



*Santa Monica
Little League
Youth Baseball since 1950*

2017 LOCAL RULES

Majors-50/70-Juniors-Seniors- See Green Book

NEW Batter's Box Rule for 2017 - Applicable to ALL Competitive Divisions from AAA Through Seniors:

Regarding the "one foot in the box rule", the batter must stay in close proximity to the batter's box and be ready to hit at all times. Reasonable time will be allowed for coaches to give signs, but...in an effort to move the game along...when the pitcher is ready to pitch, and the catcher to receive, the batter should be ready to assume his position in the batter's box. Should, in the umpire's judgment, the batter be delaying the game, he shall prompt the batter to "step in" and signal the ball ready for play. Should the delays continue, the umpire shall warn the batter's team that no further delays will be permitted. Should the batter or any batter from that team continue to delay play, the team having been warned, the umpire shall call a strike. No pitch need be thrown. Any number of strikes can be called on each batter.

See Playing Rule 6.02(c) in the green book for a list of exceptions to the "delay" definition.

NEW Intentional Walk Rule for 2017 – Defensive team is able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

AAA – See Green Book with Exceptions Noted Below

Continuous batting is employed.

Double First-Base will be utilized.

Game duration: Games are six (6) innings unless shortened due to time restrictions. After a minimum of 1 hour and 30 minutes of play, the next inning will be declared the final/open inning per umpire discretion. If the score is tied after the 5th or declared final inning, extra inning(s) will be played to determine a winner. Extra inning(s) is not subject to run limit.

Run limit: For regular season games through 4/27/17, a five run maximum per inning rule applies to all innings EXCEPT the 6th or declared final "open" inning. Maximum run rule will be removed during regular season games beginning with games played on 4/29/17 through the end of the regular season. Playoffs and championship game will NOT have a maximum run rule.

Mercy Rule: If at the end of a regulation game (4 innings – 3.5 innings if the home team is winning) one team has a lead of (10) runs or more, the team with fewer runs will concede victory to the opponent.

Minimum Play: Unless the player arrives after the start of the game, or leaves before the end of the game, every player present for a game must complete three (3) defensive innings – *i.e.*, nine (9) outs – per game. No player should be benched for a second inning until every other player present at the game has been benched for one inning.

AA (non-competitive)

AAA Rules apply with the following revisions / additions.

Fielders: Teams may play a maximum of 10 fielders, four of whom must play in the outfield, *i.e.*, on the outfield grass.

Game Duration: Games are six (6) innings unless shortened by the 1 hour 30 minute time limit. At the umpire's discretion, teams may complete the half inning of play in progress when the time limit is reached. Umpires have full discretion over game duration.

Pitching: During the first half of the season managers have flexibility to install a portable pitcher's plate (available in field storage areas) several feet in-front of the regulation 46 foot little league pitching plate.

Base Running: Runner is permitted to advance to the next base only when the pitch has been delivered and "has reached the batter" under Rule 7.13. For regular season games through 4/22/17, runners may advance from 1st base to 2nd base by stealing, if 2nd base is unoccupied. A runner who starts at 1st base may not advance past 2nd base on the same play without the pitched ball being put into play, *i.e.*, runners cannot take 3rd base on an overthrow to second base or any other fielding or throwing attempt. Runners starting at 2nd base or 3rd base may advance only on a ball put into play or as a result of a

force, i.e., a walk or HBP. In other words, no steals or advancing on passed balls for runners on 2nd or 3rd base. *3rd base and home plate will be open to runners advancing on steals and “loose balls” beginning with games on 4/29/17.

Dead Ball: A ball in play is deemed “dead” once it is returned to the pitcher in the pitcher’s plate area. Runners may not advance on a dead ball.

Machine Pitch (non-competitive)

AAA Rules apply with the following revisions / additions.

Fielders: Teams may play a maximum of 11 fielders, five of whom must play in the outfield, i.e., on the outfield grass.

Dead Ball: Unless put into play, the ball is dead the moment it crosses home plate.

Game duration: Games are five innings unless shortened due to time. After 1 hour and 15 minutes of play (as determined by the umpire), the game will end at the conclusion of the half inning currently being played (as declared by the umpire), regardless of score or whether it is the top or bottom half.

Teams with fewer than nine players: A game may proceed if one or both teams have fewer than 9 players. A team with fewer than 9 players must borrow enough players from the opposing team to put 9 players in the field. A team with fewer than 9 players may only bat through their order once per half inning regardless of runs scored or outs recorded. In other words, for a team that has seven players, the half inning ends when the seventh player has completed his or her at bat.