

. DIVISION RULES – AA MINORS

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

Official Rules of Little League Baseball will govern all play except where noted below.

The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.

The home team shall occupy the first base side of the field.

In accordance with Rule 4.19(h), the home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.

No new inning will be started after two (2) hours from the official starting time. The umpire in charge will be responsible for game time and the ending of the game as required. Managers can agree to waive this rule during weekday games or the last game on Saturday.

The last inning will be determined by the home plate umpire and communicated to both managers. This determination will take into consideration the game time limits and any safety consideration (i.e. darkness, field conditions, etc.). The determination and communication of the last inning must occur before the first pitch of the top half of the inning.

A maximum of 5 runs per inning can be scored.

Walk Rule: After 3 consecutive walks in any half inning and the fourth batter receives the fourth ball in that a bat the batting team Coach will come out and pitch to the batter about to walk, the count is fresh when the Coach starts pitching. (The player pitching has to be within touching distance of the mound. They cannot play buck short) The intent here is to let the players hit the ball. The Coach cannot walk the batter, nor have the player take a base as a hit batsman, but the player can strike out. The player that was pitching resumes pitching once that player completes that at bat. A batter hit by a pitch from a player pitcher will be awarded 1st base regardless of the situation.

In accordance with rule 4.10(e), the ten (10) run rule will not be enforced.

In accordance with Section IV - The Players, (I), note 2, SJALL elects not to impose a penalty if a player does not meet minimum play time in a game shortened by time limit, darkness, inclement weather, etc.

All players on the roster will bat in rotation. Any player arriving to the field after the lineups have been given to the scorekeepers must be added to the last position of the batting order.

Bunting is not allowed at anytime.

Runners may steal second and third base only. Stealing home is never allowed. When stealing, base runners may not advance on an overthrow, including throwbacks to the pitcher. Again, the intent here is to give the pitcher some time to work on his pitching; this is the first year for most of the pitchers and catchers. This will allow all of the teams to work on their defensive skills and to give the catcher/pitcher time to focus on pitching and catching instead of worrying about the runners.

The Home team Manager, Coach or team representative shall be responsible for the prep of field before each game.

The visiting team Manager, Coach or team representative shall be responsible to take down the field after each game. Each team is required to clean their respective dugouts after the game. Visiting teams from interlock leagues are excused from this requirement.