings or time limit* (whichever comes first) and the game can end in a tie score. [LR, Rule 4.10(a) & (e) and Reg. VII(h)]
- Time Limit:** No new inning shall begin after the prescribed time limit.* An inning is deemed to begin at the moment that the last out is made completing the preceding inning or the 5-run limit is imposed in the bottom half-inning. [LR, Reg. VII(h), and Rule 2.00 re Inning]
- “Drop Dead” Rule:** If the “drop dead” time limit is in effect, then at the declared time limit, the score of the game shall revert back to the end of the previous inning. However, if the home team is at bat when the “drop dead” time is reached and is winning the game, then the home team is declared the winner and the score at the time the game was called will be the final score. Any manager deemed by the umpire to be stalling to achieve an advantage in a “drop dead” game may be subject to disciplinary action by the Executive Board. All pitches thrown in a “drop dead” game count against the pitch count regardless if they were thrown in a “discounted” inning. [LR]
- Home/Visitor:** Home team = 1st Base dugout; Visiting team = 3rd Base dugout [LR]
- Mercy Rule:** Does not apply during regular season games.* [LR and Rule 4.10(e) Note 2]
- Batting:** Continuous batting order that includes all players present for the game. [Rule 4.04 Note 1]
- 5 Run Rule:** Maximum 5 runs per half inning during the first 4 innings of the game. No run maximum thereafter. [LR and Rule 5.07]
- Strike Zone:** The space over home plate expanded by the width of 2 balls outside **and one ball inside**, and two balls higher and lower than the “normal” strike zone. The umpire shall determine the strike zone according to the batter’s usual stance when the batter swings at a pitch. [LR and Rule 2.00 re Strike Zone]
- Min. Playing Time:** No player shall sit out defensively more than 1 inning consecutively unless due to injury. [LR]
No player can sit for 2 innings until everyone on the team has sat 1 inning.* [LR] A player must sit for an entire inning to be considered as having sat out an inning. [LR]
No player may play more than 2 innings at a position* (for the purpose of this rule, playing a position for even one pitch will count as having played an entire inning at that position). All players must play at least 2 innings in the infield in the first 4 innings of a game*. If there are 13 players present, then all must play 2 infield innings in the first 5 innings. [LR]
- Intentional Walks:** Not permitted. [LR]
- Infield Fly Rule:** Not in effect. [LR]
- Stealing:** Not permitted. [LR]
- Bunting:** Not permitted. [LR]
- Tagging Up:** Permitted.
- Minimum Players:** 9 players are needed to start a game [Rule 1.01 and 4.16], 7 of which must be from the team. [LR] 3 players may be called up from the Single A division to make 10. [LR] Pool Player Rules apply. [LR] If a game cannot be started within 10 minutes from the time the home plate umpire declares the game is to begin, (which can be no earlier than the scheduled time unless agreed to by both managers) because either team is unable to place 9 players on the field, the game is officially a forfeit. The game will still be played as a practice game. [LR and Rule 4.16] If during a game either team is unable to place 9 players on the field, the game is officially a forfeit. The game will be continued as a practice game. [LR Rule 4.17] A forfeit will be counted as a 6-0 result in the standings.
- Scorekeeping:** Each team provides a scorekeeper. The official scorekeeper is the home team scorekeeper. Both scorekeepers shall verify the score with each other and the home scorekeeper shall verify the score with the home plate umpire after each half-inning. If there is a discrepancy, the home plate umpire’s score prevails. [LR] The visiting team is responsible for operating the scoreboard for the entire game, designating either an adult or teenager to do so. [LR]
- Protesting:** No games may be played under protest. A call by an umpire may be protested but must be resolved before the next pitch. A protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire’s judgment. Only the manager (or acting manager if manager is absent) shall have the right to protest. The home plate umpire’s ruling on the protested call is the final ruling for the game. [Rule 4.19(g)]

Kid Pitching

- In AA, a pitcher may not pitch more than two innings in a game.* [LR]
- Any hit by pitch will result in the batter being given a choice between taking his base or having his coach come out to pitch (see below). However, when the rules have switched to “kid pitch only” (see below), the batter will automatically take his base.
- A pitcher may only wear glasses (including sunglasses) if they are prescription glasses. [LR]
- Any part of the pitcher’s undershirt exposed to view shall be of a solid color, but can’t be white. Nor shall a pitcher wear any items on his/her hands, wrists or arms which may be distracting to the batter. [Rule 1.11(a)]
- The front edge of the pitcher’s plate shall be 39 feet from the rear point of home plate. This applies to using a temporary pitcher’s plate when AA games are played on other fields. [LR]
- If a pitcher hits 3 batters in one game, he must be removed from pitching for the remainder of that game. [LR]
- A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out the player must be removed as the pitcher. [Rule 8.06(a)]
- A manager or coach may come out two times in one game to visit with the pitcher, but the third time out in the game, the player must be removed as the pitcher. [Rule 8.06(b)]
- The number of visits resets when a new pitcher is brought into the game.
- The scorekeepers for each team are responsible for keeping track of the pitch count for all pitchers that pitch in a game. After each half-inning both scorekeepers shall verify the pitch count for each pitcher with each other. If there is a discrepancy the home team scorer’s pitch count prevails. [LR and Reg. VI(e)]

Coach Pitching

- For the first 12 SCHEDULED games (including pre-season games), there are no walks. Instead, upon ball four, the coach of the offensive team will pitch to the batter until the ball is either put in play or the batter strikes out.
- [LR] After the 12th scheduled game, there is no coach pitching, and regular kid pitching rules apply.
- The coach may be no closer than 20 feet from the batter, must throw overhand, and may not provide the batter with any unnatural advantage (i.e. pitching from one knee). [LR]
- **If the batter had 0 strikes against him when the coach had to come out, he will get 3 Coach pitches. If the batter had 1 strike, he will get 2 Coach pitches. If the batter had 2 strikes, he will get 1 Coach pitch. On the final (or only) Coach pitch, the batter cannot strike out on a foul ball or an unhittable pitch as determined by the umpire.**

Bats

- All non-wood bats must have the USA Baseball insignia to be used during practice and games. Such bats shall not be more than thirty three (33) inches in length nor more than two and five eights (2 5/8) inches in diameter.
- If an illegal bat is used in a game, the bat must be removed from the game.
- A batter is out for illegal action when he enters the batter’s box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter’s box. If the infraction is discovered before the next player enters the batter’s box, the opposing manager may either take the out or accept the result of the play. [Rule 6.06d]
- For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.
- If a team is caught using an illegal bat for a second time during the season, the manager will be immediately ejected from the game, and may be subject to further discipline by the Executive Board.

Offense

- *Dead Ball*: The ball becomes dead on an overthrow when it hits the perimeter fence (not dugout fence) or batting cage netting in foul territory. One additional base shall be awarded on the overthrow (i.e. the base that the runner was heading for plus one). [LR]
- *Runners Advancing*: Runners shall not advance to next base when the pitcher has the ball on the dirt area of the pitcher’s mound and the runner is not more than halfway to next base. It is the umpire’s discretion to send the runner back to the base he came from or to award him the base to which he was going. [LR]
- *Sliding*: A runner is out when the runner does not slide or attempt to get legally around a fielder that has the ball and is waiting to make the tag, or in the umpire’s opinion, about to receive the ball to make a tag. [Rule 7.08(a)(3)] A runner is out when the runner slides head first while advancing, but is not out if sliding head first back to a base he has already occupied. [Rule 7.08(a)(4)]
- *Overrunning First*: A batter who overruns first base and turns into the field of play instead of away, is not automatically out if tagged. It is up to the umpire to decide if the player was making an attempt to advance to second base [7.08c]
- *Batter hit on hands*: A batter hit by a pitch on the hands is awarded first base as he would be if it struck any other part of his body. It is only a foul ball if the batter attempts to swing at the pitch or his hands were in the strike zone. [2.00e]
- *Throwing bat*: If a batter throws the bat in a manner deemed dangerous by the umpire, that batter shall not be called out but shall be given a warning to cease such bat throwing. The umpire shall also give a warning to that batter’s entire team upon this first infraction. However, for the remainder of that game, any batter from that same team that throws a bat deemed dangerous by the umpire shall be called out. [LR]
- *Arriving Late / Leaving Early*: Any player leaving a game after the first pitch shall not be recorded as an out when his spot comes up in the batting order. If this player returns, he is inserted into his original spot in the batting order without penalty. [Rule 4.04 Note 2]
- *Injured Player*: If a player is injured in the field, and is due up to bat in the following inning, his spot is skipped over without penalty. However, if the injury occurs during that player’s at bat, then the player who made the last out will bat for the injured player assuming the count when the original batter was injured. [LR] If a player is injured while on the base paths, the player who made the last out shall replace the injured player. [LR]
- ***Courtesy Runner*: No courtesy runners are allowed (except for injured players).**

Defense

- 10 players shall play in the field defensively if the team has at least ten players. 4 of those shall be outfielders.
- All outfielders must play at least 15 feet behind the infield dirt. This is the defensive manager's responsibility. The umpire shall enforce the outfield grass distance. [LR]
- If a defensive player blocks a base or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called. For example, the catcher is not allowed to block home plate without the ball. [Rule 7.06(b) Note 2]

Manager/Coaches

- A manager and not more than 3 coaches are allowed on the field (dugout) during a game. [LR and Rule 1.01, 3.15 & 3.17]
- One defensive team coach shall stand near the backstop and retrieve past balls to speed up the game, **but this coach shall not speak to or coach players in any way, except for matters of safety.** [LR]
- There must always be at least one adult in the dugout at all times.
- Only the manager may talk to the umpires. Managers and coaches may not argue or question an umpire's call but the manager may ask for time to discuss a rule or protest a call/the game.
- Players, coaches and the manager may not have food or gum in the dugout or on the field at any time. Sunflower seeds, bottled water or sports drinks are allowed. It is the manager and coaches' responsibility to enforce this rule. [LR]
- The manager or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-up in the bullpen. [Rule 3.09]
- If you choose to hold a post-game meeting, please do so off the field so the next teams can get ready for their game. [LR]
- Managers must be sure that the correct final score is in the official scorebook, and the managers must sign the official scorebook and Pitch Count Summary after each game. [LR]
- Both managers must submit the final score by e-mail to scores@shermanoaksl.com within 24 hours of the game. The opposing manager should be cc'd. [LR]

Safety

- Face cages are required on all batting helmets. [LR]
- Only official coaches and players are allowed in the dugout. No siblings, batboys/girls, etc.
- Players must not wear jewelry *such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items.* (**EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is permissible). [Rule 1.11(j)]
- During a game, all catchers must wear chest protectors with neck collar, "dangling" type throat guard, shin guards and catcher's helmet.
- The on-deck position is not permitted outside the dugout. Also, only the first batter of each half-inning will be permitted outside the dugout between half-innings. [Rule 1.08]
- No player (including the on-deck hitter) may have a bat in his/her hand unless it is his/her turn to bat. [LR]
- No hitting sticks or the like may be used to warm up the first batter while outside the dugout between half-innings. [LR]
- Only the on-deck hitter may sit in the uncovered area of the dugout, and that player must wear a helmet. All other players must stay under the covered portion of the dugout. [LR]

Field Maintenance

- The home team manager shall be responsible for ensuring that the field is ready for play at the scheduled start of the game. This includes, but is not limited to, dragging and watering the infield, installing (or removing) temporary pitcher's rubber, if necessary, chalking the batter's box, foul lines and halfway hashes between bases. [LR]
- The visiting team manager shall be responsible for general field clean-up after the game, including dragging and watering the infield. [LR]
- These rules apply even if subsequent games will be played on the field that day. [LR]
- At the conclusion of the game, the manager is responsible for cleaning and vacating the dugout immediately, and to make sure that the bleachers are clean for the next game. [LR]
- The managers of the day's final game are responsible for emptying in-field trash cans into the main dumpsters. [LR]
- Both managers are charged with the responsibility of ensuring that the facilities are locked and secured at the end of the last game of the day. [LR]
- These rules are not meant, in any way, to discourage mutual cooperation in field set up and cleanup between opposing managers. [LR]

Any Rule not discussed above is governed by this year's Little League Official Regulations and Playing Rules (the "Green Book").

AA PLAYOFF RULES

TIME LIMIT

The prescribed time limit will apply to all playoff games except the Championship Game(s). An inning is deemed to begin at the moment that the last out is made completing the preceding inning or the 5-run limit is imposed in the bottom half-inning.

EXTRA INNINGS

No ties allowed in playoffs. Games may go beyond six innings to break the tie.

MERCY RULE

The Mercy Rule applies to all playoff games. 10 runs after 3 ½ (home is leading) or 4 (visitor is leading) innings.

PITCHING LIMITS

In the playoffs, a pitcher may pitch as many innings as the manager chooses as long as the pitcher stays within his/her specified pitch count.

MINIMUM PLAYING TIME

1. The rule regarding “every player having to sit out one inning before any player sits a second inning” is lifted for the playoffs.
2. Each player must play at least one inning in the infield in the first four innings of the game.
3. No player may play more than 2 innings at the same position, however in an extra inning playoff game, the two-inning-at-a-position limit is lifted beginning with the seventh inning. All pitching and catching restrictions still apply.

POOL PLAYERS

No pool players are allowed during the playoffs.