

Double A Division Playing Rules

All Little League rules shall be applicable to the Double A Division. All Local League baseball rules shall be applicable to the Double A Division except those in conflict to the following specified rules.

- 1.) A team must have eight (8) players to start a game. Less than eight (8) players will result in a forfeit.
- 2.) There will be no protest. The umpire will make the final call.
- 3.) There will be a seven (7) foot line around the pitching machine & the pitcher must have one foot on the line when the pitch is thrown. If the batter hits the ball while the pitcher does not have his foot inside the line, it will be a no pitch unless the batter gets a base hit. The pitcher may stand on either side of the machine so long as they have one foot inside the line when the pitch is thrown.
- 4.) There is a limit on the time outs of one defensive per inning. Injury time outs do not apply.
- 5.) You must bat your entire roster. Players arriving late will be added to the bottom of the batting order. A player arriving late cannot be inserted into the lineup until the start the next inning.
- 6.) Free substitutions at any position. No switching of positions during an inning, unless an injury occurs.
- 7.) The infield fly rule is not in effect.
- 8.) There will be no appeal for leaving the base too soon, or runners not tagging the bases. This is the responsibility of the umpire & player will be called out at the completion of the play.
- 9.) Each team will receive only one warning per game concerning a player throwing his/her bat. Subsequent offenses will result in the batter being called out. The play will be considered dead, & no runners shall advance.
- 10.) A hit ball hitting the pitching machine will be a dead ball & the batter will be at first base. Base runners will only advance if the batter forces them to. A thrown ball hitting the pitching machine is still live.
- 11.) Pitcher/player can not make an un-assisted out
 - Only exception is a play at Home Plate
- 12.) Three (3) outs, or five runs scored, shall constitute a half inning.
- 13.) No Bunting
 - If a player bunts he may be called out by the umpire

- 14.) When there is a play at second, third, or home, a base runner should not intentionally run into a defensive player. Intentional contact can result in the runner being called out if the defensive player has possession of the ball. Umpire's discretion will be used.
- 15.) A player will be allowed six (6) pitches or four (4) strikes, whichever occurs first
 - If on the final pitch the player does not swing, and the umpire rules the ball was un-hittable, the pitch will be repeated
 - If a player fouls the 4th strike, the batting continues until the ball is put in play, the hitter does not swing and meets the (6) pitch limit, or swings and misses on the 4th strike
- 16.) A team may substitute a player for an injured base runner. A team may also substitute a runner for the catcher if there are two outs. A substitute base runner will be the player that made the last out.
- 17.) A batter injured by a foul ball that can't resume batting is not called out. This player can be re-entered into the game. The next batter in rotation becomes the official batter with a clear count.
- 18.) Defensive team consists of ten (10) players (including four (4) outfielders).
- 19.) Time out allowed only when lead runner has stopped advancing or play has halted. Umpire's call.

Below are the criteria to be used for a Defensive Time Out to be allowed:

- The runner must be stopped from advancing to the next base
 - The runner is considered to have "stopped advancing" when they are no longer moving towards the next base, due to a defensive player forcing the runner to stop
 - The runner is considered stopped when they stop running, or walking towards the next base
 - The lead runner does not have to be stopped and "driven" back to the base, only stopped from advancing
- A defensive player must make an attempt to force the lead runner to stop before a "Time Out" can be requested to the umpire
 - Example:
 - Runners are at 1st and 2nd, and no outs
 - Batter hits the ball to the player at first
 - The player at first makes an unassisted out on the batter
 - The player at first calls time out
 - The lead runner is allowed to round the base at third, and advance to home plate
 - The player at first must make an attempt to force the runner to stop
 - Either running down the lead runner or throw to a defensive player covering home

- If the runner is stopped, time can be called, the umpire then announces Time Out, and determines if the runner behind is past the half-way mark to the next base
 - The umpire should determine if the “Time Out” can be granted, and if so, announce loud and clear “TIME OUT”
 - At this point the Umpire determines if the base runner behind the lead runner is past the half-way mark to the next base
 - If they are more than half way, they are allowed the next base
 - Otherwise they return to the previous base
- 20.) Operator of pitching machine shall be Manager, Coach, or parent selected by manager. Operator may only give instructions to batter, not base runner.
- 21.) Infield must stand on dirt and outfield must be in grass.
- 22.) Parents will be used to umpire.
- 23.) Time limit is 1 hour and 15 minutes. This time may be exceeded if there is not a game that follows.
- 24.) Managers and Coaches will umpire all Rookie Tournament games.

ADDENDUMS 2011:

- **Home Team Responsibilities:**
 - Official Scorebook
 - Books are kept in the Coaches Shed, on top shelf in grate box
 - Return the books after the game to the shed
 - Field Prep (chalk the lines)
 - Batters box template is in the Coaches shed
 - Lay on home plate, make an impression in the dirt, remove template, apply chalk
- **Visiting Team Responsibilities:**
 - Operate Scoreboard
 - Controller is in Coaches shed, on top shelf in plastic container
 - Be careful in connecting the BNC (cable) to the outlet box, it will short easily
 - Return to box and close the lid after the game
- **Time Limit**
 - 1 hour - 15 minutes (1'-15")
 - **FIRST GAME:**
 - The clock starts at the scheduled start time for the game (refer to game schedule)
 - Teams may take infield for the first game, however, the game must start at the scheduled time
 - Each team to may take up to 5" of infield
 - If both teams agree to wait for a late player arrival, the clock is still running

- If both teams have the minimum required players (which is 8 players), the game must start
 - If a team is below 8 players, the teams can wait until the player(s) arrive to make the minimum of 8, but should not wait more than 10"
 - We do not want to promote forfeits, this does not benefit anyone
 - If the player(s) still have not arrived after the 10" waiting period, find a board member on duty and notify them of the situation, the board member will make the final decision on a forfeit
 - SECOND GAME:
 - Field warm-ups for second game, only if the first game ends with less than 10" prior to the second game start time
 - To enable both teams to have 5" of infield
 - The clock starts at the scheduled start time for the second game (refer to schedule)
- OR
- 10" after the completion of the First Game, if the first game went past the scheduled start time for the second game
- The inning must be completed even if the time limit has been reached
 - The next inning starts when the last out is made in the previous inning
- **Innings Played**
 - 5 inning games
 - 3 innings is a regulation game in the Rookie Division
 - Below are examples involving Regulation Games (after 3 innings have been completed)
 - If the Home team is leading when the game is called (due to weather, lights, etc) the home team wins
 - If the game is called during or after the Visiting team has batted, the score reverts to the last completed inning:
 - Example: Visiting team is down 2 to 1, and batting in the top of the 4th. The visitors score 2 runs to take the lead, the game is called (due to weather, lights, etc), the score reverts back to the last completed inning (of regulation game), the home team is declared the winner
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|----------|---|---|---|---|
| Inning | 1 | 2 | 3 | 4 |
| Visitors | 0 | 1 | 0 | 3 |
| Home | 1 | 1 | 0 | |
- The above examples are common and we have had occur during the regular season
- **Coaches Positions**
 - Only the Offensive team is allowed to coaches outside of the Dugout in the Field
 - First Base
 - Third Base
 - Pitching Machine Operator