

Madison Little League - AA Division - Local Rules

Little League International (Minors Division) Baseball rules govern all play except as noted in this document. Some of the official rules are repeated here for clarity and ease of reference. If this document conflicts with the official rule book, the official rules shall govern, unless noted here as a local rule.

A) Games

- 1) Pre-game [local rule]
 - a) The home team uses the dugout on the first base side
 - b) The home takes infield/outfield first, beginning at 45 minutes before the scheduled game start time and ending 25 minutes before the scheduled game start time.
 - c) The away team takes I/O beginning 25 mins before the scheduled game start time and ending 5 minutes before the scheduled game start time.
 - d) When not taking I/O, each team may use the batting cage.
 - e) Neither team is permitted to use both the field and the batting cage at the same time.
 - f) The home and away teams may swap I/O times by mutual agreement.
 - g) If an earlier game on the same field prevents teams from taking the field for their allocated warm-ups, the teams shall evenly split whatever time is available once the earlier game ends, allowing five minutes for the plate conference.
- 2) At least one **rostered, MLL-approved** Coach for each team must be present to begin or continue a game. The lack of an approved Coach is not grounds for an automatic forfeiture; the matter will be referred to the Divisional Commissioner for a decision.
- 3) Scoring limits
 - a) There is a 5-run per half-inning limit. Once this limit is reached the half-inning is over, regardless of the number of outs recorded. If the five-run limit is due to a multiple-run hit, only five of the runs scored in that half-inning will count toward that team's score.
 - b) The 10-run "mercy rule" is in effect through 4 innings (3-1/2 innings if home team is ahead).
- 4) Regulation game
 - a) A full game is 6 innings OR 2 hours, whichever occurs first. The game time is counted from the moment the first pitch is thrown. Regular-season games can end in a tie.
 - b) No new inning may begin after the time limit has been reached. A new inning begins the moment the third out of the preceding inning has been recorded. If the time limit is reached while an inning is in progress, the inning shall be completed, unless the game is called (e.g., due to weather or darkness).
 - c) If a game is called, it is a regulation game if 4 complete innings have been played (3-1/2 innings if the home team is ahead).
 - d) If a game is called before it is a regulation game, it shall be resumed exactly where it left off.
 - e) If a game is called after it is a regulation game:

- i) If it is the bottom of an inning and the home team is ahead, the game ends and the home team is the winner.
 - ii) If all other situations, the score reverts to what it was at the end of the last fully completed inning and the winner is determined based on the score at that “roll-back” point. If the score of a regular-season game is tied at the roll-back point, the game ends in a tie.
- 5) Postponements, suspensions, resumptions and make-up games
- a) Make-up games and resumptions will be scheduled by the Divisional Commissioner into the next available non-conflicting open schedule slot. There is no guarantee that all postponed or suspended games will be made-up or resumed. Preference will be given to games that have playoff seeding implications.
 - b) Resumptions of suspended games are permitted on the same day as regularly scheduled games between the same teams.
 - c) Once scheduled, make-up games and resumptions will be subject to the same requirements concerning number of players and notice as regularly scheduled games.
- 6) Reporting Results [local rule]
- a) The home team is required to keep and report the official score and pitch counts. Both teams should keep and compare scores and pitch counts after each half-inning to avoid any disagreements. The home team must email all of the AA Managers using the TeamSnap messaging function or other agreed messaging system on the same day as the game with:
 - i) The winner and score of the game
 - ii) The pitch count for each pitcher, including: team name, pitchers’ names, total pitches for each pitcher, and days’ rest required if a pitcher’s count is close to a days-rest threshold (see Pitching Regulations).
 - iii) The last batter who batted for each team.
 - b) All Managers are responsible for using this reported information to know which of their and their opponents’ pitchers are eligible for upcoming games.

B) Managers and Coaches

- 1) Only certified Coaches are permitted to participate with players at practices and games. Coaches must wear their League-issued credential at all times when working with players.
- 2) No more than one Manager plus three Coaches are allowed in the dugout or on the field during games. Other Coaches (or parents) can assist with score keeping, pitch counting or scoreboard operation from off the field and outside the dugout if needed.
- 3) If the Manager is not present for a game, s/he must designate a Coach as Acting Manager. The Acting Manager can have up to three additional Coaches assisting at the game.
- 4) One Coach must always be in the dugout. If there are only two Coaches present, they both cannot be base coaches when on offense. Players may serve as base coaches and must wear a helmet if so.

C) Players

- 1) **A team must have at least eight players present at game time to field a team.** If a team cannot field eight players, the game cannot begin (or continue if a player is lost mid-game). Inability to field at least eight players is not grounds for an automatic forfeiture; the matter is referred to the Divisional Commissioner for a decision.
- 2) Managers must provide at least two days' notice to the Divisional Commissioner if unable to field eight players for an upcoming game. Failure to provide such notice is not grounds for an automatic forfeiture; the matter will be referred to the Divisional Commissioner for a decision.
- 3) Batting order is set once and is continuous throughout the season. All players present are in the batting lineup.
 - a) Before the first game, the Manager must submit the batting order they will use throughout the regular season to the AA Division Head and all the other teams.
 - b) The batting order is continuous from game-to-game, e.g., if the 5th batter makes the last out a game, the 6th batter leads off the next game.
 - c) Players must always bat in their regular spot, even if arriving late. If leaving early, they bat in their regular spot next game. If absent, the player's spot is skipped without penalty.
- 4) If a player becomes ill, injured, or otherwise unable take his time at bat, his place in the order is skipped without penalty. If he is able to return to the game, he is reinserted into his original spot.
- 5) A pitcher, once removed from the mound, cannot return as a pitcher for the remainder of that game.
- 6) Batting order in a resumed game
 - a) If a team has fewer players at the resumed game than were at the suspended game, the original players' spot(s) in the batting order are skipped without penalty.
 - b) New players at the resumed game bat in their regular spot in the batting order.
- 7) Defense and Minimum Mandatory Play
 - a) The defense should place four players in the outfield (10 players total on the field).
 - b) Defensive substitutions can be made freely.
 - c) All players in the batting lineup at the start of the game must meet the minimum mandatory play requirement of at least one at-bat and six outs on defense. If the game is shortened for any reason, there is no penalty for failing to achieve mandatory play requirements.

NOTES: (a) We encourage teams to play all players equally, or nearly equally, over the course of the season. (b) Avoid sitting players for two consecutive innings. (c) Rotate players as much as is practical to expose all players to a variety of fielding positions.

D) Base Running

- 1) A courtesy runner is permitted for the pitcher or catcher of record with two outs.
 - a) "Of record" means the pitcher or catcher from the batting team's last defensive half-inning, not the pitcher or catcher who is scheduled to appear in the next defensive half-inning.
 - b) The courtesy runner must be the player (the batter or a baserunner) who made the second out.
 - c) The courtesy runner is not permitted before two are out.
 - d) The courtesy runner is not required.
- 2) Head-first sliding is **not** permitted, except:
 - a) If a runner overruns a base, he can slide head-first back to the base he overran.
 - b) If a runner is caught in a run-down or "pickle", he can slide head-first st back to the last base he touched; he cannot slide head-first into the base to which he is advancing.
- 3) **Runners must slide or avoid fielders.** A runner may be called out s/he does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. Runners may overrun 1B (do not have to slide).
- 4) Fielders without the ball cannot obstruct runners.
 - a) Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner.
 - b) Obstruction may be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball. (Note: a fake tag is considered obstruction.)
- 5) When the ball is put in play, runners cannot advance further once the pitcher is in possession of the ball and on the pitching rubber.

NOTE: if a coach has come in to pitch, either the coach OR the player pitcher can possess the ball on the rubber to end the play. (See Pitching Regulations, local rule 2c.)
- 6) On an overthrow:
 - a) All runners can only advance a maximum of one base. This is not an automatic award - the ball is live and the defense may still put the runner out.
 - b) Runners cannot advance on multiple overthrows on the same play; they can only advance on the first overthrow. For example, the batter hits the ball to shortstop, who throws wild to first base. The batter continues the play by running toward second, and the first baseman throws wild to second. The batter must stop at second and cannot advance to third.
 - c) This rule applies to other base runners involved in the same play.
- 7) There is no base stealing and no leading off. Runners must stay on the base until the pitched ball has crossed home plate.
- 8) Tagging up applies: runner must remain on base until fly ball is caught and can then tag up.

- 9) A batter cannot attempt to advance to first base on an uncaught third strike. In this instance, the batter is out.
- 10) The infield fly rule is not in effect.
- 11) Bunting is not permitted.

E) Post Season [local rules]

- 1) Standings for post-season play
 - a) Season standings are determined by a points system in which 3 points are awarded for every win, 2 points for every tie, and 1 point for every loss.
 - b) In the event of a forfeit, the team causing the forfeit will be awarded 0 points, and the opponent will be awarded 2 points. The game will be scored 6-0 against the team that caused the forfeit.
 - c) Ties in the standings will be broken as follows, applied in the order listed until the tie is broken:
 - i) Head-to-head record between the tied teams. If three or more teams are tied, one of the teams must have a winning record against ALL of the other teams to break the tie under this provision.
 - ii) Lowest runs allowed per game played, calculated as: the total number of runs given up in all games played by a team divided by the number games played. For the purpose of this calculation, forfeits are **not** considered as “games played”.
 - iii) If two or more teams are still tied after (i) and (ii), a coin toss will determine the final standings.
- 2) Format for post-season play depends on number of teams. See **MLL Post-season Formats**.
- 3) Playoff and Championship Games
 - a) Have a 2-1/2 hour time limit. Games end after 6 innings OR when the time limit is reached, whichever occurs first.
 - b) Are subject to the per-inning and per-game mercy rules.
 - c) Cannot end in a tie. If tied after 6 innings have been completed or the time limit has been reached, the game continues as long as necessary to determine a winner, or until called (e.g., due to weather or darkness).
 - d) If a game is called, it is a regulation game if 4 complete innings have been played (3-1/2 innings if the home team is ahead).
 - e) If a game is called before it is a regulation game, it shall be resumed exactly where it left off.
 - f) If a game is called after it is a regulation game:
 - i) If it is the bottom of an inning and the home team is ahead, the game ends and the home team is the winner.
 - ii) If all other situations, the score reverts to what it was at the end of the last fully completed inning and the winner is determined based on the score at that “roll-back” point. If the score of a suspended Playoff or Championship game is tied at the roll-back point, it shall be resumed exactly where it left off.

F) Safety

- 1) All equipment, players, Managers and Coaches not involved in the action must be within the dugout during game play. ***Do not allow players to leave the dugout unnecessarily. Players should not be visiting family and friends in the stands during the game.***
- 2) **No bat swinging is permitted anywhere other than the batter's box or the batting cages.** Make use of the bat racks in dugouts. Only the current batter may have a bat in his hands; on-deck batters should not have a bat in hand until it is time to approach the plate. This must be strictly enforced by the Managers/Coaches.
- 3) **Only USABat certified bats are permitted.** No other bats are allowed on the field or in the dugout at games or practices.
- 4) Catchers are required to wear protective equipment while catching during all games, warm-ups and practices.
 - a) A protective athletic cup must be worn. One cup with supporter is provided in each equipment bag in the event that a catcher does not have one on.
 - b) A catcher's mitt must be worn, not a first baseman's glove or other fielder's glove. One mitt is provided in each equipment bag. If you have a left-handed catcher, let the Divisional Commissioner know and the League will provide a left-handed mitt.
 - c) A catcher's mask with a dangling type throat protector must be worn. One mask is provided in each equipment bag. Players providing their own catcher's gear must use a mask with a dangling type throat protector, regardless of the size or shape of the mask.
- 5) Any ***player*** who is warming up a pitcher must wear a mask with a dangling type throat protector and a protective cup. Managers or coaches ***are permitted*** to warm up pitchers at home plate or in the bullpen or elsewhere at any time, including in-game or pre-game warm-ups.
- 6) Batters, base runners and players acting as base coaches must wear a batting helmet. Player base coaches are not recommended.
- 7) Only certified Coaches are permitted in the dugout or on the field during practices, games and warm-ups.
- 8) Spectators, including siblings of players, are never permitted in the dugout or on the field.
- 9) The home team Manager is responsible for the first aid kit. The kit must be at the field **in or near the home team dugout** while games are being played. Notify the Safety Officer and the Divisional Commissioner if any first aid kit needs to be refilled.
- 10) Accidents and injuries
 - a) In the event of an injury needing medical attention, call 911 immediately

- b) Notify the player's parents if they are not present at the field, and if necessary, the emergency contact person designated on the player's medical release form.
- c) Report any significant injury to MLL using the form provided on the Forms & Links section of the MLL website.

G) Inclement Weather

- 1) Field playability due to rain or other inclement weather is determined by the Borough of Madison and Madison Little League. Field availability is typically announced by email by 3:00 PM on weekdays and 7:15 AM on weekends. Managers and Coaches are required to abide by these determinations. No Manager or Coach is permitted to attempt to make field playable that has been declared unplayable by the Borough or the League.
- 2) If rain (without thunder and lightning) occurs close game time, use your best judgment to determine the playability of the field.
- 3) MLL follows the Borough of Madison lightning policy.
 - a) Install the WeatherBug app on your mobile device.
 - b) Make sure location services for the WeatherBug app are enabled.
 - c) Make sure your location is set to Madison, NJ - Madison Public Safety Complex.
 - d) Enable notifications to receive pop-alerts regarding lightning.
 - e) If there is lightning within 10 miles, all outdoor activities must cease and everyone must move to a fully enclosed building or vehicle.
 - f) Play can resume once 30 minutes have elapsed since the last lightning strike within 10 miles.

H) Umpires

- 1) AA umpires are MLL and MHS baseball volunteers aged 12 and over. The home team may tip the umpires (suggested \$20). If no volunteer umpire is available, coaches will umpire the games.
 - a) A Coach from the batting team will umpire the half inning from behind the pitcher.
 - b) While umpiring, the Coach should refrain from coaching players to pay attention to the game.
- 2) Both Managers should review these local rules with the umpire at the plate conference.
- 3) The AA strike zone extends from the kneecap to the arm pits, and one ball width on either side of the plate. Both Managers should ensure the umpire is aware of this at the plate conference. The goal of the expanded strike zone is to encourage players to swing the bat.
- 4) **Managers, Coaches and players are expected to treat umpires with respect and restraint at all times.** Do not argue calls or pitches. If there is a legitimate disagreement about the rules, discuss it calmly and quietly in a private conference - do not carry on a discussion from the dugout or base coach's box. Remember, the umpires are volunteer kids, and ultimately, they have the final say.

- 5) If a parent argues with the umpire, or is otherwise disruptive to the game, it is the responsibility of the Manager of the team the parent's child plays on to remind the parent of their obligations under the Parent Code of Conduct and ask them to stop their behavior. The umpire is empowered to remind the parent of the same and to tell them to leave the game, if need be.
- 6) Please remember to thank the umpire after the game and remind your players to do the same.

I) Field Equipment and Services

- 1) Field equipment is kept in the locked storage box or field house at the field.
- 2) If playing the first game of the day, the home team is responsible for taking out the bases and first aid kit and unlocking the bathrooms. If playing the last game of the day, the home team is responsible for returning the equipment and locking the bathrooms. ***The first aid kit must always be taken out be readily available in or near the home team dugout.***
- 3) Remind players and spectators to clean up the dugout and bleacher areas after each game. Use the trash bins provided. Your dugout should be clean when you enter it and when you leave it.
- 4) When playing at the Rosedale complex, each team on each field will be required to provide a parent to staff the snack hut. (A total of four parents.) Two parents will work the first three innings while the other two parents will work the last three innings.
- 5) The home team Manager is responsible for scoreboard operation (when a scoreboard is present). A person sitting outside of the dugout operating the scoreboard does not count as one of the Coaches for that team.

Madison Little League - AA Division - Pitching Regulations

Little League International (Minors Division) Baseball Regulation VI governs Pitchers except as noted in this document.

Some of the official regulations are repeated here for clarity and ease of reference. If this document conflicts with the official regulations, the official regulations shall govern, unless noted here as a local rule.

AA Division Regulations [local rule]

- 1) Player pitching begins at the first game of the season. When a player is pitching:
 - a) The umpire shall call all strikes (swinging, looking and foul balls) and balls.
 - b) The batter can strikeout, put the ball in play, or be awarded 1B because s/he is hit by pitch. The batter cannot walk.

- 2) Once the fourth ball has been thrown, a coach from the batting team comes in to pitch.
 - a) The coach may pitch from any spot between the pitching rubber and the landing area on the mound. The coach may not pitch from anywhere closer than the landing area.
 - b) The player pitcher stays in the game on the pitcher's mound to the right or left of the coach to field the position.
 - c) The coach cannot field any batted balls. Once a ball is put into play, the coach should vacate fair territory as quickly and safely as possible.
NOTE: if a coach fails to vacate fair territory when a ball is put into play, and a fielder throws the ball to the coach rather than the player pitcher at the conclusion of the play, the coach is permitted to receive that throw and end the play if he is on the pitching rubber.

- 3) When the coach takes over pitching:
 - a) The number of strikes on the batter from when the player was pitching carries over when the coach steps in to pitch. If the batter had two strikes against the player pitcher, s/he still has two strikes when the coach takes over.
 - b) Batters get 3 strikes. Batters are not to be given 4 or 5 strikes.
 - c) The batter can strikeout or put the ball in play. The batter is NOT awarded 1B if s/he is hit by pitch when the coach is pitching. The batter cannot walk.
 - d) The umpire shall call all strikes (swinging, looking and foul balls). The umpire shall no longer call balls. The umpire should try to make the third strike a swinging strike.
 - e) The coach should not have to deliver more than 5 pitches to complete the at-bat. If the player is not swinging at obvious strikes, the umpire may call the player out looking in order to keep the game moving.

- 4) Repeat this process for every batter. The player pitcher starts off as the pitcher for all new batters.

- 5) If a player pitcher hits 3 batters in one inning or 4 batters in the game, the player must be removed as a pitcher.

General Regulations

- 1) The home team is responsible for reporting pitch counts for both teams after the game. Both teams should keep and compare pitch counts after each half-inning to avoid any discrepancies.
- 2) Playing both pitcher and catcher
 - a) Any player who throws 41 or more pitches in a game cannot play catcher on that day.
 - b) Any player who plays the position of catcher for four or more innings in a game cannot pitch on that day. (Catching one live pitch constitutes catching an inning.)
 - c) Any player who catches for three innings or less and then throws 21 or more pitches may not return to the position of catcher.
- 3) Visits to the mound
 - a) A Manager or Coach may come out twice per inning or three times per game to visit with a pitcher. The pitcher must be removed on the third visit in the same inning or fourth visit in the game.
 - b) The visit limits apply to each pitcher put into the game (not across all pitchers).
 - c) A Manager or Coach granted a time-out to speak with ANY defensive player will be charged with a visit to the pitcher. (Timeouts granted to check on an injured player are not charged.)
- 4) Once a pitcher has been removed, s/he cannot pitch again in the same game.
- 5) Pitchers in a resumed game
 - a) The pitcher of record at the time a game is suspended may continue pitching in the resumed game, provided he has observed all normal rest requirements since the last time he pitched.
 - b) A returning pitcher of record in a resumed game may pitch up to the maximum daily allowed pitches for his age group, regardless of how many pitches thrown in the suspended game.
- 6) No player may pitch in more than one game in the same day (e.g. when a resumed game precedes a regularly-scheduled game between the same teams).
- 7) Pitching limits and rest requirements
 - a) A pitcher must stop pitching when he reaches the limit for his age group.
 - i) **For 9-year-old pitchers, the maximum is 75 pitches per day.**
 - ii) **For 8-year-old pitchers, the maximum is 50 pitches per day.**
 - b) A pitcher must adhere to the rest requirements for his age group as noted in Table A before pitching again.
 - c) If a pitcher reaches either the daily pitch limit or a particular rest threshold while facing a batter, he may continue to pitch to that batter until
 - i) the batter reaches base;
 - ii) the batter is put out; or
 - iii) the third out is made to end the half-inning.

- d) A pitcher is only required to observe the number of days' rest for the last threshold reached during an at-bat as long as the pitcher is removed (or the game is completed) before the pitcher delivers a pitch to another batter.
- e) A player cannot pitch on three consecutive days under any circumstances, even if staying under the zero days' rest threshold.

Rest examples:

- 1) A 9 year-old pitcher throws 54 pitches on Monday. He cannot pitch again until Friday; Tuesday, Wednesday and Thursday are the required three days of rest.
- 2) Playing on Friday, an 8 year-old pitcher has thrown 47 pitches. He throws 5 pitches to the next batter and is removed from the mound immediately after that batter completes his at-bat. Although he threw a total of 52 pitches, he crossed the maximum pitches for his age and the two-day rest threshold of 50 pitches on a single batter and did not pitch to another batter. He did not violate the maximum pitches regulation and he can pitch again on Monday; Saturday and Sunday are the required two days of rest.

Table A - Rest Requirements	
Max pitches per day: 9 y.o. = 75	
Max pitches per day: 8 y.o. = 50	
<u>Pitches</u>	<u>Days' Rest</u>
66 or more	4
51-65	3
36-50	2
21-35	1
1-20	0