



SAN JUAN CAPISTRANO LITTLE LEAGUE

DOUBLE AA – DIVISION RULES

Playing Rules will be in accordance with SJCLL Local Rules and Little League Rule Book guidelines.

Structure and Eligibility. Double A Division is semi-competitive, player pitch and catch baseball, and is primarily for League Age 8- and 9-year-olds.

Season Format. The focus is on transitioning players from machine/coach pitch to kid-pitch while refining fundamentals in a developmental environment. There will be an end of season playoff to determine the Division Champion.

Dugouts. The home team shall occupy the third base dugout, and the away team shall occupy the first base dugout.

Scorekeeping: The home team shall provide the scorekeeper who will keep the official scorebook and official pitch count log.

Game Rules

Game Balls: The home team shall provide the game balls.

Umpires: Managers are responsible for ensuring their games have umpires. The home team is responsible for providing an approved plate umpire. The away team is responsible for providing a base umpire. The base umpire may be any adult, but if the same adult will officiate 4 or more games in a season, then they are required to complete the necessary umpire registration and training.

Minimum Players: A game cannot be started or continued with less than 8 players and no penalty is applied for the 9th spot in the lineup when a team has fielded only 8 players.

Pre-Game Warmup: Both teams shall be allowed practice on the game field for a period not to exceed 10 minutes. The away team has the rights to the field starting 25 minutes before game time. The home team has the rights to the field starting 15 minutes before game time.

- Field should be clear 5 minutes prior to game time for plate meeting and pledge.
- No pitching from the mound will be allowed during this warm-up time.
- A bullpen (possibly shared) or designated pitching practice area shall be used for warming up pitchers before and during a game.
- Each team shall have the rights to the bullpen before the game, during the time the opposing team has the rights to the field for warm-up.

Time Limit: All games will be six (6) innings, time permitting, unless there is a safety issue. No new inning shall start after 1 hour and 30 minutes. A new inning begins the moment the third (3rd) out is made completing the preceding inning. Regular season games can end in a tie if the time limit is reached.

- There is a “hard stop” (drop dead) time limit for regular season games at 2 hours. If the last inning is not completed within the 2 hour time limit, then the score will revert back to the previous inning.

Run Limit: There is a (5) five-run limit for each team, each inning, except the last inning. There is NO run limit in the last inning. The last inning will be the 6th inning, or the “last inning” declared by the umpire due to time or safety constraints. Managers and the Umpire shall confer to declare the last inning when the time limit is approaching. The declared last inning will be the final inning even if the time limit has not been reached when the inning concludes.

- If more than 5 runs are scored due to a ground-rule double or over-the-fence home run in a “run limited” inning, those additional runs will count in the score.

Mandatory Play: Every rostered player present at the start of the game will participate in each game according to the following guidelines;

- Play defense for at least nine (9) defensive outs in a 6-inning game.
- Play defense for at least six (6) outs in a game with less than 6-innings.
- Each player shall play at least one (1) complete inning at an infield position before the start of the fourth (4th) inning.
- Player’s mandatory playing time may be reduced due to arriving late or leaving early, but should meet the six (6) defensive out minimum if possible.
- Free substitution is allowed.

Fielding Rules:

- Outfielders must begin each play with both feet in the outfield grass and may not be positioned on or inside the infield dirt at the time of the pitch.
- An outfielder may not record an unassisted force out by running the ball to a base and stepping on it. To record a force out, the outfielder must throw the ball to an infielder covering the base.

Batting Order: The continuous batting order (per Rule 4.04) shall be used all season. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken. If a removed player returns to the game they are inserted into their original spot in the batting order.

- Any player arriving after the start of the game shall be added at the end of the starting batting order, if the Manager so chooses (Rule 4.04 Note 2).
- Any player leaving early shall bat at least one (1) time.

Bunting: Batters are not allowed to bunt.

Infield Fly: The infield fly rule is not in effect.

Dropped Third Strike: The dropped third strike rule is not in effect.

One Foot in the Batter's Box: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Exceptions to this rule are provided in the Little League Rule Book guidelines, Rule 6.02-C. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

Batter Safety: If a batter throws their bat during an at bat, a warning will be issued. A second offense results in the batter being called out.

Player Pitching:

- Pitcher's may deliver a maximum of 50 pitches or pitch two innings (6 outs), whichever comes first. Pitching limits listed in the Little League Rulebook do not apply.
- **Threshold Rule:** If a pitcher reaches the pitching limit while facing a batter, the pitcher may continue to pitch until the at-bat is complete, or a third out is made.
- **Mandatory Rest:**
 - 1-20 pitches = 0 Days Rest
 - 21-35 pitches = 1 Day Rest
 - 36-50 pitches = 2 Days Rest
- A pitcher's pitch count for the purpose of day(s) rest is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit has been met.
- A pitcher once removed from the mound cannot return as a pitcher.
- A pitcher that delivers 41 or more pitches, and is not covered under the threshold exception, may not play the position of catcher for the remainder of the day.
- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, and is not covered under the threshold exception, may not return to the catcher position on that calendar day.
- Hit by Pitch: If a pitcher hits three (3) batters in a game they must be removed from the pitcher's position for the rest of the game.

Mound Visits:

- A manager or coach may come out once in one inning to visit with the pitcher, but on the second mound visit, the player must be removed as a pitcher.
- A manager or coach may come out two times in one game to visit with the pitcher, but on the third mound visit, the player must be removed as a pitcher.
- A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher.
- A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

- A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule.

Intentional Walks: Intentional Walks are not allowed. The pitcher must throw to the batter.

Curveballs: Curveballs are NOT allowed in the AA Division. No Manager/Coach shall teach a pitcher to throw a curveball or permit their pitchers to throw them in a game or practice. If an umpire deems that a curveball is being thrown, there will be a warning to the pitcher and the manager. Additional violations may result in ejection from the game and subsequent suspensions.

AA Pitching Eligibility: A league age 11 player may only pitch one inning per game and the same player cannot pitch in consecutive games. Only one league age 11 player per team is allowed to pitch in one game.

Coach Pitching – No Walks:

There will be no base on balls (walks) during the first portion of the season (through April 3rd). If a batter receives four balls, a manager or coach will throw 3 pitches to the batter regardless of the number of strikes in the count.

- The pitch must be thrown from the pitching mound circle, while the coach is in a crouched position or “taking a knee” so as to throw a flat pitch.
- No Hit by Pitch base award is allowed when the coach is pitching.
- If the ball is not put in play after the 3 pitches, the batter is out.
- A foul ball or hit by pitch cannot be the final pitch.
- A pitch counts as a coach pitch if a batter does not swing, or the pitch is not a strike.
- If the batter hits a foul ball on the third coach pitch, the at-bat continues and the coach will throw additional pitches.
- There will be no coach pitch after April 3rd.
- If a batter is hit by a pitch (HBP) during the kid-pitch, the batter may choose to take first base or receive coach pitch for the remainder of the at-bat (through April 3rd only).

Runners

Walk: A batter is limited to first base after a walk, and runners on base are limited to the next base they are forced to occupy. There shall be no advancement of additional bases after a walk.

Runners: Runners shall not leave the base they occupy on a pitch until the ball is contacted by the batter, or crosses the batter.

Hit to Infield: Runners may advance only to the next base on an infield hit. An infield hit occurs when a ball doesn't cross the plane between the infield dirt and outfield grass.

Hit to Outfield: Runners may continue to advance bases until the ball is thrown in and breaks the plane between the infield dirt and outfield grass. The ball does not need to be controlled by a defensive player for this rule to apply.

- If a runner attempts to advance after the ball has crossed into the infield, the play is still live and they advance at their own risk, and may be tagged out. If they are not put out on the play and the umpire determines the ball had already crossed into the infield before the runner crosses the preceding base, the runner will be returned to the previous base.

Overthrows: On a batted ball, a runner may advance a maximum of one (1) base beyond the base they were going to on an overthrown ball in the field of play. All runners advancing are at risk. If the runners incorrectly advance safely to more than one base, the umpire shall return runners to their appropriate bases once the play has concluded.

- A runner may not advance home on an overthrow.

Stealing: Stealing is permitted. Runners may advance a maximum of one (1) base on each steal attempt regardless of an overthrow or subsequent throws to the bases.

- Stealing home is not permitted. A runner occupying third base when the ball is pitched can only score when the ball is put in play by the batter, when forced in by a walk, or forced in by any other manner.

Sliding: Sliding feet first is permitted. Sliding head first is illegal and is an automatic out.

Improper Advancement: If a runner advances beyond what is permitted, and the ball is live, the runner is at risk of being put out. Once the play is complete, the umpire will send runners back to the appropriate bases.

Courtesy Runners: A courtesy runner is only allowed for the Pitcher or Catcher of record at the end of the previous defensive inning when two (2) outs are recorded. The courtesy runner will be the player who was the last recorded out. This rule is intended as a courtesy to speed up the transition between innings.

Mercy Rule: A team shall concede the victory (forfeit) after one team has reached a difference in score of 15 runs after the 3rd inning, 10 runs after the 4th inning, or 8 runs after the 5th inning.

Protective Gear: Catchers must wear full protective gear per Little League Playing Rules. All players must wear a protective cup. Safety and proper technique must be considered by every manager.

Coaches: All coaches and managers must have completed the required trainings and background checks. There may be two adult base coaches as long as there is at least one manager, coach, or league approved volunteer in the dugout at all times.