

2020 AA Rules of Play

League Contacts: Terence Fox / Dominic Lam

Playing Time: Continuous Batting Order and 3 Defensive Innings Per Game Required per player

Position Play: 10 players may play in the field, (four outfielders).

Umpires – Home team is in charge of supplying ump. In interlock games with SJA at WGLL, WGLL Home team to provide plate umpires and SJA can supply base ump. WGLL will schedule ump during playoffs.

Pitching Rules: Little League Green Book rules apply to pitching rules. 50 pitches for 7-8 year olds. 75 pitches for 9-10 year olds. This is little league ages. <https://www.littleleague.org/playing-rules/pitch-count/>

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Strike Zone:

The strike zone is the area over the plate from the top of the knees to the armpits, when a batter assumes a normal stance. (Call more strikes than balls, to get kids swinging and to move the game along).

Batting / Coach Pitching: There are no walks, either by a player or a coach. If a batter gets four balls from a player pitcher, the coach comes out to pitch. A **white, chalk** line, **around the base of the mound**, should be placed to designate where the coach will pitch from. When the coach comes in to pitch, the strike count on the batter is carried over. The batter will strike out after the 3rd strike (swinging strikes); there are no called strikes during coach pitch. The batter will also be out after the 5th pitch. The batter will only get a 6th pitch if he/she fouls off pitch number 5 from the coach. There will never be a 7th pitch from a coach to the same batter. The coach will come out and finish the inning after the 3rd walk of the inning by the defensive team. A Hit by Pitch (HBP) will count the same as a walk. A batter getting HBP will have the choice to take 1b or hit off the coach.

Base running: No stealing is allowed and runners may not advance on passed balls from pitcher to catcher.

Ball In Play: Runners may advance one base on an overthrow.

Overthrow is defined in little league rule 7.05 (g) (which awards 2 bases, we are only awarding 1)

7.05 (g) reads: *two bases when, with no spectators on the playing field, a thrown ball goes into the stands; into a bench (whether or not the ball rebounds into the field); over, under, or through a field fence; on a slanting part of the screen above the backstop; or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;*

A.R. — If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

Basically out of bounds, beyond the fences. If a ball goes into the foul territory it is a live ball.

We are aiming to teach ball control at this level.

When the ball is received on the infield and in fair territory, by any defensive player, the play is stopped when the player with control of the ball raises their hands. The ball is considered dead. Any runner trying to advance who has not yet crossed the midpoint go back. **(line in middle of base path determines if they advance or go back.)**

Bats: Only USABaseball bats for little league are approved bats.

Throwing of bat: 1st time results in warning for batter. 2nd time it is penalized as an out.

End of Inning: Innings end with 3 outs, or 5 runs scored, or all batters have hit in the inning. The 5 run rule is waived in the last inning.

Equal Continuous Batter: Continuous batting with wrap around to equal of larger amount of kids. If team A has 10 kids and team B has 8. Team B can bat around equal to Team A's number of kids (10) up to 5 run rule or 3 outs. Exception last inning, unlimited run rule or 3 outs.

Miscellaneous: No Bunting, No Infield Fly Rule, and No Mercy Rule.

Last Inning: Coaches should communicate at the beginning of the 3rd or 4th etc inning, to determine if that inning is the last inning due to darkness.

Game Length: 6 Innings. No new inning can start after 90 mins. Darkness is considered 15 minutes after official Willow Glen sunset. Game is stopped at darkness. Little League rules apply as to what the game score is due to darkness.

