



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: 7-8 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 required 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 the fifth run is scored. 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. For turf fields, this includes ensuring bases are put away.
5. Home Team is the official book and must provide a scorekeeper to keep the score in GameChanger. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as scorekeeper. The home score keeper must sit behind the backstop and not in the stands.

6. Visiting Team is responsible for running the scoreboard.
7. At least one registered volunteer must be always in the dugout.
8. A single umpire will be provided, which will always maintain control of the field, from the infield area.
9. Pitching distance – the coach pitching must release the ball no closer than 35 ft from the front of the plate.
10. A coach pitcher is prohibited from coaching baserunners but will be allowed to assist the batter in the batter's box.
11. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth pitch, he or she can continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering a ball with a swing or check swing crossing the plate or fouling a pitch. Everything else will be called a ball regardless of location. No walks are permitted.
12. 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.
13. 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.
14. The run rule will be in effect, which is a total of five (5) runs per inning or three (3) outs, whichever comes first.
15. The Home team is designated to have the batting cage 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 are encouraged to alter their batting order each game.
2. Stealing is not permitted. Runners must be on base until the batter makes contact with the ball, runners are not allowed to advance on passed balls by the catcher.
3. The umpire will call the play dead when play has been stopped or possession by the coach or player pitcher of the ball. Runners may advance until the ball has been returned to possession of the player or coach pitcher, or until the umpire calls time.
4. Headfirst slides are not allowed except when a player is returning to a base. Non base- returning headfirst slides result in an automatic out.
5. Batters may not advance on a dropped third strike.
7. There shall only be 3 offensive Coaches on the field during offense. First and third base Coaches and 1 Coach pitching from 35' from the front of home plate.

Defense Rules:

1. Ten defensive players maximum on the field. Standard infield positions must be used.
Up to four outfielders are allowed, positioned in an umbrella formation 20' behind the infield turf.
2. The pitcher may wear a helmet with a facemask and must stand behind the coach pitcher and have one (1) foot in the dirt.
3. All Managers must adhere to mandatory play rules as outlined in the Little League Hand 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.

Coach Pitch FAQ's:

The topics below are NOT an inclusive list and mainly apply to coach pitch division. Once the game begins, the Umpire will make all final decisions.

1. Can a runner score from 3rd on an overthrow?
Yes
2. Can an outfielder make an unassisted play at any base?
Yes
3. Can a runner on 3rd base score on a passed ball by the catcher?
No, not unless the ball was put into play by the batter and time has not been called by the umpire.
4. How many bases can a runner advance on an overthrow?
There is no limit.