

Little League Winter AA Division

Playing Rules Addendum

The current year Little League Baseball Official Rule Book shall be used as the official rules guidelines. Some rules have been modified to meet the needs of our local league. Final interpretation of any rule(s) shall be the responsibility of the Board of Directors:

1. There shall be a drop-dead time limit of **1 hour and 30 minutes** from the **designated start time of the game** or 6 innings. No new inning shall be started more than **1 hour 15 minutes** beyond the started game time.
 - a. Managers are obligated to play for the entire allotted time period and or inning limit and are not permitted to terminate a game prior to the drop-dead time for any reason, except for the reasons specified in section 1a, or if otherwise authorized by the Division Vice President(s) or other board member.
 - b. The late arrival of an umpire in excess of 10 minutes may be grounds to adjust the game time. Any adjustment to game time can only be made by a non-participating Board Member within the first 2 innings of a game, using the following order of hierarchy: Duty Officer (at park), League Umpire in Chief, Executive VP or League President.
2. A Little League Level 5 baseball shall be used during games.
3. A maximum of ten (10) defensive players may be placed on the field with a regulation 6 player infield and a 4 player outfield. (If a team cannot field 9 defensive players, the offensive team will "lend" players to play in the outfield to make a team of 9)
 - a. Every player on a team roster will participate in each game for a minimum of six (6) defense outs.
 - b. The five-run limit will be enforced in **all** innings.
 - c. If a half-inning ends because of the imposition of the five-run limit in "Rule 2.00-Inning," and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that has occurred while the player was used defensively.
4. Each team is responsible for supplying one (1) game ball at each game.
5. No official standings or score will be kept during the regular season*. However scorekeepers are recommended in order to keep track of batting order, pitch count and last out at a minimum.
6. Managers are **required** to rotate infielders and outfielders every inning. **Exception:** If a player is believed to have difficulties with the requirements of playing an infield position and playing an infield position would put the player in a position to be hurt, then that player will play in the outfield. All other players shall rotate. The coach shall inform the opposing coach at the coaches meeting.
7. Players **must** play 2 of the first 4 innings of every game. No player shall sit out defensively over

consecutive innings.

8. The offense is retired when three (3) outs have been recorded or five (5) runs have scored.
9. All players present for the game will bat in a continuous order with no offensive substitutions allowed. In the case of an injury to a base runner, the last player to be put out can be used as a substitute.
10. The batting order shall consist of all rostered players.
 - a. The official batting order shall be submitted to the Division VP at the start of the season
 - b. The submitted batting order will remain continuous from game to game (i.e. if the 5th batter makes the last out of the game, the 6th batter will bat first in the following game.
 - c. If an additional batter is added to the roster at a later date, that player shall be added to the bottom of the originally submitted batting order.
11. All players present for the game will bat in a continuous order with no offensive substitutions allowed. In the case of an injury to a base runner, the last player to be put out can be used as a substitute.
12. A player will pitch to the batter until he throws four balls, or the batter gets a hit, or strikes out.
 - a. Players must pitch from the pitching rubber.
 - b. Pitchers may pitch no more than six(6) consecutive outs per game.
 - c. There will be no walks.
 - d. If a batter is hit by a ball thrown by a player-pitcher the following shall take place:
 - i. The player has the option of taking first base OR the Manager/Coach will pitch 3 pitches to player. The batter will get 3 pitches total regardless of what the count was prior to being hit. The batter will either get a hit, or if he does not get a hit by the 3rd pitch he will be ruled out. (Swinging is encouraged). If a foul ball is recorded on the third pitch the batter is to continue to receive pitches until a hit or miss.
 - e. A pitcher shall be relieved if he/she hits two (2) batters in one inning or four (4) batters in a game.
 - f. Managers/Coaches who pitch may stand on ANY part of the mound; at completion of the pitch at least one foot must still be touching the mound. Coaches are only allowed to throw overhand.
 - g. After a count of 4 balls, the strike count carries over to the manager/coach pitching. The umpire will continue to call balls/strikes while the coach pitches. The batter shall either get a hit, strike out or if he/she does not hit the 3rd pitch he/she is out. (Swinging is encouraged). If a foul ball is recorded on the third pitch the batter is to continue to receive pitches until a hit or a strike out is recorded.
 - h. The pitching rubber shall be a distance of **42** feet from home plate.
13. Any non-player may not catch infield practice or warm up pitchers for their team in the infield prior to the start and during of the game (bullpen warm-up). Roster players are the only authorized player(s) to catch infield and warm up pitchers prior and during the game.
 - i. Any player who warms up a pitcher ***MUST*** wear at a minimum a catcher's mask and chest protector.

14. PITCH COUNT: During the season, the manager must remove the team’s pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position. Also Refer to #11.b above for maximum outs allowed to pitch.

Pitching Age	Max Pitches (per game)	Required Rest 1-20 Pitches	Required Rest 21-35 Pitches	Required Rest 36-50 Pitches	Required Rest 51-65 Pitches	Required Rest 66-75 Pitches
7-8-9	50	0 days	1 day	2 days	n/a	n/a

Rest is defined as – cannot pitch calendar days.

- a. All players that reach their 9th birthday on or before **July 1, 2019** are **strictly prohibited from pitching.**
- b. **No pitcher shall pitch more than 50 pitches per game.**
- c. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any catcher you has caught 4 innings is ineligible to pitch for that game. (1 pitch in the 4th inning is considered a complete inning).
- d. **A player may not pitch in more than one game in a day. (Players playing in multiple leagues shall not pitch in more than one game in a day) Little League cannot enforce this rule if the second game is another league. If a player(s) pitched in another league’s game on the same day prior to pitching in a Little League game the manager must disclose this, league officials will consult with the parents of the player to discuss the safety of the child’s arm. The league will encourage the parents to avoid this at all cost. Managers please use good judgment on these types of situations and avoid pitching a player that has already pitched earlier in the day at another league.**
- e. If a game is called for any reason prior to one completed inning any pitches delivered will **not** be counted. All pitches delivered in the last inning of a game, but the outcome of the game reverts back to the previous inning under rule 4.11d count towards a pitcher’s total for that game.

15. There shall be no stealing. Runners may not advance on passed balls or wild pitches.

16. Runners may advance one base only on each overthrow, if a player has already “acquired” a base prior to the overthrow they may continue to the next base as part of the overthrow rule. You cannot advance home on an overthrow. **Exception:** No runners shall advance on overthrows from catcher to pitcher.

Example #1: If a player is running from 2nd to 3rd after a hit ball and BEFORE the runner reaches third base, a throw is made to get the runner out at 3rd base, the throw goes over the head, or in some way past the third baseman, the runner **MAY NOT ADVANCE to home, the runner should be held at third base.**

Example #2: If a player is running from 1st to 2nd after a hit ball and BEFORE the runner reaches 2nd base, a throw is made to get the runner out at 2nd base, the throw goes over the head or in some way past the 2nd baseman, the runner may be allowed to continue to third base, however the runner cannot advance past third base. The runner that hit the ball may also be allowed to advance one extra base to 2nd base if so desired, however if a play is attempted at either one of the bases advanced to and an overthrow occurs no further bases are allowed.

Example #3: If a player is running from 2nd to 3rd after a hit ball and *that if the runner has acquired third base and is on their way to home plate* PRIOR to a throw being made to get the runner out at 3rd base, the throw goes over the head, or in some way past the third baseman, the runner **MAY ADVANCE** to home, as the runner has already acquired the base prior to a throw.

****Please be aware that the ONLY scenario allowing a runner to advance to HOME if there is an attempted throw is EXAMPLE #3. Please remember that this is still a teaching division.**

17. Bunting is allowed but only when a player pitcher is pitching. No bunting is allowed when a coach is pitching.
18. Managers and coaches (must be board approved volunteer) are required to stay in the dugout.
 - a. During defense, only the numbers of designated coaches are allowed outside of the dugout.
 - i. A maximum of two (2) defensive coaches shall be allowed on the field of play at any time. All other coaches and managers must remain in the dugout.
 - ii. Live balls hitting a defensive coach will be treated the same as if the ball struck an umpire.
 - b. During offense, Managers/coaches may coach 1st and 3rd bases.
 - c. A maximum of 4 coaches are allowed.
19. No umpires will be provided by the league for AA division. Defensive coaches on the field shall act as umpires. Balls and Strikes will be called by a defensive coach from behind the pitcher only, no coaches are allowed behind home plate.
20. A runner is out if he/she slides head first while advancing. A runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (There is no "must slide rule." The rule is "slide or attempt to get around.") The key in this situation is the "fielder has the ball and is waiting to make a tag." If the fielder, any fielder, not just the catcher does not have the ball and there is a collision, the runner is NOT out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct. (Reference Rule: 7.08 Little League Manual "The right Call, 2009.") If the impact of a runner breaks a base loose from its position, no play can be made on that runner at the base if the runner had reached the base safely.
21. No infield fly rule.
22. The dugout gate must be closed at all times during games.
23. No players may stand in the on-deck circle during the game. All offensive players waiting to bat must remain in their dugout until they are called upon to hit by their manager.

24. No food, gum, sunflower seeds or beverages (other than a sports drink or water) are allowed in the dugout and no food, gum, sunflower seeds or beverages are allowed on the playing field.
25. Dugouts are to be kept clear of cans, glass bottles, food, candy, (etc.) and must be cleaned after each game.
26. Managers, Coaches and Parents are prohibited from using any type of Tobacco(smoke or smokeless), Vape or Alcohol products while on the field with players during practices or games.
27. First aid kits must be kept in the dugouts at all times during games and practice.
28. Post-game meetings must be held outside of the dugouts and in the presence of the parents, so as to allow the next game to begin on time.
29. Emergency cards/medical release must be present at all team functions. Random audits will be conducted to ensure compliance.
30. All male players are required to wear athletic supporters. All catchers are required to wear a fiber or plastic cup, mask with apple/throat guard, shin guards, and chest protector during games. (Hockey style catcher's masks also require the additional hanging throat guard).
31. Players must be in full uniform to play. The uniform consists of baseball hat, jersey and pants. No jewelry of any kind will be worn during practice or games. Pins on hats are also prohibited. Prescription Glasses are allowed and regular non-metal sunglasses are permitted. All offensive players on the field of play (including player base coaches) are required to wear a batting helmet.
32. Each manager is responsible for ensuring that any bat used during games or practice is Little League approved and bears the **USA Baseball mark**, no other bats can be approved. No exceptions.
33. Home team occupies the third base dugout.
34. Rainy Day Procedures: Field at Community Park cannot be used for practices or games until the City of Chino Hills give their approval. A scheduled game is considered a rainout only if the city has closed the fields. Every attempt will be made to reschedule all rained out games.

Field Conditions Hotline: 909-362-2738