

**CHOWCHILLA LITTLE LEAGUE**  
**GROUND RULES**  
**2026 REGULAR SEASON**

## **MINORS AA - MACHINE/PLAYER PITCH**

**Team Selection:** Team will be selected by the player agent using the blind draft method. There will be a maximum of (13) players on a roster.

**Player Replacement:** If a player is not present for four (4) consecutive games/activities or if the manager becomes aware that the player will not return within four (4) consecutive games, the team manager shall notify the player agent. The player agent will contact the player/parents before releasing the player. The player agent will decide if the player should be replaced and will replace with a player from the list of available eligible players. The notification and replacement shall occur in 72 hours of discovery. No replacements will be allowed in the last eight (8) regular season games. If the team manager fails to notify the Player Agent of any player that has not been present for four (4) consecutive games/activities, the team manager will be suspended for one (1) game. Team will play with three coaches. The game in which the suspension will be served will be determined by a board vote.

**Injured player:** The player agent and safety officer must be notified of any player who is injured and is expected to miss any game(s). If the player seeks medical attention, they must have a note from the doctor to return to play. Any player who is injured and expected to return to play before the end of the season, will remain on the roster and may return to play with a doctor's note. Any player who is injured and is not expected to return to play before the end of the season will be removed from the roster.

**Games:** The game will start and be played if a team has at least seven (7) players.

**Batting Order:** A continuous batting order will be used. If a player is injured and sits out then he may re-enter in the same spot. This spot is not an automatic out. The batting order never changes after the first pitch of the game. If a player arrives late he will be inserted at the end of the batting order.

**Runs Scored:** There will be a maximum of five (5) runs scored per ½ inning. Max three (3) runs per ½ inning when a player is pitching.

**Pitching Machines:** A pitching machine will be used during the first 3 innings of the game. (The board reserves the right to adjust the machine pitch to the first 2 innings for the second half of the season.) The remaining innings will be player pitch. In case of machine failure, each team will use an adult coach pitcher. If the machine throws a "wild/unhittable pitch" the umpire will call "NO PITCH" and the pitch will not count against the batter. HOME TEAM has the responsibility to set the machine up before the game and quickly remove the machine when it is time for player pitch. There will be a "Pitching Machine ZONE" including the machine and diameter of the mound. If a ball hits the machine or coach, or comes to rest on the mound, this

will be considered a dead ball and a ground rule single. All runners on bases will advance one base. Player positioned next to the adult pitcher or the machine is classified as the pitcher.

**Stealing:** There is no stealing allowed the first half of the season. Stealing 2nd and 3rd base is allowed the 2nd half of the season. Players can only steal 2nd and 3rd base during the inning when a player is pitching.

**Stopping the Play:** When the defensive team has stopped the runner from advancing to another base, the umpire will view the play as dead. Runners are not allowed to advance on an errant throw back to the pitcher. This call will be strictly based on the umpire's judgment.

**Required Playing Time:** All players shall play a minimum of six (6) defensive outs, and one (1) at bat.

**Age Restriction:** AA Minor League will consist of players league age eight (8) to eleven (11) years old.

**Coaches:** In AA division there can be 1 (one) rostered manager and three (3) rostered coaches, plus two (2) additional practice coaches, which will be allowed to be on the field IF one or more of the three (3) rostered manager/coaches are unable to attend due to work or other prior commitments: they will not be eligible for coach's draft options in future years. All coaches need to appear in appropriate team attire. There will be no more than four (4) adult coaches on the field per team during a game. Ejected coaches cannot be replaced.

**Protesting Games:** No protests in minors per rule 4.19 (g)

**10 Run Rule:** The ten (10) run rule will be followed in accordance with Rule 4.10(e).

**Batter:** Must keep one foot in the box as outlined in Rule 6.02. Each batter will receive five (5) hittable pitches (determined by the umpire) from a machine to hit a fair ball or a foul fly which is caught. Three (3) swinging strikes is an out. If there is a foul ball on the 3rd swing or 5th pitch the batter will receive extra pitches until a strikeout or ball in play occurs. When a player pitcher enters, regular 4 ball walk and 3 strike out rules will be in effect.

**Time Limit:** No new batter 1 hour and 30 minutes after the first pitch. Coaches need to be quick in between innings to maximize their playing time.

**Pitching Warm up between innings. Rule 8.03:** Between innings the pitcher will get eight (8) pitches to a catcher or throws to a fielder and may not take more than one minute.

**Catcher:** The manager must indicate the catcher for the next inning when he/she is up to bat: Catcher can be replaced when on base with two outs, with the player who recorded the last out, catcher must return to the dugout to be dressed and ready to catch for the next inning.

**Home Team:** Home team will be responsible for dragging and raking the field, chalking the field, placing the bases and putting them away at the end of the game. Home team will be the official pitch count of the game. Home team is responsible for turning in the completed pitch count sheet to the snack bar. Home team is responsible for checking all locks on all doors, gates, etc. and **shutting off the lights.**

**End of the Season Tournament:** At the end of the regular season there will be a double elimination tournament to determine the league champion. Regular season rules will be used for Tournament play except 1 hr 30 minutes no new inning. For the 5th inning on each half inning will be played until 3 outs are made, there will be no run maximum (the 10 Run Rule as defined above will take precedence). Tournament seeding will be blind draw.

**Rain-Out Games:** If the Field Maintenance Coordinator declares the fields unplayable due to rain, or weather, games will be postponed until the FIRST Saturday or Sunday that the Field Maintenance Coordinator declares the fields playable. Make-up games date/times must be cleared by the VP and umpire coordinator.

**Pitching Violations:** It is the team manager's responsibility to ensure that the pitching rules outlined in "Regulation VI - Pitchers" of the Little League International Official Regulations and Playing Rules book (also known as the green book) are adhered to at all times. If one of the pitching rules in this section is violated, the team manager must serve an automatic one game suspension. The violation must be verified by any two (2) of the following members of the league to be considered a violation, the Head Umpire of the game in which the violation occurred, the President, the Vice-President, the Division Vice-President, the Player Agent. The Manager will be suspended for the next game actually played.