

SOLANA BEACH LITTLE LEAGUE LOCAL RULES

MINORS AA

(updated 3/19/18)

A. GENERAL GUIDELINES

Solana Beach Little League is a recreational program. Equal emphasis should be placed on sportsmanship, teamwork, learning, fun and competition. Managers and coaches need to respond to all players, regardless of ability, in a positive and calm manner. Many children drop out of recreational youth sport programs because of managers and coaches who place too much emphasis on competition and who are less than patient with players who are not at the top of the game.

Managers, coaches, parents and players should show encouragement and good sportsmanship towards one another. **Derogatory remarks directed at players, managers/ coaches, parents, family members or umpires: WILL NOT BE TOLERATED.** Managers are responsible for the behavior of their coaches, players, player's parents and family members.

Please make sure that all of your players are picked up by their parents or an authorized adult after all games and practices. You are responsible for your players until their parents or an authorized adult arrives. **If you are having problems with this issue, please alert the Player Agent or your Division Rep Immediately!**

The Little League Parent/Volunteer Pledge

- I will teach all children to play fair and do their best.
- I will positively support all managers, coaches and players.
- I will respect the decisions of the umpires.
- I will praise a good effort despite the outcome of the game.

B. DIVISION/PLAYER DESCRIPTION

Children league ages 8 and 9 (some 10's) who demonstrate more advanced skills, coordination and understanding of the game are drafted into the AA Division. AA is the first full year of "live kid pitch" and teams are drafted by coaches based on eval scores and knowledge of players' ability. Players league age 8 and up must attend evaluations for this division. In this division, players improve fundamental skills and develop the teamwork needed to win games. All players play infield and outfield positions and all players bat. There are two games per week and one or two practices per week. In this division, score is kept each game and standings are published on the website. Because this is a draft division, friend requests are not allowed. This is the first year the kids will

have umpires officiating the games. Umpires are SBLL Players from the upper divisions (age 11 and up).

C. SCHOOL/FIELD CARE

Please Pitch In! Help Keep Our Schools & Baseball Fields Neat, Clean & Beautiful!

1. Games for Minors AA, with the exception of some Interleague games, if scheduled, are played at CDC Solana Beach and Solana Vista Elementary.
2. Remove all trash bags that are half full from the trash cans.
3. Securely close the full trash bags and carry them over and deposit them into the dumpster located at the northeastern corner of the field. Please do not put inappropriate trash in the recycle dumpsters.
4. Please line the emptied trash cans with a clean trash bag liner. (Clean trash bag liners are conveniently stored in the bottom of each trash can.)

D. LOCAL RULES

NOTE: The Solana Beach Local Rules shall be followed by the teams participating in Solana Beach Little League. However, these local rules are **NOT** a complete list of all baseball rules applicable to the little league divisions. The Official Regulations and Playing Rules provided by Little League Baseball set forth the complete rules of the game. All managers and coaches shall have a good understanding of the Official Baseball rules. In the event of a conflict in the rules, the Solana Beach Local Rules shall be applied.

1. GENERAL

a. Regulation games are played. (Refer to Rule 4.10 and 4.11—special attention to 4.10c).

b. Game Time. Every effort must be made to start the game on time. If you have **nine (9)** players, you must start the game. If game delays become a problem, we will be forced to shorten your games by the period of time the game starts late. Starting the first morning games on time is critical.

c. Run Limit. There are 4 runs maximum per inning, or 3 outs, whichever occurs first. However, the sixth (or final) inning allows unlimited runs until there are 3 outs, or the team at bat has batted once through the entire order (whichever comes first). If the umpire determines that less than six innings will be played, that determination will be made prior to the start of an inning, and that last inning will be played as if it was the 6th inning with the rules listed above. Opposing managers should be watching the clock and approaching darkness and make recommendations to the umpire which is in the best interest of player safety.

d. Time Limit. There is a two-hour time limit for all games. The time begins when the Umpire starts the game. No new inning can begin after the two-hour limit, but if a new inning begins before the two-hour time limit, it will be completed unless 1) darkness or weather prohibits it or 2) the game extends past 2 hours 30 minutes of play time. If a game is called for either reason, the final score recorded will be the game score at the end of the last complete inning. The next inning starts the moment the third out occurs.

e. Tie Game. Tied ball games can go past six innings if it is within the two-hour time limit. If the game ends in a tie, each team is awarded one point. Wins count as two points, losses count as zero points.

f. Mercy Rule. There is no mercy rule at the end of four innings. This rule may be modified or changed by the President with Board of Directors approval. If you are ahead by 10 runs, you should ease off and not run up the score.

g. Rain Outs. If a game is rained out, you must contact the Division Rep immediately and schedule a make up game.

h. Rescheduled Games. You may not reschedule a game without the approval of the Division Rep. For all rescheduled games, it is the home team manager's responsibility to contact the umpires and advise them of the changes. Contact information is provided separately.

i. Dugouts. Only 3 adults (appointed managers/coaches) are allowed in the dugout or on the field during a game. One appointed manager/coach must stay in the dugout at all times when there are players on the bench. All players sitting on the bench waiting to bat or who are sitting out an inning, should stay in the dugout, unless they are warming up in the bullpen. No other adults or minors are permitted in the dugout.

j. Disputes. If there is a dispute about a game, please resolve the issue(s) with your Division Rep & the Player Agent, and if necessary, the President. No protests please. All protests must be made with the umpire before he leaves the field at the conclusion of the game.

k. Dugout Assignment. The home team will occupy the first base dugout.

l. Game Forfeiture. In the event of a forfeit, the game will be recorded as six innings with a final score of 6-0.

m. Last Inning. The visiting team manager may elect to play out the bottom half of the last inning (when the home team is ahead). If the visiting team manager feels this is appropriate under the circumstances of the game, you are encouraged to do this in order to provide the players more playing opportunities. For purposes of the official

score, no additional runs scored by the offense should be recorded.

2. PRE-GAME

a. Visiting Team. The visiting team sets up the bases (if needed) and puts out the outfield cones (approximately 165 feet and at least 10 feet from the asphalt).

b. Lineup Exchange. At the beginning of the game, managers will exchange lineups. The Home Team will identify the official scorekeeper. Each manager will identify on the lineup, which players (if any) have limited pitching availability due to pitching in the previous days and game.

c. Scorekeeping. The home team is responsible for keeping score and for the official pitch count throughout the game. Only the official scorekeepers should be behind the plate area. **Scorekeepers can NOT be managers or coaches.** Anyone behind the plate area must be supportive of all players, teams and the umpire. Any scorekeeper or spectator must refrain from making any comments related to the umpiring.

3. POST-GAME

a. Dugout Clean Up. Each team is responsible for cleaning up its own dugout after the game. Please have parents/managers/coaches clean out any equipment and trash in the dugout when the game is over so the next team can move in on time. Please move out of the dugouts promptly. Conduct team meetings and serve snacks off to the far sidelines so as not to interfere with the next team.

b. Stat Reporting. Each manager must provide to the division representative and official league scorekeeper after each game, the results, pitch counts, home runs and list of missing players and the basis for the player absence. Try to report stats within one day of each game: the players check the website frequently for updates! Please remember that if a player misses 3 consecutive games, you must notify the Player Agent, Division Rep and President and all Division Managers will be apprised of the situation.

c. General Clean Up. Please ask players and their family members to clean up dug out and bleacher areas after each game. We are completely responsible for cleaning up after ourselves! Thank you for your help.

d. Visiting Team. The visiting team puts away the bases and locks the storage shed.

e. Home Team. The home team drags the infield.

4. PLAYERS

a. **Substitution.** There will be free player substitution throughout the entire season. Once a pitcher has been removed as a pitcher, that player cannot return as a pitcher. (Additional limitations on pitching and catching substitution noted below).

b. **Minimum Play.** All players will have a minimum playing time of four innings. No player can sit out two consecutive innings. All players must play at least TWO (2) innings in a position other than the outfield (e.g. infield, pitcher, or catcher). All players must sit out 1 inning if any player sits out 2 innings. You are encouraged to structure your game plans to allow all players equal playing time over the course of the season.

c. **Minimum Roster to Play.** A Minors AA game can be played with 8 players. Having fewer than 8 players is a forfeit. To avoid that outcome, the board has authorized the Manager to obtain a replacement player from any team in the Minors A Division. A replacement player is not allowed to pitch or catch and shall bat last in the lineup and must satisfy minimum play guidelines.

d. **Injuries.** If a player is injured in a SBLL game, you must contact the Safety Officer and President in writing. Injured players, who have been injured in a SBLL game or elsewhere, must have a treating physician/facility, provide written authorization to resume play.

e. **Discipline.** If a Player is benched for disciplinary reasons, the Manager must discuss it with the Division Rep., the Player Agent and the Player.

f. **Replacement.** If a team loses a player for any reason, or a player on your team misses 3 consecutive games for any reason, the Manager must contact the Player Agent, Division Rep and President immediately. All Division Managers will be apprised of the situation. Managers/Coaches may not contact replacement players without the approval of the Division Rep, Player Agent and President.

g. **Ten Players.** The defensive team will be allowed to field 10 players with the 10th player to be positioned in the outfield only (no rovers).

5. PITCHING/CATCHING

a. **Pitch Count.** The count to the batter will start 1 ball, 1 strike. The umpires are encouraged to expand the strike zone to avoid walks and encourage the players to swing the bat.

b. **Pitching Limits.** For the SBLL AA divisions, all pitchers regardless of league age are limited to 50 pitches per game.

Exception. If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made.

c. Days of Rest.

Pitches	Days
41-50	3 days
31-40	2 days
21-30	1 day
0-20	0 days*

***A pitcher may not pitch three consecutive days, even if he/she pitched fewer than 20 pitches the second day.**

d. Intentional Walk. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count. The catcher must stand with both feet within the lines of the catcher’s box until the ball leaves the pitcher’s hand (4.03).

e. Pitcher/Catcher Eligibility. After a player has entered the game as a pitcher, and **delivered 41 or more pitches**, that player will **no longer be eligible to play catcher** for that game and for that day.

f. Catcher/Pitcher Eligibility. Any player who has played the position of catcher for 4 or more innings in a game is not eligible to pitch on that same day. Any portion of an inning constitutes a full inning.

g. Removal of Pitcher. A manager may visit the mound 2 times in an inning before removing the pitcher. On the third visit in the inning that pitcher must be removed. A manager may visit the same pitcher 3 times during the course of a game. On the fourth visit that pitcher must be removed. The managers are encouraged to avoid frequent visits to the mound to allow for the completion of the games in a timely manner.

h. Balks (Rule 8.05). Balks are not called in Little League. There are 11 actions that would be called balks outside of Little League, which are “illegal pitches.” An illegal pitch is a ball. If a play follows the illegal pitch, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch and accept the play.

i. **Catcher Gear Requirements.** All catchers in the act of catching a pitch must use a catcher's glove and a catcher's helmet, with a chin guard —no exceptions. Under no circumstances shall a male catcher not wear a protective cup for their groin area.

j. **Player Gear Requirements.** Any player serving as catcher while warming up a pitcher, both on the field and in the bullpen must wear a catcher's helmet/mask and use a catcher's glove. During the game **and during practices**, including pre-game warm up drills, any player standing near the plate and receiving throws from the defense must wear a catcher's helmet/mask.

k. **Pitcher Warm Up.** Once the game starts, no adult other than the 3 appointed Manager/ Coaches who are authorized to be in the dugout may warm up the pitcher if no other player is available or is willing to do so. This applies both on the field and in the bullpen. If one of the 3 appointed manager/coaches elects to warm up the pitcher, they do so at their own risk of injury as our league insurance does not apply under this circumstance.

6. **BATTING**

a. **Bat Around.** All teams will utilize the "bat around" method for structuring their batting order. (A late arrival will be placed at the end of the batting order.) If a player is injured, becomes ill or must leave the game after the start of the game, that players turn in the order will be skipped without penalty. If the player returns, he/she will be inserted into the original spot in the lineup.

b. **Fake Bunt.** A fake bunt-swing away tactic **is not authorized**. Please advise your players of the dangers involved with this tactic and as always, safety first.

c. **On Deck Batters. No on deck batters are allowed anywhere.** Not in the bullpen, not on the sidelines and not in the dugout. No player should have a bat in his/her hands until he/she is walking to the batters' box.

d. **Stealing Home.** Stealing home is not allowed under any circumstances, including:

- Passed ball (past the catcher, thrown by the pitcher as a pitch)
- Whenever the catcher is returning the ball to the pitcher
- When the catcher throws to second and a runner is on third
- If a player attempts to steal third base and there is an overthrow.

7. **RUNNING**

a. **Avoid Contact.** The runner is out if he does not slide or make an attempt to go around a fielder who has the ball and is waiting to make a tag (7.08a).

b. **Head First Slide.** The runner is out if he slides head first while advancing.

c. Substitute Runners. There are no substitute or courtesy runners allowed. If a player is physically unable to run (or play in the field), he will not be allowed to play in the game. **Exception:** If the player is injured while running the bases, a pinch runner may be used in the same inning only until the runner is declared out, the third out occurs or until the pinch runner scores. The pinch runner must be the player who made the last out before the injury occurred.

8. FIELDING

a. Fake Tag. A fake tag is considered obstruction and is grounds for appropriate discipline from the umpire.

b. Infield Fly Rule. Infield Fly Rule **is not** enforced in AA.

9. CDC GROUND RULES

a. If a hit ball (touched OR untouched by a fielder) rolls past the outfield cones, it is a ground rule double.

b. If a hit ball first lands past the outfield cones on a fly; or the fence in left field on a fly, or on the asphalt on a fly, it is a ground rule home run.

c. A Player may NOT attempt to catch a fly ball past the outfield fence line (since it would be considered a ground rule home run).

d. A player may not run onto the asphalt (about 10' past the 'fence' in left field) to field a ball.

10. UMPIRES

a. Youth Umpires. The Youth Umpire program is used at the Minors AA division level. These umpires are generally ages 11-14 and older. It is important that managers, coaches, players and spectators support the umpires. There can be no challenges to the youth umpire's judgment calls.

b. Adult Umpire. An adult from the defensive team is required to act as the third "umpire" in the field. The adult umpire is stationed in the left field area and is available to assist the youth umpires on any rule clarification. The adult umpire does not rule on or influence any judgment call by the youth umpire. The adult umpire confirms support of the youth umpires by the managers, coaches, players and spectators. The adult umpire is not allowed to coach his team while in the field.