

CONCORD AMERICAN LITTLE LEAGUE, INC.

LEAGUE POLICY

Approved February 2, 2006

2006 'AA' Minor Division Rules

General Rules

1. **Two (2 ½) hour time limit** - No inning shall start after two (2 ½) hours of time have elapsed since the official starting time of the game. It shall be held that an inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning. This rule applies only when a game is scheduled following on the same field on the same day. It does not apply to the last or only scheduled game of that day. (Note: Time limit is elapsed time from when the game officially began regardless of what time the game was scheduled to begin. Scheduled start time is the time recorded in the official game scorebook as noted by the official scorekeeper by the umpire and the time is kept by the umpire only.)
2. **Stop Play Light**
We have also installed a red stop play light at the Olivera Rd. Baseball complex and on the Major Division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by an un-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. (Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), 4.11
3. **Five (5) Run Rule** - The fifth run scored before three outs are recorded in any half-inning, except the sixth inning, ends that half-inning. No five run rule will be in effect in the sixth inning or any subsequent inning. (Note: Applies to all innings before the sixth inning regardless of whether game is called due to time limit, darkness, etc.)
4. Batters shall not fake a bunt, pull back and hit away in the 'AA' Division. Penalty: Batter shall be called out, whether or not contact was made with the pitch. (Batter must swing to be called out)
5. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See LL Rule 4.04**
6. In case of injury to any runner, the last player listed in the batting order at that time shall be the substitute runner.
7. A line-up shall be presented to the home plate umpire prior to the start of the game. Batters must bat in order.
8. **Mandatory Play** - All players must play a minimum of nine (9) outs on defense per six (6) -inning game and must include at least one (1) at bat. **Free substitutions shall be allowed between innings however player substitutions shall be reported to the official scorekeeper and innings played for each player will be noted in the official scorebook. Post game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements**

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9. Base Coaches

Managers & Coaches must remain inside the dugout when not coaching a base; dugout gate if so equipped must be kept closed & latched.

4.05 - The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.

(1) Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach. Both base coaches may be adult managers or coaches.

(2) Both base coaches may be an adult manager or coach only if there is at least one other adult manager or coach in the dugout.

(3) Base coaches shall remain within the base coaches' boxes at all times, except as provided in Rule 7.11;

(4) Base coaches shall talk to members of their own team only. An offending base coach shall be removed from coach's box.

10. **Base runners leaving early:** - a base runner who leaves a base early, that is prior the ball crossing home plate shall be returned to the base from which they left. If the pitched ball is not struck by the batter, the umpire will declare the play dead and send the runner back to the originating base. The result of the pitch will stand as called.

If as a result of the pitch the batter strikes the ball and the ball is in play, the play will be allowed to continue. If the runner is put out as a result of the play the out will stand. If the batter is put out as a result of the play the out will stand and the runner who left early will return to the base of origin. If the pitched ball is put in play and no outs are made the runner who left early will only advance to the base to which they would have been forced as a result of the play.

If the runner who left early reaches home safely that runner will be returned to third base, unless occupied by the batter or other runners that were behind the runner that left early.

11. There will be no stealing of home - overthrows or passed balls however, are considered a live ball and runners may advance at their own risk. When the ball is in possession of a player in the infield and it appears no further play is possible the umpire will call 'TIME' and no further action will be possible on the playing field.
12. There will be no delayed steals. A delayed steal is defined when the base runner does not return to their base maintains a lead and then attempts to steal the next base when the catcher throws the ball back to the pitcher. A runner can still advance on overthrows or passed balls.

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Pitchers

1. Pitchers shall only pitch a maximum of three (3) innings per game and six (6) innings per calendar week, Sunday through Saturday.
2. Pitchers will be removed from pitching after hitting two (2) batters in an inning or three (3) batters in a game. That player however, can remain in the game at a different position.
3. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game along with the manager.
4. Players who are league-playing age 11 are not allowed to pitch in the AA Division.

Note: Home team is always 1st base dugout. This is important. We use this system in every division in the league.