



LOCAL RULES

League ID No: 0405-64-03

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ARTICLE I – JUNIOR, INTERMEDIATE, MAJOR, MINOR AAA, MINOR AA & MINOR A DIVISIONS

SECTION ONE – Responsibilities

- (a) The Home Team is that team listed last in the League schedule of games.
- (b) The Home Team will occupy the third base dugout.
- (c) The Board member on duty will provide the umpire-in-chief of the game with a minimum of three (1) new & (2) experienced game balls for Major, Minor AAA, Minor AA, & Minor A Divisions and four (2) new (2) experienced game balls for Intermediate & Junior Division. The game balls will be returned to the umpire who will return to the Board Member on Duty at the conclusion of the game.
- (d) Approved Bats for all Little League play will be in accordance with the current Licensed Bats List as posted on the Little League website.
 - (1) Burden of Proof of legality for bats falls on the Manager of the player(s) using the bat for League play. Umpires do not need to prove a bat is illegal to remove it from play.
- (e) Defensive substitutes of Major, Minor (AAA), Farm (AA) and Farm (A) divisions require **MINIMUM** three consecutive defensive outs. All players must play a minimum of six (6) defensive outs per game.

SECTION TWO – Managers and Coaches

- (a) Managers and coaches are not permitted to leave the dugout or field area except for emergency reasons, use of the field facilities, or to consult with the Official Scorekeeper's station behind the backstop. Immediately prior to a Manager or Coach leaving the dugout or field as noted above, he or she must notify either the plate or field umpire of their intent and reason for leaving the dugout area. Failure to notify either umpire may result in ejection from the game.
- (b) Along the bottom of the lineup card and its copies handed to the Plate Umpire prior to the start of a game, each Minor AAA and Minor AA, Major and Intermediate Manager will list his/her pitchers who are not eligible to pitch based on pitch count or day(s) of rest limitations. The name and jersey number of each player ineligible to pitch in that game will be listed on the lineup card.

SECTION THREE – Umpires

- (a) The League will provide one plate and one field umpire for all Junior, Major, Minor AAA and Intermediate League games.
 - (1) Umpires will be trained and assigned by the Umpire in Chief.
- (b) The League will provide one umpire and the additional umpire will be an adult coach/parent volunteer throughout the league for all Minor AA and A Division games. The league assigned umpire may be youth umpires in training. One coach/parent volunteer will be assigned to serve as a volunteer umpire at all Minor A and Minor AA games.
 - (1) Any Board member (excluding the Player Agent) present at a Minor AA and or Minor A game may umpire that game if necessary.

- (c) The League will provide three-man umpiring crews when possible for all Minor AAA, Major, Intermediate and Junior Division playoff games, and for the Minor AA Division Tournament final game.

SECTION FOUR – Official Scorekeeper

- (a) The Home team will provide the Official Scorekeeper for all games.
- (b) The Official Scorekeepers for all teams must attend at least one (1) scorekeeping clinic conducted by the League's Board representative.
- (c) All Official Scorekeepers will position themselves in the area directly behind the backstop on the Home Team (third base dugout) side of the field, close to home plate so that they are readily accessible to both team's Managers and the Umpire-In-Chief.
- (d) The Official Scorekeeper will maintain and record the pitch counts in the official scorebook for the game.
 - (1) The Official Scorekeeper will track all pitches, including foul balls, in the official record book.
 - (2) The visiting team scorekeeper will manage the scoreboard and may also count the pitches with a pitch counting device to validate the pitches delivered.
 - (3) At the conclusion of each half inning the Official Scorekeeper and the visiting team scorekeeper may compare their pitch counts for the pitcher.
 - (i) If the counts agree, the number shall be announced to the managers and umpire and entered into the scorebook.
 - (ii) If the pitch counts do not agree, the official scorekeeper overrules any discrepancy.
 - (iii) If the visiting team does not have a scorekeeper to count the pitches, then the official scorekeeper's pitch count is the official pitch count.
 - (iv) If the home team does not have a scorekeeper, then the visiting team can provide the Official Scorekeeper. However, by rule, the visiting team will be rewarded with home field for providing the scorekeeper.

SECTION FIVE – Game Times

- (a) The times listed on the schedule prepared by the League's Scheduler are game start times.
 - (1) It is the responsibility of the team's Manager to ensure that his/her Players arrive at the appointed field in time to warm-up and start the game on time.
 - (2) The umpires are not responsible to ensure that each team has infield practice. Teams should display courtesy and sportsmanship in allowing proper time for both teams to conduct infield practice. For Intermediate, Majors, Minors AAA, Minors AA, & Minor A regular season play:
 - (i) The Home Team shall conduct infield practice 15 minutes prior to game start time. Manager or Coach hitting infield practice is permitted.
 - (ii) The Visiting Team shall conduct infield practice 10 minutes prior to game start time. Manager or Coach hitting infield practice is permitted.

- (iii) All infield practice shall be completed no later than five (5) minutes prior to the game start time.
- (3) Three minutes prior to game, both teams will line up on the first and third base lines, respectively. The National Anthem will be played over the Public Announcement (PA) system, when available.
- (b) Time limits for the game being played for Major, Minor AAA, Minor AA, & Minor A Games are:
 - (1) Majors & all Minor levels - No new inning after 1 hour and 45 minutes.
 - (2) 50/70 & Juniors - No new inning will be determined on an annual basis as voted on at the annual District 64 50/70 meeting.
 - (3) The time limit of the game being played will be determined by the game start time announced by the umpire and recorded by the official scorekeeper at the start of the game. Official time will be that of the umpire's timepiece.

Intermediate division (50/70), Major, Minor AAA, Minor AA, & Minor A games will have an ending curfew of 10:00 pm. The winner of the game will be declared according to the rules of the Official Little League Rule Book.

SECTION SIX – Dropped Third Strike

For Intermediate Division, Juniors and Majors Vacaville American Little League has adopted Rule 6.05, Official Little League Rule Book, for regular season league play.

SECTION SEVEN – Injured Player

A Manager or Coach may enter the field without the umpire's consent while a play is in progress to tend to an injured Player provided the Manager or Coach does not interfere with a defensive play, assist a runner either on or off base, or intentionally interfere with a thrown ball. The Manager or Coach should use discretion when entering the field in this situation and do so only if he/she feels that the injury warrants such action.

SECTION EIGHT – Continuous Batting Order

- (a) Leagues Majors, AAA, AA, A will comply with Tournament Rule 9 and maintain a continuous batting order throughout the entirety of the season. Divisions 50/70 and Juniors will be determined on an annual basis, as determined at the 50/70 meeting at the start of the season.
- (b) For Majors and ALL Minor divisions, every player on the team's roster will be listed on the team's line-up card in a continuous batting order.
- (c) The Continuous Batting Order does not relieve the team's Manager from his/her responsibility to ensure that all players on the team receive their respective minimum playing time in accordance with Article 1, Section 1, rule (e).

ARTICLE II – MINOR AAA, MINOR AA, & MINOR A LEAGUES

SECTION ONE – Five Run Rule

- (a) For innings 1-5, a team's at bat will consist of three (3) outs or five (5) runs, whichever occurs first.
- (b) When a team scores the fifth run during its time at bat, the umpire will immediately call time and suspend all play. A team may not score more than 5 runs during innings 1-5.
- (c) There will be no five-run rule in the sixth inning (or subsequent innings in an extra inning game). Each team will have the three outs, or one time through the lineup.

SECTION TWO – Ten (10) Defensive Players

- (a) For Minor Division A and AA, the defensive team will station ten (10) defensive players, including four (4) outfielders on the playing field. Minor AAA Division will play with nine (9) defensive players.
 - (1) Minor AAA Division; the nine (9) defensive players listed on the lineup card handed to the game Umpire-In-Chief will be considered a team's starting lineup.
- (b) All outfielders must remain on the outfield grass until the pitched ball reaches the batter. There is no “rover” position for divisions that play with 10 defensive players. PENALTY: Interference - The ball is dead and the batter will be awarded first base and all other runners will advance if forced.
- (c) A team must play the entire game with a minimum of eight (8) players. If there are less than eight (8) players available the game will be forfeited by the team who couldn't field a 8 player team. Should additional player(s) arrive after a team has started a game with only eight (8) players, the additional player(s) must enter the game immediately upon his/her arrival. A team's Manager may not elect to play a game with only eight (8) players if there are additional players available.
 - (1) Majors, Minor AAA, AA, & A late players will be added to the bottom of the lineup.

ARTICLE III – MINOR AA LEAGUE, MINOR A LEAGUE

SECTION ONE – Coaches

- (a) The adult Offensive Pitcher:
 - (1) Minor A – Coach Pitch, coach pitch may take a knee and position themselves a minimum of 20 (twenty) feet distance between home plate and the pitching position. Unless the pitcher is pitching from the C-1 rubber (or equivalent distance), and the ball hits the pitcher, the ball is a “dead” ball and the batter is out.
 - (2) Minor AA will pitch from the C-1 rubber, or an equivalent distance when playing on other fields. If the ball hits the adult pitcher, it is a “live” ball.
 - (3) Coaches are permitted to wear gloves when pitching. Coaches are not permitted to field a batted ball with their glove.

PENALTY: Interference - The ball is dead and the umpire, in his/her judgment, will declare the batter-runner or the runner out, and all other runners shall return to their last legally touched base before the interference.

- (4) May not position or relay signals to the batter, and may not coach or instruct any batter-runner or base runner while a play is in progress.

PENALTY: Interference - The ball is dead and the batter-runner or runner who was coached is out, and in the judgment of the umpire, all other runners shall return to their last legally touched base before the interference.

- (5) Must vacate his/her position on the mound, and anywhere else on the playing field, to allow the defensive team to field or catch a batted or thrown ball.

PENALTY: Interference - The ball is dead and the umpire, in his/her judgment, will declare the batter-runner or the runner out, and all other runners will return to their last legally touched base before the interference. If said interference is not deemed intentional by the umpire, the ball is considered “live”.

- (b) Minor AA and Minor A Division teams are allowed two (2) adult base coaches. Each base coach must remain in their respective first and third base coaches box at all times except to avoid interfering with a defensive player fielding a batted or thrown ball (consistent with the Official Little League Rule Book).
- (c) Minor AA Division has the choice of having two additional coaches on the field during defense to help players with positioning. The number of games that this will apply to will be voted on prior to the start of each season. Minor A Division may have two coaches on the field during the entire season.

SECTION TWO – Minor AA Player Pitching

- 1) Pitching distance is 38 feet
- 2) Kid pitch starts at a Board approved date each season.
- 3) Each game will be kid pitch the first 3 innings only. Innings 4, 5, and 6 will continue to be coach pitch.
- 4) All AA pitchers, regardless of league age, will have a 35 pitch max per inning and a one inning max per game. You must adhere to the pitching guidelines for rest period before he/she pitches again. (See Little League Green Book for pitch count regulations)
- 5) Kid pitch innings shall be played per the process below:
 - a. Player continues pitching until 1)the ball is put in play, 2)the batter is out on strikes, 3)the batter is hit by the pitch (see item “b” below or 4) he/she throws 4 called balls by the umpire. Coach will come in and the batter will maintain the same number of strikes. Coach pitch will have a maximum of three pitches. If after the third coach pitch the batter does not put the ball in play, the batter is out. A batter may not be put out on an uncaught foul ball.
 - b. If the batter is hit by a pitch, the count will be reset, and coach pitch will receive three pitches. A batter may not be put out on an uncaught foul ball. If the batter fails to put the ball in play, he/she is out.
- 6) Playoffs will be played under kid pitch rules.

SECTION THREE – Five Pitches / Coach Pitch

- (a) Bunting is not permitted in the Minor AA and Minor A Division play.
- (b) For Minor A, the batter is out on strikes for failing to hit a fair ball before a maximum of five (5) pitches are delivered to the batter, regardless of the amount of pitches that the batter has swung at. If the Final pitch is hit “foul”, the batter is awarded additional pitches till down on pitches or ball put in play.
- (c) For Minor AA, the batter is out on strikes for failing to hit a fair ball on three (3) swinging strikes or a tipped third strike caught by the catcher. Failing to swing at the 5th (fifth) pitch will result in the batter being out. If the final pitch is hit foul, then the batter will be awarded an additional pitch, which must be put in play or fouled off, or else the batter will be out.
- (d) No base on balls or a hit batsman award from a coach pitching.

SECTION FOUR – Additional Rules

- (a) Base stealing is not permitted. Base runners may advance only on a fair hit ball by the batter or after tagging up on a fly ball, fair or foul, caught by the defensive team, or if forced, on an award of bases by the umpire.
- (b) There is no infield fly rule in Minor AA & Minor A.

SECTION FIVE – Position Play

- (a) Any player WILL NOT play any combination of infield defensive positions for more than four (4) innings per regulation game in Minor AA Division and Minor A Division. Teams with seven (7) or eight (8) players WILL NOT play any combination of infield defensive positions for more than five (5) innings per regulation game in Minor AA Division and Minor A Division.
- (b) Minor AA & Minor A Division Managers will have the defensive positions listed per player, per inning on the Official lineup card, or a print out (excel format or similar) provided to the Official Scorekeeper.
- (c) All Minor AA and Minor A players must play no less than 16 innings in an infield position during the regular season.
- (d) If it is determined a player is playing more than four (4) innings in the same position, or is exceeding a total of four cumulative innings in the infield;
 - (1) Common practice will be for the opposing coach to notify the other team of the infraction. If the opposing coach fails to make the correction, or continuously fails to properly substitute the defensive players, the manager will be removed from the game and must leave the ball park. The ball will not be put in play until the manager leaves.
 - (2) Players are not allowed to exceed two innings at the same position for a 6 (six) inning A and AA game.
 - i Common practice will be for the opposing coach to notify the other team of the infraction. If the opposing coach fails to make the correction, or

continuously fails to properly substitute the defensive players, the manager will be removed from the game and must leave the ballpark. The ball will not be put in play until the manager leaves.

SECTION SIX – Defensive Pitcher

The defensive pitcher must remain within the ten (10) foot diameter circle of the pitching rubber until the pitched ball reaches the batter. PENALTY: Interference - The ball is dead and the batter will be awarded first base and all other runners shall advance if forced.

SECTION SEVEN – Live Ball/Dead Ball

- (a) The ball is dead (see Note below) when the umpire calls time and remains dead until the next batter hits a fair ball, or a foul fly caught by the defensive team, or the umpire puts the ball in play for the purpose of making an appeal.
- (b) The ball hit and fielded by an infielder will remain live and in play until such time, in the umpire's judgment, that an attempt to throw the ball to the pitcher. At no time can a baserunner or batter take an additional base on a ball that stays in the infield, except when an overthrow occurs.
- (c) The ball will remain live and in play if hit beyond the infield until such time, as the outfielder relays the ball to an infielder and the infielder possesses the ball in the vicinity of the base line. The umpire will call "Time", at which point the ball becomes dead (see Note below). If the infielder attempts to make a throw in an attempt to throw out an advancing runner, then the ball will remain live and the overthrow rule will remain in effect.
- (d) For Minor AA division, the ball will remain live and in play if hit fair, until such time that a fielder makes an overthrow of any base, at which point the baserunner may attempt to advance one additional base. It will be the umpire's determination of when to declare a dead ball on an overthrow based on his/her judgment on if the runner is making an attempt to advance. However, the interpretation of the Umpire-In-Charge will be briefed to each team during the pregame meeting. Runners will be allowed to advance a maximum of **one** extra base at the risk of the runner.
 - (1) An attempt by the defense to throw the runner out while attempting to advance on an overthrow will NOT result in additional bases awarded if another overthrow occurs. The runner may be thrown out.
- (e) At the point at which the ball becomes dead, runners may be allowed to advance to the next base if, in the Umpire's opinion, that runner reached half-way to the next base. If, in the Umpire's opinion, that runner did not reach half-way to the next base, that runner must go back to the previously reached base. The umpire will reset the runners after the play, as the runner may be thrown out on any attempt to take an extra base.
- (f) For the Minor A division, if the ball is hit cleanly to the outfield grass, the batter / baserunner may advance to second base, and all baserunners may advance two bases at their risk.
- (g) For Minor A division, the baserunner may not take additional bases on overthrows.

The Vacaville American Little League Board of Directors hereby ratifies the Local Rules on February 24, 2025.

Anthony Reed	02/03/2025
_____ Anthony Reed, President Vacaville American Little League	_____ Date
MICHELLE DIBB-ISLAS	02/03/2025
_____ Michelle Dibb-Islas, Player Agent Vacaville American Little League	_____ Date