

P.O. Box 672
Petaluma, CA 94953

League ID: 405-35-05

Petaluma National Little League

Spring 2024

AA Division Local Rules

The rules for the AA division will follow the Little League Green Book except as modified below.
Coaches and managers are expected to know the Little League Green Book.

SECTION I: FORCE AND EFFECT

- A. The Local Rules govern the play and conduct of Petaluma National Little League, also referred to as PNLL or "The League." The Local Rules are referred to as "By-Laws," serve in accordance with the Rules and Regulations of Little League Baseball, Inc.
- B. The Local Rules must NOT alter, supersede with any published Little League Baseball Rules, Regulations, Policies or Principles.
- C. Any rule shall NOT remove or replace authority granted to certain persons by the Little League Baseball Rules and Regulations.
- D. The League shall be governed by the Board of Directors, elected from the general membership, consisting of volunteer personnel.
- E. The Board of Directors reserves the right to make changes and /or exceptions to the local rules by normal Board Meeting quorum and majority vote.
- F. The Local Rules shall be distributed and/or be available to any party required to implement and uphold the policies or directives (i.e. managers, coaches, umpires, player agent(s), Board of Directors, etc.).
- G. The League holds its players, managers, coaches, officials, family members and fans to the highest standards of good sportsmanship, fair play, civility, appropriate behavior, appropriate dress and respect for others.

SECTION II: VOLUNTEERS

- A. As a condition of service to the League, all managers, coaches, board members and any other persons, volunteers, or hired workers who provide regular service to the League and/or have repetitive access to, or contact with, players or teams must complete and submit an official "Little League Volunteer Application" to the President of the League. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed "Little League Volunteer Application" will result in immediate dismissal of the person(s) from the

SECTION II: VOLUNTEERS (cont'd)

- B. Volunteerism: Little League is a volunteer-run organization. Each family wishing to participate in this League shall be expected to embrace this concept. A parent or guardian for each child shall volunteer to work the required number of hours determined by the League. All persons working in the concession stand must be at least 14 years of age. During concession stand operating hours, the only individuals, aside from PNLL Board Members and Little League District Officials, to be in the concession stand are those individuals scheduled to fill a concession stand shift.
- C. Field Duties: The managers and coaches of the home team will prepare the field for play. The visiting manager will lock the storage container at the conclusion of the last game of the day, and after raking the field, and securing all League equipment in the dugouts. The visiting manager will also ensure the field/facilities are secure before leaving the area. The visiting manager will also TARP the field after the LAST GAME of the day. Each team is responsible for emptying trash from their respective dugouts.
- D. Scorekeeping: The AA Division does keep score (and pitch counts) for the ENTIRETY of the regular season and the entire playoffs. Score will be kept in the official scorebook as well as the electronic scoreboard. The home team will be responsible for providing an official scorekeeper while the visiting team will supply a scoreboard operator.
- E. In the AA division, when a junior umpire is utilized behind the plate, the visiting team must provide an adult umpire to cover one of the bases. If a manager/coach wants to speak with a junior umpire for any reason, the manager will not initially be allowed to do so. The manager will need to discuss any issues/grievances with the adult umpire or the junior advocate. The adult umpire/junior advocate will then discuss the matter with the junior umpire without the manager present. Balls and strikes are never to be argued.

SECTION III: REGISTRATION AND PLAYER EVALUATIONS (CONDUCTED BASED ON GUIDELINES FROM OPERATING MANUAL AND RULE BOOK)

- A. Player registration for the PNLL season shall begin online. Check website for dates and information.
- B. All player candidates who are League Age 8 to 16 shall participate in PNLL's sanctioned player evaluation ("tryouts") activities as determined by the League. Parents of 7 year old players may request an evaluation for potential consideration (but not guarantee) of said player being drafted to the AA division.
- C. Any player candidate who fails to attend 50% of player evaluations ("tryouts") forfeits League eligibility unless an excuse is presented and accepted by a majority of the Board of Directors. If a player fails to achieve the 50% requirement then said player will be placed at the lowest level as determined by age - unless approved by 2/3 vote by the Board of Directors.
- D. Once a player registers with PNLL and has completed tryouts, the league reserves the right to retain all submitted fees, forms and materials. No refunds will be issued after said player registers for PNLL.

SECTION IV: PLAYER SELECTION (BASED ON LITTLE LEAGUE GREEN BOOK)

- A. The number of teams at each level shall be determined by the Board of Directors immediately following the close of registration.
- B. Level of Play: A player candidate's League Age and the player draft will determine a child's level of play. All players League Age 7, and 8, drafted to a Little League Minors (AA) team, and all players League Age 9 years of age not drafted to a Little League Minors (AAA) team shall play for this division.

SECTION V: GENERAL GAME RULES:

- A. Game Status: Prior to game time, a presiding board member, Vice President of the Division, or Safety Officer may call games for safety and/or weather reasons. Games shall be rescheduled to continue per Little League rules. Once the game has begun the Board Member on Duty (BMOD) will be responsible for making decisions regarding weather and safety with regards to the field.
- B. Missed Games: A player who misses six (6) consecutive regular season games for any reason may be removed from the roster of his or her current team. The manager, through the Player Agent (and by way of copy to the President) must notify the Player Agent and President in writing, and may fill that spot within five (5) days of acknowledgment by the Player Agent. No open roster spots shall be filled within two (2) weeks of that team's last regular season game.
- C. The playing rules of Little League Baseball, Inc. and these local rules will govern play in all PNLL games. Particular attention shall be paid to the rules of minimum playing time (see Regulation IV (i) in the Little League Rule Book) and pitcher eligibility (see Regulation VI in the Little League Rule Book). PNLL will strictly enforce the rules of the game and any violation should be reported immediately to the Umpire-in-Chief at the game involved and the responsible Division Vice President.
- D. Make-ups: Incomplete or postponed games during the regular season will be rescheduled by the Division VP prior to the end of regular season play and reported to the Board. Make-up games will be played on the first available day following the postponed game. No make-up game will be played within four (4) days prior to any League Championship Playoff, unless the game is required to determine the playoff participants. If circumstances prevent rescheduling of such a game, the Division VP may cancel the game.

SECTION VI: LITTLE LEAGUE MINOR DIVISION (AA) SPECIAL RULES

- A. Goal: The primary goal of this division is the development of baseball skills in all players.
- B. Playing Time: No player will remain out of the defensive line-up for two (2) consecutive innings. Managers and coaches shall rotate defensive players.
- C. Batting Order: All players present at the start of a game shall be listed on their team's batting order and shall bat in that order throughout the game, whether or not they are playing in the field during any particular inning. The batting order will be established at the beginning of the season, and will not be changed during the course of the year. The batter who is "on deck" for the last out of the game, will be the first batter of the following game. This will be considered a "True Continuous Batting Order".
- D. Pitching: During the first ten games of the regular season, a pitching machine will be used for the first three (3) innings of each game. Players will pitch the remaining innings of the game. The pitching machine may be used for less innings in a game based on mutual agreement by participating managers prior to the start of the game. An adult member of the coaching staff of the team on defense will run the pitching machine. Players will pitch all innings of the game, after the first 10 games, for the remainder of the season and in the playoffs.
- E. Scoring: During the first four (4) innings of a game a team is limited to scoring five runs per inning. If an out-of-the-park home run is hit, all runners on base, plus the batter will be allowed to score and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded. Minors divisions (AAA and AA) adhere to the Run Rule, 4.10(e) If a AA game reaches the 5th and 6th innings, there is a maximum of ten (10) runs allowed to score in these innings.

SECTION VI: LITTLE LEAGUE MINOR DIVISION (AA) SPECIAL RULES (cont'd)

- F. If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game (4 innings) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. This should not be called the "mercy rule" or "slaughter rule." It is the "Run Rule."
- G. Time Limits: No new inning -- defined as starting at the completion of the last out in the prior inning -- shall begin after the game has been in progress for 1 hour and 40 minutes. The game has a hard stop end at 2 hours. The score reverts back to the last completed inning if the game needs to activate a hard stop. A clock will be provided by PNLL and monitored by the respective managers. No exceptions. Games can end in a tie.
- H. Base Stealing / Base Running: A player may only steal one (1) base on a pitch that is fielded cleanly by the catcher or blocks a ball and it stays in front of them. A player may only steal one (1) base per attempt. A player baserunner may NEVER:

- Steal home
- Steal on a passed ball or wild pitch (defined as outside the dirt circle when player-pitched)
- Steal on an error from overthrown ball from catcher to pitcher on a routine pitch
- Steal any base while the Pitching Machine is in use
- Advance a 2nd base on an overthrow
- Advance on throwing error in attempt to throw out runner on steal attempt

If steal is attempted in these situations listed above and ball gets past or behind the catcher, the runner goes back and cannot be tagged out. If runner attempts to advance on passed ball or wild pitch (not starting running until ball goes past the catcher) the runner must return to the base and can be tagged out but at no time may they advance a base, even if there is an overthrow caused by their running to the next base.

In a base running situation, the baserunner may only advance one (1) base on any single overthrow when a ball is hit in to play.

Runners are not allowed to advance to next base once the ball is in possession of the pitcher anywhere on the infield grass or on pitching mound. Runners more than halfway to next base can continue but those less than half way there will be sent back to last base tagged.

If pitcher "engages with a runner" on third base, defined by either throwing to the third baseman, catcher or any other fielder in an attempt to tag out the runner on third, or by walking or running towards the runner on third to the point where the pitcher has both feet off of the dirt area off the pitchers mound after having had both feet in the dirt area, then the runner from third May advance to home at their own risk. ** To clarify, the pitcher is not deemed to have engaged with the runner at third if they catch the ball back from the catcher and walk back to the mound even if they walk towards the runner on third before having both feet on the dirt area of the pitchers mound. So if they catch it on the grass area and walk all the way to third base, the runner may not advance as they have not technically engaged with the runner until they get to the dirt area and then leave it before making the next pitch

- I. Batting: Slash Hit/Slap Bunt/Fake Bunts With Full Swings: If a batter first shows an attempt at a bunt and then pulls their arms back with an attempt at taking a full swing on the same pitch, that batter will be called out. This is a safety risk for infielders, who can race in to cover a bunt and then face a line drive.
- J. Number of Players: Teams may start and play games with eight (8) players, the ninth (9th) position in the batting line-up each turn will count as a skip without penalty.

SECTION VI: LITTLE LEAGUE MINOR DIVISION (AA) SPECIAL RULES (cont'd)

K. Courtesy Runner: Teams may use 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 nor the catcher is subject to removal from the lineup. 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.

L. A playoff format will be annually determined by the Board of Directors, prior to the commencement of the season's first game, based on the number of teams in the Minor (AA) Division and final season standings. This playoff format shall be presented prior to the first game of the season and is subject to change by Vote of the Board of Directors

M. The team with the best record will receive the top seed in the Minor (AA) Division Championship Playoffs. If multiple teams have the same regular season record, the advantage will be determined by:

Team with the best head-to-head record. If still tied, then:

Team with the lowest total runs allowed between the tied teams. If still tied, then:

Team with the lowest total runs allowed against all other teams in the full season. If still tied then: A coin toss.

