

# **HIGHLANDS LITTLE LEAGUE “DIVISION AA”**

## **RULES AND GUIDELINES**

### **BEHAVIOUR AND UNIFORMS**

1. Coaches must maintain control over the players on the benches at all times. Players should be encouraged to sit on the bench in their proper batting order with their helmet on ready to take their turn at bat. A coach, manager or parent should be present on the bench to ensure the dugout is kept under control.
2. Players will wear; running shoes or cleats (no metal spikes), grey baseball pants with belts, team shirts (tucked in) and team hats. All players must wear a protective cup at all times.
3. No player is permitted to wear any form of jewelry.
4. All players must remain in the dugout except the person up to bat. It has worked to have one player being on deck taking swings behind / at the end of the dugout out of the field of play. In this case a coach, manager or parent is supervising to ensure nobody gets hurt.

### **GAME STRUCTURE**

5. Home team will occupy the third base bench. Visiting team will occupy the first base bench.
6. Prior to the first inning the scorekeeper and umpire must be given a list of all players in their batting order. No changes to the list will be permitted during the game. If a player arrives late, their name must be added to the bottom of the list. Each player will bat in turn whether or not they are in the first fielding line-up.
7. Each team must have a minimum of 8 players to start a game. If not, the game will be a forfeit and the score will be determined as 6-0. Teams may also lend their opponent a player to fill out their roster.
8. The umpires will hold a meeting at home plate with the coaches before the start of the game to review the rules, strike zone, etc.
9. The home team shall supply the umpire with 2 game balls at the beginning of the game. The balls will be returned to the home team at the end of the game.
10. Each team will provide a scorekeeper and they will work together to ensure their records match throughout the game.
11. A league game shall be 6 innings or 1 hour and 45 minutes of play. No new inning may start after 1 hour and 45 minutes of play. The umpire will work with the coaches to monitor the time of play and will advise when starting the final inning of play.
12. In the last inning it is assumed that the home team will not bat if they already have more runs than the visiting team. Depending on time etc. coaches can use their discretion if they want to get in the extra practice and play this half inning.
13. No more than 3 runs may be scored by either team in one inning. After 3 runs are scored in one inning the team in the field goes to bat, regardless of the number of outs. There is no open inning in any game (playoffs included).

14. At the completion of the game each team will cheer for the other and proceed to shake hands with the opposing players, coaches, and umpires. A relay race around the bases can also occur.
15. Coaches need to have their team clear the field and the dugout promptly at the end of the game to allow the players from the next game to prepare for their game.

### **FIELD SET-UP**

16. Home team is responsible for the preparation of the field before the game and for putting the equipment in the lockbox at the end of the game. This also includes raking the pitching mound and home plate area both before and after the game. If it is the first or only game of the day, the home team should also line the field.
17. It is important to arrive at least 30 minutes before game time to have the field properly set up.
18. Coaches are not allowed on the field of play during the game. When their team is up to bat they are encouraged to coach from first or third base and must remain in the designated coaching boxes. Coaches of the fielding team must remain near their dugout.

### **TEAM ROTATION**

19. Each player should have a minimum of one inning playing an infield position
20. Players should be rotated into prime positions each game.
21. No player can sit off two innings in a row, or sit out twice during the same game before all other players has sat out at least once.

### **BATTING**

22. The umpire will be calling balls and strikes for every pitch. After 4 balls a batter is walked and is awarded first base. Kids should be encouraged to SWING. The umpires are encouraged to have a generous strike zone as well.
23. If a player throws his bat when running to first base they will be given a warning by the umpire. If it happens again in the same game the batter will be called out.
24. Helmets must be worn at all times by batters and baserunners.
25. Batters cannot advance to 1<sup>st</sup> on a dropped third strike.
26. Bunting is not permitted.

### **BASE RUNNING AND FIELDING**

27. There is no infield fly rule in effect.
28. Runners are allowed to tag up and advance on a caught fly ball at their own risk (ie. Sacrifice fly)
29. There is no lead off or stealing permitted until the ball has crossed home plate. If the umpire determines that the baserunner left the base early when leading off or stealing, they will return the runner back to the original base.
30. A baserunner is only permitted to steal 3<sup>rd</sup> base. No exceptions.

31. Baserunners should slide at 2<sup>nd</sup> base, 3<sup>rd</sup> base and home whenever there is a play being made at that base. (ie. Stealing 3<sup>rd</sup>, running home on an infield hit where a fielder may throw to the catcher). A runner who does not slide at home plate when a fielder is throwing to the catcher will be called out by the umpire.
32. In an instance where a baserunner is stealing 3<sup>rd</sup> base, if there is an overthrow to 3<sup>rd</sup> by the catcher the baserunner must remain at 3<sup>rd</sup> base. This encourages the catcher to throw every time without fear of costing their team a run on an error.
33. If a rolling or bouncing ball crosses the home-run line, by error or otherwise, the batter is entitled to a two-base hit. A home-run ball must completely clear the home-run line in the air before ever touching the field.
34. Fielders must stay off of the base paths unless making a baseball play. Fielders are not allowed to impede the baserunners or block the base paths or the bases at any time. Infielders should position themselves in front or behind the base paths so as to avoid contact with runners.
35. The ball is live on overthrows that occur when a ball is batted into play. If a ball is overthrown and goes out of play the baserunner will be awarded one additional base. (ie. Overthrow to 1<sup>st</sup> base that goes out of play, the baserunner will advance to 2<sup>nd</sup> base).
36. Baserunners may not advance on overthrows when the catcher is throwing back to the pitcher after a pitch that is not hit.
37. The ball is still live when a ball is hit and fielded by an outfielder. Once the fielder is making a motion to throw the ball back to the infield, it is assumed that the runner will stop once they reach the base that they were headed to before the throw began. Base coaches should NOT get aggressive about sending stationary runners in this situation. The goal is for the fielders to learn to field the ball and throw it in quickly.

## **UMPIRES**

38. The league will provide 2 umpires for each game. One for home plate and one for the bases. The umpires should be treated with respect and courtesy at all times.
39. The umpire's decision is final, there is no arguing with the umpires about their calls.
40. The plate umpire will be the official time piece for the game and will determine the start and end time.

## **PITCHERS**

41. Any player may pitch. There is no limit to the number of pitchers that may be used in a game.
42. A pitcher once removed from the mound may not return as a pitcher in that game.
43. Coaches can approach the mound to talk to the pitcher 3 times per pitcher. On the third trip to the mound the pitcher must be pulled. Catchers may participate in these meetings on the mound.
44. There are no balks or intentional walks. A balk will be deemed as no pitch and the runners may not advance.
45. Pitchers must pitch from the rubber unless agreed upon by the opposing coaches and communicated to the umpire. Sometimes helpful early in the season, but pitchers

should be encouraged to throw from the rubber as much as possible and as soon as possible.

46. Pitchers must follow the Little League rules with respect to rest periods as follows

- 1 – 20 pitches in a day.....no calendar day of rest required
- 21 – 35 pitches in a day....1 calendar day of rest required
- 36 – 50 pitches in a day.....2 calendar days of rest required
- 51 – 656 pitches in a day.....3 calendar days of rest required
- 66 or more pitches in a day.....4 calendar days of rest required

**NO MORE THAN 75 PITCHES PER DAY FOR PLAYER AGE 10 AND UNDER**

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

47. Pitches thrown by each pitcher should be recorded by the scorekeeper.

48. A pitcher who hits 3 batters in one inning or 4 batters in a game shall be replaced as pitcher.

**POSTPONED GAMES**

49. Opposing coaches will decide if a game cannot be played due to weather. Three completed innings will constitute a game called due to the weather.

50. Rained out games should be rescheduled if possible. Teams arrange makeup games with their AA League Co-ordinator based on field availability.