

AA Baseball Rules

East Windsor Little League Baseball Local Rules: 2014

Schedule Weeknight Games: All games will begin at 6pm

AA – plays Monday & Wednesday

Saturday Games: All games will begin at 10am and 1PM

Games will last 2 hours or six innings (whichever comes first)

Continuous Batting Order – every player that shows up to play will bat in a set sequence throughout the game

The Umpire will have ultimate authority regarding the suspension of a game due to darkness or inclement weather. If the game is called in the middle of an inning, the score will revert back to the score at the end of the last completed inning.

AA – RULES SPECIFIC TO AA GAMES

Three (3) walks in an inning and the coach will finish pitching the inning. In the case of a hit by pitch (HBP), the defensive coach (coach of the team that threw the hit by pitch) has the option of considering the HBP a walk or to not count it as a walk.

The pitcher will remain in the pitcher's position to field the ball and catch throws back from the catcher for the coach to pitch.

A player batting against a coach pitching will continue batting until they strike out or get a hit (they may not walk or advance if they've been hit by a pitch thrown by a coach)

Teams must use a minimum of two (2) pitchers per game but no pitcher may exceed the standard pitch count (assuming a complete game). Each pitcher should attempt to pitch at least one (1) inning (3 outs)

Pitch count rules include:

Ages 9-10	75 pitches per day
Ages 6-8	50 pitches per day

Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is put out; (3) The third out is made to complete the half-inning

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

Pitchers must adhere to the following rest requirements:

- 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 days of rest is required

All pitchers will throw from 46 feet. For safety reasons, they must pitch from the rubber. No exceptions.

One (1) successful steal allowed per half inning (2d half of season following agreement by team managers).

No stealing home.

Runners can only steal when the catcher catches the ball or the ball drops in front of them

Runners can advance one (1) base on an overthrow

Runners can advance only one base on an attempted steal

During a live ball (non-steal) situation, runners can advance to one base on an overthrow from any player.

Runners cannot advance on a catcher's throwback to the pitcher

Five (5) run limit per half inning (all innings)

- If the 5th run scores in the middle of a play, let play continue to avoid injuries
- If 6 or more runs score, only five runs are counted
- Third base coach should be aware of numbers of runs and hold runners as appropriate
- Even if the home team may be losing by more than five runs going into the bottom of the sixth inning, they must complete their at bats

Ten run rule is being used for last inning only.

Pitch count rule remains in effect without the new Exemption clause.

Sportsmanship Expectations for Players/Coaches/Spectator:

Arguing with an Umpire is strictly forbidden!

Judgment calls by the umpire are final and may not be challenged. Judgment calls include, but are not limited to:

- Balls/Strikes
- Fair/Foul
- Safe/Out
- Missed Bases

If an umpire makes a call (correctly or incorrectly) which results in the cessation of play, the play cannot be "relived" and thus the dead-ball call will stand and cannot be overturned. Coaches will not question these calls.

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Sportsmanship Expectations for Players/Coaches/Spectator (continued):

- If there is a rule interpretation issue, a Manager/Coach must ask for time and be granted it. At that point, **both** Coaches will approach the umpire to discuss the rule. Coaches should be ready to identify where that ruling is in the document to support their case.
- Coaches are not to make calls from the dugout or coach's box. Let the umpire make the call with no outside influence. Coaches making calls is also confusing for players.
- For safety reasons, players must be taught NOT to throw the bat
- **Throwing a helmet, bat or other piece(s) of equipment in anger may cause ejection due to unsportsmanlike conduct. If ejected, a player will miss the rest of that game and the next game.**
- There is a **Zero Tolerance Policy** regarding unruly behavior by all attending or participating in a Little League game. Should a Manager, Coach, Spectator or Player become unruly, the Umpire will:
 - Make the sole determination as to the definition and severity of the abuse resulting in:

Warning

1. The Umpire will halt the game and notify the Manager on the side of the field where the abuse is taking place, asking the Manager to give the Spectator/Player their first and only warning
2. Should the abuse persist, the Umpire will halt the game until the Manager removes the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field)

Immediate Removal

1. Halt the game and notify the Manager to remove the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field)
- Should a Manager/Coach become unruly, the Umpire will:
 - Make the sole determination as to the definition and severity of the abuse resulting in:

Warning

1. The Umpire will halt the game and notify the Manager/Coach that they are receiving their first and only warning
2. Should the abuse persist, the Umpire will halt the game and notify the Manager that they must leave the game area (outside of earshot and visibility from the playing field)

Immediate Removal

1. Halt the game and notify the Manager/Coach to leave the game. The Manager/Coach must leave the game area (outside of earshot and visibility from the playing field)

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GAMES TIME

Players:

- Players must stay inside the fence for the length of the game, unless provided approval from the Manager for necessary health/safety/other reasons. No players shall be allowed to practice outside the fence during the game (except in designated warm-up areas approved by the coaches, e.g., warm-up pitcher's mound)
- Bullpen warm-up catchers must have mask. A spotter with a glove and protective helmet must be in place during in-game bullpen warm-ups to keep the pitcher/catcher from being hit by a ball
- Players warming up the pitcher or acting in the capacity of a catcher (catching balls thrown in from a fielder and tossing them to a coach to hit) must wear a mask with a hinged throat guard
- Catchers must wear shin guards, a chest protector and a catcher's mask with throat guard. Male catchers must also wear a hard cup-type athletic supporter.
- Catchers must use a catcher's mitt (Rule 1.12)
- All players must wear a cup-type athletic supporter.
- Player/Base Coaches may wear a helmet

- Injured Base Runner – The offensive player who made the last out shall be the replacement for an injured runner (if no last out, then bottom of order)
- Once a pitcher has been removed, he CANNOT return to pitch in the game.
- A pitcher who delivered 41 or more pitches in a game CANNOT play the position of catcher for the remainder of the day
- Players are NOT allowed to slide head-first while advancing into any base. (for Majors level and below) (Rule 7.08 a (3) & (4))
- Close plays: the player must slide or avoid the defensive player. In the event of a standup collision, the runner will be called out if the fielder had the ball in his glove prior to contact. If the fielder does not have the ball in their glove prior to contact, the fielder will be called for obstruction. This is a safety rule. Avoiding collisions at any base is the responsibility of both offensive and defensive players.
- A fielder may not block access to any base if he does not have POSSESSION of the ball
- The runner may not contact the fielder if he has the ball, other than by sliding feet first to the base.
- Players arriving late will be added to the bottom of the continuous batting order line-up (they cannot be slotted in the batting order until they arrive at the field)
- There are no automatic outs for players that leave early.

Equipment:

- Bats used in any game or practice MUST have the following label: 1.15 BPF. Bats without a 1.15 BPF CANNOT be used in any game or practice per Little League International rules. Failure to comply could open the league and the Manager/Coach to liability issues in the event of an injury (Rule 1.10)
- Composite bats MUST be approved by league officials and receive a sticker prior to game or practice play. Composite bats are a serious safety concern.
- A hard cup-type athletic supporter is required for all male players (Rule 1.17)