

Tracy Little League AA Division Local Rules

Note: The Tracy Little League Board of Directors reserves the right to adjust the rules if necessary. Affected teams will be notified prior to any changes.

Equipment Requirements

Managers are responsible for ensuring that all players follow Little League equipment guidelines. Failure to meet the requirements could range from a player being called out to a manager being ejected.

Catchers:

- Catchers are required to wear a face mask, dangling throat protector, chest protector, and shin/knee protectors while in the catcher's box.
- All male catchers must wear an athletic cup and supporter.

Other Requirements:

- All bats must display the USA Baseball stamp. USSSA Bats are NOT PERMITTED.
- All male players are required to wear an athletic cup.
- Batters and Base Runners must wear batting helmet.
- All players must wear rubber cleats while on the field. Metal cleats are not permitted in the AA Division.

Conduct and Sportsmanship

- Swearing, foul language, or derogatory/inflammatory statements by managers, coaches, players, or fans will result in immediate ejection and suspension from the league.
- Use of any noisemakers is prohibited.
- Harassment of umpires in any form is strictly prohibited and will be dealt with swiftly and severely.

Game Format

- Games are limited to six innings, with no extra innings played.
- The game clock starts after the plate meeting with the umpire and coaches ends. The umpire should tell the home team scorekeeper that time is starting.
- Each inning, except the sixth, is restricted to five runs. The sixth inning allows unlimited runs.
- No new inning may begin after 1 hour and 30 minutes.
- Play stops when the pitcher has the ball on the mound, or after an attempted throw to the pitcher.
- Play may also end when all base running has stopped.
- Games should be kept moving to maximize innings played.
- Games may end in a tie.
- No mercy rule is applied.
- Home team is in the 3rd base dugout. Away team is in the 1st base dugout.

Dugout Policy

- Sugary drinks and foods such as gum, candy, seeds, and soda are not allowed in the dugout or on the field.
- Only water and sports drinks, such as Gatorade, are permitted during games.
- Please refrain from having any snacks with nuts in the dugout as well.

Lineup Procedure

- Each team manager must provide an official lineup card to the opposing manager, the head umpire, and the official scorekeeper at the plate meeting.

- The lineup card must include the player's first initial, last name, uniform number, and fielding position (if in the starting lineup).
- The lineup must include the entire roster batting in continuous batting order.
- All players must be present at the start of the game. Late arrivals must have enough time left in the game to play six consecutive outs, or they cannot play.
- Play may start with 8 players.
- Once submitted, the lineup card is official.

Pitching Rules

- The pitching distance for AA is 42 Ft as measured from the back point of home plate to the front of the pitching rubber.
- Player pitching begins at the start of the season.
- If a pitcher throws three strikes, the batter is out.
- If a pitcher throws three balls, the coach pitches the remaining pitches in the count:
 - 3-0 count: Three coach pitches
 - 3-1 count: Two coach pitches
 - 3-2 count: One coach pitch
- The batter must swing by the final pitch or will be called out. Foul balls are permitted until a fair ball is hit or the batter strikes out.
- Coaches must pitch from at least the front of the mound.
- If a batter is hit by a pitch, the coach comes in to finish the at bat.
- If a player pitcher is consistently wild, causing excessive hit-by-pitches, the umpire or a TLL board member may require removal of the pitcher for the remainder of the game.

Pitching Affidavit

- The pitching affidavit must be submitted to the official scorekeeper before the game begins. If unavailable, the umpire must be informed, and the game played under protest.
- If the affidavit cannot be produced by the end of the game, a new one may be started.
- The scorekeeper is responsible for completing the affidavit and obtaining signatures from both managers and the umpire at the end of the game.
- If an illegal pitcher is used and discovered during the game, the pitcher must be removed immediately. The umpire must notify the UIC of the protest.
- If the protest committee determines a pitching violation, the team will forfeit the game. The manager will receive a warning for the first offense, suspension for the second, and removal for the third offense, at the board's discretion.

Offensive Play

- If the ball is hit within the infield dirt, runners may advance one base. If an overthrow occurs, the runner may advance one additional base and the play is ruled dead.
- If the ball is hit to the outfield, the batter and runners may advance up to two bases.
- Runners may leave the base only when the ball is hit; stealing is not allowed.
- The overthrow rule does not apply when hit to the outfield.
- If the ball is deflected into the outfield grass, runners may advance one base only.
- All advancement is at the umpire's discretion, and runners advance at their own risk. The outfield is defined as the grassy area beyond the infield dirt.
- Bunting is permitted; slash-bunting is prohibited.
- If the batter pulls back the bat to swing after showing bunt during the pitcher's windup, the batter will be called out, regardless of contact.

- No infield fly rule is in effect.
- On-deck batters are not permitted.
- Any player who voluntarily removes their helmet is called out.
- No dropped third strike rule is in effect.
- Batters receive one warning for throwing the bat. On a second offense in the same game, the batter is called out.

Sliding

- Feet-first sliding is allowed.
- Intentional headfirst sliding results in an out unless the runner is returning to a base.

Defensive Play

- Defense consists of one pitcher, one catcher, and four infielders.
- Up to five players may be positioned in the outfield.
- No player may play in the infield for more than three innings per game.
- Outfield is limited to five players.
- Players remaining in the dugout may do so for no more than one inning at a time and not more than two innings per game.
- Managers not following these rules will be disciplined.
- A lineup card must be provided to the umpire and opposing manager at the plate meeting.
- Umpires will stand behind the catcher.

Coaching Staff

- Two adult base coaches are permitted while on offense.
- One adult offensive coach may stand behind the pitcher to facilitate game flow; however, coaches may not assist during live play.
- No coaches are allowed on the field during defense.
- A minimum of one adult bench coach must be present in the dugout at all times.
- Each team may have up to four adults beyond the gate; all other adults must remain in the stands.

Rainouts and Scheduling

- Rainouts will be rescheduled if time and field availability allow for it.
- Make-up games may be scheduled on any day, including Sundays if necessary.

Pool Players

- Games will not be forfeited due to lack of players.
- Teams may play with fewer than nine players.
- Teams may borrow players from the opposing team for defense, but are not obligated to do so.
- Borrowed players must play in the outfield and bat for their own team. Players should be rotated when it is their turn to bat.
- A list of pool players, managed by the player agent, is available for team shortages; pool players are not permitted to pitch or catch.

Post-Game Procedure

- Teams must clean up dugout promptly after the game and hold post-game meetings off the field.