

Almaden Little League Ground Rules – Majors/AAA, 2021

Rules Concerning Conduct and Sportsmanship:

1. Smoking or consuming alcoholic beverages at the League's fields is prohibited. In addition, it is a violation of State law to smoke on school grounds. Reg XIV (e). Penalty: The offender will be asked to leave the premises. The Board of Directors has the authority to ban the offender from any of the League's fields and activities.
2. Profanity is prohibited on the playing field or in the dugout. Reg XIV(a); Rules 4.06(2), 4.08 and 9.05(b) and (c). Penalty: ejection.
3. Players, coaches, and spectators are not permitted to harass, or in any way put down players or umpires. The offender will be asked to cease such action. If the action continues, the offender will be ordered out of the game and/or off the premises. Managers are responsible for the conduct of their players. Rule 9.01(d).
4. Spectators must remain outside of the field of play boundaries. Spectators must remain a minimum of ten feet behind the backstop and must not bother the official scorekeeper. Penalty: same as 1 above.

Local Rules:

1. No food or gum is allowed on the field (this includes sunflower seeds).
2. Managers must submit their starting line-up to the official scorekeeper at least ten minutes before game time. Line-ups shall include player's last name and number, manager's name and a maximum of two coaches.
3. Every player on the team's roster present at the beginning of a game, properly dressed, and physically able to play shall play a minimum of three innings in a full game. Three innings means nine defensive outs and at least one at bat. In the event a team plays less than six defensive innings, every player shall play a minimum of six defensive outs and have at least one at bat. Penalty: Same as Regulation IV(i) – "The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed. The manager shall for the: (A) First Offense – receive a written warning. (B) Second Offense – a suspension for the next scheduled game. (C) Third offense – a suspension for the remainder of the season."
4. Each home team will provide a volunteer to work in the snack shack during weeknight games (2 people total) and the first scheduled Saturday game. On Saturdays, both home and visitors from both divisions (4 people total) will provide a volunteer to work in the snack shack with the visitor's volunteers sharing barbeque duty. Visitors do not provide a volunteer for the first scheduled Saturday game. Games will not be allowed to start until all volunteers have reported to the snack shack. No one under the age of 16 will be allowed to work in the snack shack unless otherwise approved by the snack shack coordinator.
5. Home team sets up the field and visitors take it down.
6. All managers and coaches are required to attend a coach clinic, umpire clinic, and first aid clinic provided by the League and complete an application form to be used for background checks.
7. Teams will be assigned a minimum # of games to umpire. It is the team manager's responsibility to provide "qualified" umpires should the manager/coach not cover the assignment. A missed umpire assignment may, at the discretion of the Board, result in that team's manager being suspended for the next game played.
8. Manager/coaches are responsible for making sure the dugout and bleacher areas are free of litter after each game. If the garbage cans need to be emptied, it is the responsibility of the

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manager/coach to send someone to the snack shack to get a plastic bag and empty the garbage can. It is not the responsibility of the snack shack to pick up garbage!

9. A team needs eight players to play a game. If less than nine are anticipated, the manager shall call the Player Agent to get a pool player. The Player Agent has the final say on the player selected. Selection shall be in accordance with Regulation V(c). If a team is playing with 8 players, the missing spot will be recorded as an out when that position comes up in the batting order. This applies to teams starting with 8 and teams who lose a player to injury and continue with only 8. This rule is new for 2021. Rules 1.01, 4.04, 4.16, 4.17, 6.05(n)

Playing Rules and Points of Emphasis:

1. Only one manager shall be allowed to talk to the umpire at a given time during the course of the game.
2. Only the manager/coach shall be allowed to direct players on the field. A manager/coach may call time-out to talk to the pitcher and may go to the mound. When a manager/coach talks to the pitcher, the catcher or any other player may join in the conference. Only one (**Minor Division**: two) conferences with the same pitcher are allowed per inning. On the second (**Minor Division**:third) visit in the same inning, the pitcher must be removed as a pitcher. On the third (**Minor Division**:fourth) visit to the same pitcher in one game, the player must be removed as a pitcher. Rule 8.06.
3. We have adopted rule 4.19(g) Minor League: “Protests must be resolved prior to the next pitch or play”.
4. Only one offensive time-out will be permitted each inning. Rule 5.10(d)
5. Players may be suspended from the team only by action of the Board of Directors. If a manager feels that a player’s actions warrant suspension (either permanent or temporary), the manager shall make his/her recommendations to the Board, with the player’s parent(s) or guardians(s) present. The Board will then take whatever action, if any, it deems appropriate. Reg IV(a) Note 2.
6. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Rule 7.08(a)(3)
7. The Umpire-in-Chief (plate umpire) shall call a game for darkness if he/she believes that it is too dark to continue play safely. Umpires are cautioned that their primary concern in deciding if it is safe to continue play should be the ability of batters to see pitched balls clearly. In any event, no game shall extend beyond ten minutes after sunset, as specified in the San Jose Mercury News or as shown on the printed game schedule, provided by the League. No inning may begin after sunset. At the beginning of each late afternoon game, the Umpire-in-Chief and the managers shall agree on the time of sunset, and the Umpire-in-Chief will determine which watch shall be used to determine the official time for the game. Rule 4.10, 4.11, 4.12, and 5.10(a) & (b).
8. The Umpire-in-Chief (plate umpire) shall call any game for weather if, in his/her judgment, it is unsafe to play. Rule 3.10(b)
9. All players must wear their league-supplied hat, jersey, pants, socks, and Little League approved cleats or tennis shoes. If desired, a player can wear shirts with sleeves that match one of the team uniform trim colors (not white). Rule 1.11(a)(3).
10. All male players must wear athletic supporter, and all male catchers must wear a protective cup. Rule 1.17.
11. Pins or jewelry must not be worn by players. Rule 1.11 (j)

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12. There is no “on-deck” position. All “on-deck” circles, cages, and other designated warm-up areas are prohibited due to safety concerns. Players are not permitted to handle a bat at any time, with three exceptions: 1) leaving the dugout when it is his/her time at bat, and of course during the course of the at bat, 2) clearing bats used by other batters, and 3) the first batter in each inning may warm up with a bat at a place that is clear of the dugout area and the home plate area. The batter will be required to go directly from the dugout to assume the batters position. Rule 1.08.
13. Any runner is out when the runner slides head-first while moving forward. Note: Applies only when advancing to a base. Does not apply when returning to a base from a run down or pickoff situation. Rule 7.08(a)(4).
14. Any regular season game will be considered a regulation game, if it is called:
 - a. If four innings have been completed, with the visiting team ahead by 15 runs or more, or
 - b. If three and one-half innings have been completed, with the home team ahead by 15 or runs or more, or
 - c. If five innings have been completed, with the visiting team ahead by 10 runs or more, or
 - d. If four and one-half innings have been completed, with the home team ahead by 10 runs or more.
 - e. If a game is called before it has become a regulation game, it shall be resumed exactly where it left off. Rule 4.10(d).
15. No one except eligible players in uniform, manager, and not more than two coaches shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Rule 3.17.
16. The offensive team *shall* station two coaches on the field during its time at bat, one near first base and one near third base. Coaches shall - 1) be eligible players or an adult manager or coach; 2) remain within the coaches boxes at all times; 3) talk to members of their own team only. Rule 4.05. Note that one adult must be in the dugout at all times. So if there are two or fewer adult manager/coaches at the game, at least one of the coaches will have to be an eligible player.
17. The defensive team may station one manager/coach on the field, directly in front of and within one arms length of his/her dugout opening, for the purpose of instructing his/her team.
18. Any game to be “made-up” shall automatically be scheduled for the Sunday immediately following the scheduled game. Games shall be played in the order in which they were cancelled or suspended. If either of the teams involved is scheduled for the Monday game following the subject Sunday, the make-up game shall be moved to the next Sunday. The Division Rep shall be the final authority in rescheduling make-up games.
19. A batter is out for illegal action when - Rule 6.06(d) The batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box.

Note: If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used an illegal bat:

 - a. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - b. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.

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- c. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.
20. **Uncaught 3rd Strike: MAJORS ONLY** - Rule 6.09 (b) The batter becomes a runner when - The 3rd strike called by the umpire is not caught, providing (1) 1st base is unoccupied or (2) 1st base is occupied with 2 out.
21. **Intentional Walks** – Rule 6.08 (a) The defense may elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire at any time during the at bat. The ball is dead and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

Pitch Count Bits & Pieces

- Maximum Pitch Count by League Age:
 - 7-8: 50 pitches per day
 - 9-10: 75 pitches per day
 - 11-12: 85 pitches per day
- Rest requirements for league age 14 and under:
 - 66+ pitches – 4 days’ rest
 - 51-65 pitches – 3 days’ rest
 - 36-50 pitches – 2 day’s rest
 - 21-35 pitches – 1 day’s rest
 - 1-20 pitches – No day’s rest
- Who keeps the pitch counts?
 - The official scorekeeper
 - The official scorekeeper is the official counter in Almaden
 - Only one (1) official counter per game
 - Official counter shall inform the UIC when a pitcher reaches his/her limit
 - Managers are ultimately responsible to remove pitchers that reach max limit, even if the Official counter neglects to inform the UIC.
- When a pitcher reaches a max limit while pitching to a batter, the pitcher may continue until the earlier of:
 - the batter reaches base or is put out; or
 - the third out is made to complete the half-inning
 - When a pitcher reaches a rest limit while pitching to a batter the pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter
- Pitcher illegally exceeds max limit:
 - Pitcher must be removed from the mound immediately
 - Opposing team’s manager may protest before umpires leave the field
- Pitcher can pitch only one game a day
 - Cannot pitch in a continuation game and then a regularly-scheduled game

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- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
- Any player, who has played the position of catcher in any part of 4 or more innings in a game, is not eligible to pitch on that calendar day.
- A player who plays the position of catcher for three (3) innings or less, then moves to pitcher, cannot return to catcher if 21 or more pitches have been thrown by said player.
NOTE: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until (1) the batter is retired, (2) that batter reaches base, or (3) the third out is made to complete the half-inning or game.

AAA-SPECIFIC GROUND-RULES:

1. **Official Scorekeeping** - The Home team will provide an official scorer who will keep score in the Official Scorebook at each game. The Official Score will not be kept in the dugout, or by a manager or coach. The Official Scorer will keep the score either in the score booth or in the Home Team bleachers at all times. The Official Scorebook will be returned to the Snack Shack immediately following the game, or given to the home team manager of the following game (e.g. Saturday).
2. **Playing Time and Batting** - Any player on the team's roster present at the start of a game, properly dressed, and physically able to play shall play a minimum of three innings in a full game. In the event a team plays less than six defensive innings, every player on that team shall play a minimum of six defensive outs and have at least one at-bat. Every team shall bat all physically able players through the order, A player originally in the order but unable to bat (e.g. injury, left the game, etc.) shall be skipped in the order, no other penalty.
3. If a runner is injured during play, the last batter not currently on base or at bat shall become their substitute runner for the remainder of the inning.
4. **Eligible Pitchers** - A player who is league-age 12 can NOT pitch at the AAA level. Regulation VI(j).
5. **Maximum Runs per Inning** – A five-run limit is imposed, which completes the half-inning. The option to suspend the five-run rule in the last half-inning for either team has been adopted. Rule 5.07, Rule 2.00 Inning.
6. **Game Times and Lengths** - Weekend games that are followed by another Little League game will be called due to time, two hours and fifteen minutes (2 hrs 15 min) after the official start time. Additionally, no new inning shall be allowed to start two hours and five minutes (2 hrs 5 min) after the official start time.
 - a. The last scheduled game shall not be affected by the time limit.
 - b. **Note:** If any game (weekday or weekend) is halted before it is a "regulation" game (as described in Rule 4.10), Rules 4.10(d), 4.11(d) & 4.11(e) will apply.
 - c. Make-up/rain-outs, incomplete games or games that otherwise cannot be played at their scheduled times will be rescheduled by the AAA rep at his/her discretion.
 - d. On Saturdays, it is strongly recommended that managers/coaches warm their teams up on the sidelines prior to the end of the game in progress. On-the-field warm-up, or "infield", will be limited to 5 minutes per team.

Playing Ground Rules

1. **Out of Play** - Out of play is defined as the front of each dugout extended (inclusive of fence extensions) to the outfield fence. Any player who does not catch a ball with both feet in the field of play shall be ruled "out of play". Any fair ball that travels out of the field of play after first hitting the ground (for any reason) shall be ruled a ground rule double.
2. **Scoreboard** - Any fair ball hitting the scoreboard or scoreboard support columns in flight will be ruled a home run. Any fair ball hitting the scoreboard or scoreboard support columns after landing in the field of play and bouncing over or through the fence will be ruled a ground rule double.
3. **Slash Bunting** - Slash Bunting is NOT allowed in the Minor Divisions. Penalty: Dead ball strike, no players will be allowed to advance. If the third strike, batter is out.

MAJORS-SPECIFIC GROUND-RULES:

1. **Official Scorekeeping** -The Home team will provide an official scorer who will keep score in the Official Scorebook at each game. The Official Score will not be kept in the dugout, or by a manager or coach. The Official Scorer will keep the score either in the score booth or in the Home Team bleachers at all times. The Official Scorebook will be returned to the Snack Shack immediately following the game, or given to the home team manager of the following game (e.g. on Saturday).
2. **Game Times and Lengths** - There will be no time limits on Major Division games. Play will continue until one team wins the game, or until the umpire calls the game due to darkness or weather. If a game is halted before it is a “regulation” game (as described in Rule 4.10), Rules 4.10d, 4.11d & 4.11e will apply.
3. **Make-Up/Rain-Outs** - Incomplete games or games that otherwise cannot be played at their scheduled times will be rescheduled by the Major Rep. Games will automatically be rescheduled for the Sunday immediately following their cancellation, in the order in which they were originally scheduled.
4. **Playing Time:** Every player on the team’s roster present at the beginning of a game, properly dressed, and physically able to play shall play a minimum of three innings in a full game. Three innings means twelve defensive outs and at least one at bat. In the event a team plays less than six defensive innings, every player shall play a minimum of six defensive outs and have at least one at bat.
5. **Batting Order:** Majors will utilize a continuous batting order (CBO) throughout the regular and league post season.

Playing Ground Rules

1. **Scoreboard** - Any fair ball hitting the scoreboard or scoreboard support columns in flight will be ruled a home run. Any fair ball hitting the scoreboard or scoreboard support columns after landing in the field of play and bouncing over or through the fence will be ruled a ground rule double.
2. **Slash Bunting** - Slash Bunting is allowed in the Major Division.

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Little League Rules options adopted by Almaden Little League:

The Official Little League Rules (the Greenbook) allows leagues to optionally adopt some very specific rules. Those rules are listed here

1. Regulation III(d) Note 1: A league may adopt a local rule prohibiting replacements from the Minor League program onto a Little League (Major) Division team during the last two weeks of the regular season schedule. ALL has NOT adopted this rule.
2. 1.04: Optional 80 foot base paths for Junior League. ALL utilizes 90 foot base paths on the Junior field.
3. 1.06 Note 2: Optional use of “double first base”. ALL does not use the “double first base” at any level.
4. 1.07 Note: Optional 54 foot pitching distance for Junior field. ALL uses a 60’6” pitching distance on the Junior field.
5. 4.04: Optional continuous batting order (CBO) for Majors. ALL has adopted a CBO for the entire regular and league post season. In addition, each player must play a minimum of 9 defensive outs.
6. 4.10(e) Note 2: 10 run rule after 4 innings (3 ½ innings if home team ahead). ALL has adopted the 10 run rule for minors and majors after 5 innings (4 ½ innings if home team ahead).
7. 4.10(e) Note 2: 15 run rule after 3 innings (2 ½ innings if home team ahead). ALL has adopted the 15 run rule for minors and majors after 4 innings (3 ½ innings if home team ahead).
8. 4.19(g) Minor protests. ALL requires all protests be resolved before the next pitch or play.
9. 5.07: Minor league suspension of 5 run rule in last half-inning for either team. ALL has adopted the suspension of the 5 run rule in the last half-inning for either team.
10. 6.02(c): Batter in batter’s box. ALL has NOT adopted the rule requiring a batter remain in the box with at least one foot throughout the at bat (with notable exceptions).
11. 6.05(b): Optional Major league dropped third strike. ALL uses the Major league dropped third strike.
12. 7.14: Optional limit (twice per game) for Major special pinch runner in non-CBO lineup. ALL uses continuous batting order for Majors and does not utilize tournament rule 3(d) limiting use of the special pinch runner to twice in one game.
13. 9.01(d): Stealing Signs. ALL has not adopted the option to eject any player, manager, or coach for stealing/relaying signs to alert the batter of pitch selection and/or location as unsportsmanlike at the discretion of the umpire.
14. 4.10, 4.11 Optional time limit of 1:45 for games. ALL has NOT adopted this rule, See the Almaden Minor league time limit
15. 1.01, 4.04, 4.16, 5.17, 6.05(n) Allows for a team to play with 8 players. An out will be assessed on offense for the missing player when that position comes up in the batting order. ALL has adopted this rule.
16. 2.00, 3.04, 7.14 Optional courtesy runner for pitcher and catcher with 2 outs. With CBO, the last out(s) will become the courtesy runners. If pitcher and catcher are both on base, and the team elects to replace both players, the most recent out takes place of the runner closest to home. ALL has adopted this rule.

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17. 9.04(a) Optional rule allowing plate umpire to call balls and strikes from behind the pitcher's mound. ALL has adopted this rule.

New Rules for 2021

- 4.16 - If a game cannot be played because of the inability of either team to:
- (a) - place nine players on the field before the game begins (Local League Option: A game may not be started with less than eight (8) players on each team.); and/or,
 - (b) - place at least one adult in the dugout as manager or acting manager.
- This shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. NOTE: A game may not be started with less than nine (9) players on each team, nor without at least one adult manager or substitute manager. Local League Option: A game may not be started with less than eight (8) players on each team.
- 4.17 (b) - Courtesy Runner: A local league may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher or the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. Exception: If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.
- 6.08 - The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when –
- (2) - Minor/Major Division: The defense elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
- NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter.
- NOTE 2: The ball is dead and no other runners may advance unless forced by the batter's award. The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the Intentional Walk will be added to the pitch count.
- 9.04 (a) - The plate umpire shall stand behind the catcher. Exception: Local League Option: The plate umpire may stand behind the pitcher.