

## **Section 6.03 Double A Division Ground Rules**

1. Each game will consist of no more than six (6) innings OR 1 hour 30 minute, whichever occurs first. If a new inning is started prior to the 1 hour 30 minute mark the full inning must be completed, with the exception being if the home team were ahead, the bottom of that inning would not be played. There will be no extra innings in the event of a tie. \*\*see Rule 7
2. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or more and four (4) innings have been completed. If a game ends in a tie, the tie will stand.
3. During pre-game warmups, player who warm up a pitcher must be wearing a catcher's helmet and mask.
4. Umpires will wait 15 minutes after a scheduled game time before calling a forfeit. At that point it is highly encouraged to have a scrimmage game to allow the players at the field to play a game.
5. The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask and protective helmet, shin guards, and a log model chest protector with throat guard. All male players must wear a protective hard cup. All female catchers must wear a soft cup.
6. Teams must start with a minimum of 9 players or the game is considered a forfeit and reverts to a scrimmage game.
7. The Double A Division may only score 4 runs per inning. The home team may bat in the bottom of the 6<sup>th</sup> inning, even if they do not have a chance to win, as long as there is time left in the game. The umpire will consult with both Managers to decide if they are in agreement to play the bottom of the 6<sup>th</sup>.

8. Stolen bases are allowed. Only one base per pitch is permitted. (no advancement in the event of an overthrow)
9. After a ball is put in play, a base runner may only advance one base in the event of an overthrow, even if a player overthrows a second time. Only one base advancement is permitted per batted ball.
10. The Double A Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/ Rostered Manager and two (2) Board approved/Rostered coaches. One (1) Manager/Coach must remain in the dugout area at all times.
11. One (1) Manager or Coach is allowed to stand on the field when their team is playing defense per umpire's discretion. Offensively, only base coaches are allowed on the field. (buckets are not allowed on the field at any time)
12. Double A will bat through the entire line up. Every player must have six (6) defensive outs. (2 innings on defense)
13. Each player must play a minimum of 1 inning in an infield position. Failure to play a player in the infield 1 inning will result in that player playing an infield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game
14. Each player must play a minimum of 1 inning in an outfield position. Failure to play a player in the outfield 1 inning will result in that player playing an outfield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game

15. The Home team will provide a scorekeeper to keep score via Scorebook
16. All managers must report all changes to the scorekeeper.
17. If an umpire does not show up as scheduled, and 15 minutes has elapsed, home team will provide a volunteer parent umpire agreed upon by both managers.
18. Batter must keep one foot inside the batter's box at all times during his/her at bat.
19. A ball that bounces over the fence is a ground rule double and batter will be placed on second base.
20. Intentional walks are allowed. Manager of the team on defense must notify the umpire prior to the pitch to the batter he intends to walk. Four (4) pitches must be added to the pitch count for the pitcher on the mound at the time of the intentional walk. Baserunners may not steal during an intentional walk, only forced baserunners will advance during the intentional walk.
21. Maximum pitch count for 7-8 year olds is 50 pitches  
Maximum pitch count for 9-10 year olds is 75 pitches  
Maximum pitch count for 11-12 year olds is 85 pitches
  - a. Days of rest must be observed per Little League guidelines, which are listed below:
    - 1–20 pitches No (0) calendar days rest must be observed
    - 21-35 pitches One (1) calendar day of rest must be observed
    - 36-50 pitches Two (2) calendar days of rest must be observed
    - 51-65 pitches Three (3) calendar days of rest must be observed
    - 66 or more Four (4) calendar days of rest must be observed

22. A pitcher who delivers over 40 pitches in a game may play the position of catcher in that same game ONLY if he/she were thresholded during the at bat he/she reached 40 pitches. It is the Managers responsibility to inform/confirm with the scorekeeper that the pitcher was properly thresholded.
23. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.
24. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.
25. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.
26. Any cheering must be done in a sportsmanlike manner and cannot be directed in any way towards the opposing team. Cheers should only be done as encouragement for a team's own players.
27. The backstop will remain open for spectators. Spectators who are sitting or standing behind the backstop may not relay signs to the pitcher or interrupt the players or umpires on the field in any way. If the umpire or Board member on duty feels spectators sitting behind the backstop are interfering in any way with the game, the backstop will be closed.