



# Brazoswood

## Little League

### Double AA Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

#### Recommended league ages: 8 year olds

Minimum play rules are in effect in the AA division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Managers are responsible for ensuring that trash from the cans are taken to the dumpster area and a new bag is placed in the can. Failure to observe cleanup of stands, dugouts, and trash cans after games may result in suspension of team personnel.

#### General Rules:

1. Game time limit is one hour and thirty minutes (1:30) of play, regardless of number of innings played. The inning, once started, shall be completed. The inning ends and a new inning begins as soon as the third out is made or fifth run is scored, for time purposes. In any event, no inning shall start after 10:00 pm.
2. Games can end in a tie, once a time limit or maximum innings are reached, whichever comes first. The exception would be for tournament play, a winner must be declared. *Refer to Tie-Breaking play for procedures on breaking a tie.*
3. Taunting of players is strictly prohibited.
4. The Home Team Manager and assistants are responsible for bases and all field care, before each game and the visiting team is responsible for post-game care. If your game is the last scheduled game on the field, the Visiting Team Manager and assistants are responsible for ensuring that all equipment is put away and secured, and that the field is drug with provided equipment.
5. Home Team is the official book and must provide a scorekeeper. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as score keeper. The home score keeper must sit behind the backstop and not in the stands. Visiting score keepers may also sit behind the backstop, but it is not required.
6. Visiting Team is responsible for running the scoreboard.

7. A single umpire will be provided, which will always maintain control of the field, from the infield area.
8. A machine will be used, with the speed set to 42 MPH.
9. The offensive coach will feed the balls in the machine to its own players.
10. The coach feeding the machine shall have not contact, either verbal or non-verbal with the batter and/or base runner. One warning will be given by the umpire, with the second violation resulting in immediate removal of the coach feeding the machine.
11. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner may be subject to discipline by Managers and/or Umpires.
12. Managers and Coaches may not touch a player during a play. If an offensive base runner is touched during play by a Manager or Coach, the runner will be declared out.
13. The run rule will be in effect, which is a total of five (5) runs per inning or three (3) outs, whichever comes first.
14. The Home team is designated to have the cages for 30 minutes, starting 1 hour and 30 minutes prior to game time. The Visiting teams will then have the cages for 30 minutes 1 hour prior to game time. Teams are only allowed to use the cages that are marked for their specific division and not utilized more than their designated cage. Teams must report to the field for warmups for the 30 minutes remaining, prior to game time.

#### **Offense Rules:**

1. Batting order shall consist of all players present, utilizing a continuous batting order, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game.
2. Stealing is allowed. The runner may only leave the base once the pitched ball has reached the batter. Leading off is not allowed.
  1. Runners may advance one base per passed ball to the catcher. If the catcher attempts to throw out a runner advancing, either on a passed ball or stealing, and overthrows the base, the runner may not advance an additional base.
  2. Runners may advance one base on overthrows to first, second, or third bases. Runners are only allowed to advance one base on an overthrow, not a base per overthrow. Example; If a defensive player overthrows first base, the runner may advance to second. If the defensive player at first then attempts to throw the runner out at second and overthrows the base again, the runner will NOT be allowed to advance another base. If a runner was on first base at the time of the first overthrow to first base, the runner may only advance to third base, not home.
3. Headfirst slides are not allowed except when a player is returning to a base. Non base- returning headfirst slides result in an automatic out.
4. The play will end once the lead runner is stopped and the Umpire rules the play dead.
5. Each player shall receive five (5) hit-able pitches not to exceed three swinging strikes
6. Batters are out in the event of a drop third strike.
7. There shall only be 3 offensive Coaches on the field during offense. First and third base Coaches and 1 Coach feeding the pitching machine.

**Defense Rules:**

1. Ten players maximum are on the field. Standard infield positions must be used. Up to four outfielders are allowed, positioned in an umbrella formation.
2. The pitcher must wear a helmet with a facemask and must stand to either side of the machine but must stand behind the wheel of the pitching machine. The pitcher must also have one (1) foot in the dirt when the ball is fed into the machine.
3. All Managers must adhere to mandatory play rules as outlined in the Little League Green Book for all players.
4. There shall be no Defensive Coaches on the field during play.

**Tie-Breaking Play:**

Tie-breaking play is only used in tournament play, where a winner must be declared. Tie-breaking procedures are designed to speed up play in determining a winner. The process is as follows.

1. The last batter (last out) from the previous inning will be placed on first base, and the batter prior to that will be placed on second base.
2. The inning will start with one (1) out and two (2) runners on (first and second).
3. The Home and Visiting team will have a chance to score in each tied inning. Whichever team has the lead at the end of the inning, is declared the winner.
4. This process will continue until a winner is determined.