

# 2020 SARATOGA LITTLE LEAGUE

## AA LOCAL RULES

### WITH PITCHING MACHINE

#### GENERAL LEAGUE RULES

1. Food, gum and sunflower seeds are not allowed during practices or games. Only water and sports drinks are allowed in the dugout.
2. No metal cleats, except in the **juniors division**.
3. No jewelry of any kind (including watches, plastic wristbands, etc.).
4. No casts.
5. Medical alert bracelets are allowed, however the bracelet must be taped up with clear tape to remain visible.
6. All male players in the **A division** and **above** are required to wear athletic supporters with protective cups. Repeated violation of this rule may result in the team manager being ejected or suspended. No male player may start or enter a game without the supporter and cup.
7. It is recommended that there be no more than three (3) combined practices and games each week in the **AA division**.
8. Full team uniforms are only to be worn for spring training games, regular and postseason games and on picture day. Team hats may be worn to all practices.
9. The starting lineup must be submitted to the umpire, scorekeeper and opposing manager 15 minutes before game time (**AA division** and **up**).
10. Official scorekeepers are to offer no information to umpires or coaches, except to prevent an ineligible pitcher from pitching, correct the ball/strike count, if asked, or confirm the number of outs.
11. All batters, base runners must wear helmets.
12. Players must not have a bat in their hands while in the dugout.
13. Head first sliding is not allowed, except when returning to a base. Violation of this rule will result in the player being called out.
14. In the **AA division**, an extra coach will be permitted in the outfield.
15. No manager, coach or parent is allowed to coach a player from the backstop area or near the opposing dugout.
16. No one is ever allowed to stand directly behind the backstop to coach the pitcher. Anyone who violates this rule repeatedly may be asked to leave the field.
17. Only players, not adults, with a catcher's helmet, glove and protective cup are allowed to catch or warm-up pitchers on the field or in the bullpens.

18. In the **AA** through **juniors divisions**, all managers and coaches must be in the dugout with the door closed, unless base-coaching.
19. In the **tee ball** through **AA divisions** only players on a team roster, official coaches, managers, one team parent with the responsibility of bench coach are allowed in the dugout (no batboys, mascots, other children).
20. The 10- and 15-run rules are NOT in effect for the **AA division** during the regular season. Note: Little League has a 5-run limit per inning for the **AA** and **AAA divisions** which is enforced at Saratoga Little League.
  - a. Saratoga Little League local rule: The 5-run limit does not apply in the sixth, or declared final inning, however, teams are only allowed to hit through their order once.
21. Manager appeals must be made to the correct umpire. In **tee ball** through **AA division** games, game protests are not allowed.
22. Policy for thrown bats: each team (not each player) shall receive a single warning when a player throws a bat. On a second offense for the team, time is called for interference, the batter is out, the ball is dead and no runners may advance.
23. Two adult base coaches may be used at the discretion of a team's manager.
24. For the **AA** through **juniors divisions**, pitch counts must be submitted within 24 hours of games end.
25. For tie games that are suspended due to rain or loss of light, here are the rules:
  - a. The game picks up where it left off.
  - b. The pitchers of record at suspension continue to be eligible to pitch.
  - c. The pitchers already used in the first part of the game would not be allowed to return to pitch in the continuation as it is still the same game.
26. Only managers are allowed to speak to umpires during games and only after the manager is granted time by the umpire. Coaches, parents and players are not allowed to address the umpire at any time during a game.

# **DIVISION SPECIFIC POLICIES AND RULES**

## **AA DIVISION**

1. During the regular season, standings are NOT kept. Wins and losses are not recorded.
2. Games are a combination of machine pitch and player pitch.
3. All games are to last six (6) innings, time permitting.
4. Regular season game duration is 2 hours (120 minutes). No new inning may start after 2 hours (120 minutes) from the official start of a regular season game.
5. In the playoffs, there is no time limit to games.
6. There are no forfeits, even when a team cannot field nine (9) players. All local and Little League Green Book rules still apply to a game played with fewer than nine (9) players on a team.
  - a. Teams are allowed to play an official game with eight (8) players. If fewer than eight (8) players are available, the team with more players is encouraged to loan players to its opponent, so a practice game can be played.
  - b. If a team loses players during the game, the game may continue. Missing players will be skipped in the batting order. There is no automatic out recorded for players missing from the batting order.
  - c. Managers who have less than nine (9) eligible players may remove any position from the field except the pitcher or catcher.
  - d. Late players must be placed at the end of the batting order.
7. Unlimited substitutions are allowed, as long as the mandatory play rule (MPR) is met.
8. A player cannot play the position of catcher in the remainder of any game in which they throw forty-one (41) or more pitches.
9. Two (2) adult base coaches are allowed. One (1) adult coach is allowed in the outfield for instructional purposes on defense.

### **Pitching Machine**

1. The machine will be set at 35-37 mph (3 wheels at 2, 2 and 4 at a minimum).
  - a. Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly.
  - b. The umpire is the only person that can adjust the machine if he/she believes it is needed and ONLY at the top of an inning, unless the machine has been hit and is not set correctly.

- i. A coach cannot adjust the machine without umpire approval. First offense is a warning; a second offense will be a removal from the pitching coach position.
  - ii. A coach from the offensive team shall feed the pitching machine an official game ball.
2. Coaches must make an attempt to duck or crouch behind the pitching machine on a hit ball and stay inside the circle. Under the judgement of the umpire, a coach that intentionally violates this rule and is hit by a batted or thrown ball, a dead ball will be called and the runner closest to home will be called out, the batter/runner will be awarded first base, unless there are no runners on base – they will be called out, and other runners will advance only if forced.
  - a. If a coach did not intentionally violate this rule and is hit by a batted/thrown ball, the ball is treated as if hitting the machine.

### Defensive Positioning & MPR

1. The pitcher position must start with one foot touching the 3 foot diameter circle. The pitcher cannot leave its position until the ball comes out of the machine.
2. No defensive player may reach into or enter into the pitcher's circle. If a player reaches into or enters into the pitcher's circle a dead ball will be called. Batter-runner will advance to 1st base. All other runners will be awarded one base only if they are forced.
3. The fielding team is only allowed nine (9) players on the field, of which three (3) are outfielders.
4. Outfielders are to be positioned 15 feet behind the edge of the grass separating the outfield from the infield, they can move once the ball is through the machine.
5. If during player pitch, a player pitches the first of his two allotted innings, but is removed by his manager, he may not come back as a player pitcher in subsequent innings.
  - a. He may return to the position of pitcher, later in the game, during machine pitch only innings, as long as MPR is met.
6. All players must play both infield and outfield positions.
7. For games up to 3 innings, 1 inning in the infield is mandatory. For games lasting 4 to 6 innings, 2 innings in the infield and 1 inning in the outfield are mandatory.
8. It is also required that no player is assigned to a single position for more than two innings in any game.
9. During player pitch innings, the strike count will carry over to machine pitch if a player is thrown four balls. The player will not be called out looking at a strike unless it is the last machine pitch.

- a. Example: Player gets “walked” but had two strikes during the at-bat versus the player pitcher; when time for machine pitch, the batter will retain those two strikes and if they swing and miss, they will be called out swinging.

## Batting

1. The batter will receive a maximum of 5 pitches or 3 swinging strikes, whichever occurs first.
  - a. If a ball is fouled on the 5th pitch, a batter may continue to bat until they swing and miss or get on base safely.
2. There will be no hit by pitch awarded if a batter is hit by a pitch thrown from the machine.
3. A batted/thrown ball that hits the pitching machine shall be ruled a dead ball. The batter is awarded 1st base. All other runners will be awarded one base only if they are forced.
4. Any batted balls that reach past the infield cutoff in the air, the batter may, at his/her own risk, go to Second base. Only two bases are allowed at any time.
5. All runners already on bases may only advance as many bases as the batter goes.
6. For regular season play, any half-inning ends when:
  - a. Three outs are recorded, or
  - b. Five runs have scored, or
  - c. All players on the roster have batted once in that half inning.
  - d. Note: This does not apply to the last inning of the game or to any extra-inning which may be necessary during the **AA division** tournament. During the regular season, in the last inning, a team may score more than 5 runs, but they are limited to batting once through their lineup.
7. All players bat regardless of whether they are in the field for defense that inning (continuous batting).
8. Intentional bunting is not permitted. The penalty for bunting is an automatic called strike.
9. Base stealing is not allowed.

## Overthrow Rule

1. A runner may NOT take an extra base on an overthrow.
  - a. If ball is put into play and there is an overthrow at First, the runner must stay at first and not advance.
  - b. If a runner is on First and the ball is put into play and an overthrow at Second, the runner shall not advance and must stay at Second.

## Stoppage of Play Rule

1. After a batted ball has been put in play, either the umpire will call “time” or the play will be stopped when the ball is secured by any infield player standing in-bounds and in the infield who is also not making a “baseball play”.
  - a. A “baseball play” is defined as any action by a defender that could possibly lead to a runner being called out (i.e. fake or actual throws, running towards the base runner with the ball in hand, etc.)
2. If “time” is called before the runner has passed the hash mark, that runner will return to third base, otherwise that runner can finish his advance and any runner crossing the plate will be scored.
3. The field umpire and the home plate umpire will determine if runners who may be attempting to advance from first to second base and/or second to third base should be allowed to complete their advance or return to the previous base by judging where the location of the runners were when “time” was called.
  - a. If the runners are more than halfway to the next base, then they are permitted to advance to that base. If not, they return to the previous base.

## Player Pitch Rules

1. There will be a maximum of three (3) innings of player pitch once the league and division representative have determined it ok.
2. Player pitch will start after the first couple weeks of the season. To be determined by league **AA Division Commissioner** and Coaches
  - a. Machine/Player Pitch will be schedules as such during the season:
    - i. Weeks 3-4: One inning player pitch (3<sup>rd</sup>), All other innings machine pitch
    - ii. Weeks 5-7: Two innings player pitch(2<sup>nd</sup> & 3<sup>rd</sup>), All other innings machine pitch
    - iii. Weeks 8-11 Three innings player pitch (2<sup>nd</sup>, 3<sup>rd</sup> & 5<sup>th</sup>), All other innings machine pitch
    - iv. Round robin and playoffs: Three innings player pitch (2<sup>nd</sup>, 3<sup>rd</sup> & 5<sup>th</sup>), All other innings machine pitch
3. The **AA Division Commissioner** will coordinate and consult with managers to increase the number of player pitch innings as the season progresses.
4. During the player pitch portion of the game, a player is allowed three (3) walks, three (3) hit batters, or any combination of the two. After which time a coach from the team at bat will come on the field and use pitching machine for up to five (5) pitches to the batter.
  - a. Strikes from the player pitch portion of the at-bat will carry over to coach pitch.

- b. The batter must hit one of those five (5) pitches. If the batter does not, he is out.
  - c. If the batter hits a foul ball on the final pitch, then his/her at bat continues and the coach pitcher will throw another pitch.
5. During player pitching, after the pitching machine has entered the inning to face his third batter, the player pitcher will remain on the mound for defensive purposes throughout the remainder of the inning. The player pitcher will no longer be eligible to pitch and the machine will pitch for the remainder of the inning.
  - a. Exception: the player pitcher MAY return to pitch in the following inning if that player was not responsible for all three (3) walks, three (3) hit batters, or any combination of the two.
  - b. If a player was responsible for all three (3) walks, three (3) hit batters, or any combination of the two, then that player may not pitch in the subsequent inning.
6. If a player pitcher hits a batter with a pitch not in the strike zone and not swung at by the batter, it results in the batter being awarded first base. If the pitch was in the strike zone, or struck at by the batter, it is a strike.
7. If a player thrown pitch hits the batter, the ball is dead and the batter is awarded first base. If a machine pitch hits the batter, the pitch will be called ball or strike and the ball is dead and the batter is not awarded first base.
8. After the player pitch portion of the game is completed, there will be no infield warm up in between innings in order to speed up the game.
9. Ten (10) year olds may not pitch in the **AA division** at Saratoga Little League.

## Playoffs

1. To be determined...
2. Regular season rules apply.