

ATLL 2017 Special Rules for AA “Coach Pitch” Division

The following ATLL 2017 Special Rules for AA supplement those contained in The 2017 Little League Official Regulations and Playing Rules “The Green Book”:

- Regulation Game. A regulation game shall consist of a minimum of three (3) complete innings; game time is not to exceed 2 hours in length or five (5) innings, whichever comes first. No new inning shall start after 1 hour 50 minutes has elapsed.
- Pledge. Before the start of the game, the teams will line-up on the 1st and 3rd base lines while the Pledge of Allegiance & Little League Pledge are recited.
- Hand Shake. At the conclusion of the game, each team will line-up and shake hands as a sign of sportsmanship.
- Players. Teams will play defensively with a maximum of six (6) players in the infield (including the pitcher’s position) and a maximum of four (4) players in the outfield. No player may play the same defensive position for more than two (2) innings. Broad rotation is strongly encouraged. All players should play both infield and outfield positions. However, not everyone must be played in positions requiring specialized skills (catcher/first base).
- Continuous Batting. All players on each team shall bat in continuous rotation. No changes in batting order shall be made as a result of field substitution.
- Umpire. The home team is responsible for the Home Plate Umpire who shall position himself behind the pitcher.
- End of Play. The ball shall be considered dead and no runner may advance once the ball has been thrown to the pitcher and the pitcher is at the “pitching area” (an area 18 feet in diameter). In general, on a hit into the outfield, coaches may only allow runners to advance until the ball is returned to the infield. A double, triple or homerun may be hit.
- Inning/Nine Batter Rule. An inning shall end after three (3) outs or after the ninth (9th) batter has batted, whichever comes first. **For the first five games of the regular season, and for only the first two innings of each of these five games, the following rule is in effect: An inning shall end after each batter for the batting team has had one plate appearance.**
- Pitcher. Each team shall have a manager, coach or adult assistant serve as pitcher. Each pitcher pitches to his/her own team from the pitcher’s area (40 feet from home). Pitching underhand and/or on one knee is permissible depending on the ability of the batter to hit the ball. A player may not pitch. Alternatively, pitching machines may be used if supervised exclusively by a coach and made available to the opposing team if desired. When a manager, coach, or adult assistant is pitching, a player from the opposing team shall play the position of pitcher for fielding purposes. A manager, coach or adult assistant shall take efforts to avoid fielding or participating in a defensive play.

- Managers and Coaches Entering Field of Play. Except when assuming the position of pitcher or serving as on-field coaches, managers and coaches shall ask and be granted permission of an umpire before entering the field of play for any reason, including when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. No more than one manager or coach from a team may enter the field of play when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. Similarly, on-field defensive and offensive coaches shall ask and be granted permission of an umpire before leaving their coaching positions during an inning.
- Batting. An umpire shall call balls & strikes, but there will be no bases-on-balls awarded. Each player shall be encouraged to hit the ball.
- Composite Bats. Use of composite bats is prohibited, unless bats have received a waiver. Managers and umpires should be diligent about checking bats to ensure compliance with this rule. Information about waivers may be found here (<http://www.littleleague.org/learn/equipment/approvedcombatssmall.htm>) and may be updated regularly.
- Offensive Interference/"Throwing the Bat". Umpires shall have broad discretion to call offensive interference in instances of batters "throwing the bat" to promote the safety of all participants. In the umpire's discretion this may include the issuance of warnings or the declaration of the batter or batter-runner out. In general, the issuance of a warning to a batter or batter-runner is appropriate on a first offense. In general, the declaration of the same batter or batter-runner out is appropriate on a second offense.
- Strikes. A player will only be allowed a maximum of five (5) swinging strikes. On the 5th swinging strike, the batter is retired for an out.
- Ball. Regulation Little League Ball
- Coaching. The offensive team may use no more three (3) adult coaches (2-base coaches, 1-hitting coach). The defensive team may use no more than two (2) adult coaches in the field.
- Bunts. No bunts are allowed.
- Infield Fly Rule. Not in effect.
- Stealing. No leading off base or stealing is allowed. No advancement on a passed ball or wild pitch. An advance to the next base can only take place when the ball is hit into fair territory.
- Dead Ball. Balls thrown back to the pitcher from the catcher are dead balls and not playable.
- Base Distance. The base distance will be 50 feet.
- No score shall be kept. No need for a scorekeeper.
- Rescheduling of Games. A game that is not started due to weather or other cause shall be rescheduled. The home team manager is responsible to contact the Field Coordinator to have the game rescheduled, and to coordinate the revised game time with the visiting team's manager.

GAME PRELIMINARIES

Home Team Responsibilities:

- Provide one new game ball.
- Provide a Home Plate Umpire (positioned behind the pitcher).
- Prepare, rake (must be certified for APD fields) and line the fields.
- Measuring for placement of bases (supply bases).
- Occupy the 1st base dugout.
- After the game, rake and repair the field if needed and remove/collect all trash or items left at the field.

Visitor Team Responsibilities:

- Provide one new game ball as the back-up ball.
- Supply a U.S. flag, and lead all in the Pledge of Allegiance & Little League Pledge.
- Occupy the 3rd base dugout.
- To assist the home team manager, coaches and parents in preparing the field for play (especially when the field is wet).
- Remove/collect all trash or items left at the field.

The Home and Visitor team parents should assist in preparing the field so that the managers and coaches can concentrate on pre-game activities with their team.

WARM-UP AND INFIELD PRACTICE

- Visiting team infield practice commences at 25 minutes prior to the start time of the game for 10 minutes.
- Home team infield practice commences at 15 minutes prior to the start time of the game for 10 minutes.
- If normal infield practice time is not available, the teams shall equally split whatever time is available.