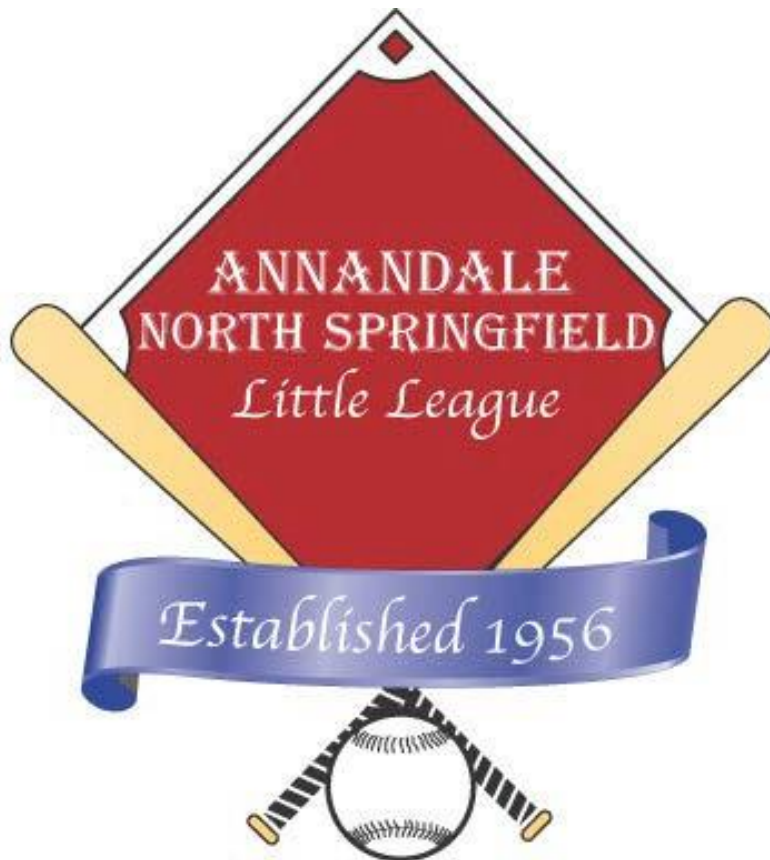


**ANNANDALE – NORTH SPRINGFIELD  
LITTLE LEAGUE**

**LOCAL RULES AND REGULATIONS  
Updated October 2018**



**ANSLL  
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## **ANNANDALE-NORTH SPRINGFIELD LITTLE LEAGUE (ANSLI) LOCAL REGULATIONS**

The ANSLI Board of Directors (BOD) has voted on and approved the Local Rules and Regulations. These rules supplement the *Official Regulations and Playing Rules* as published by Little League Baseball, Inc. It is intended to assist the directors, league officials, and managers in efficient operation of the league. These policies apply to all members of the Annandale-North Springfield Little League. This policy book is uniform for Baseball operations unless specifically stated.

AMENDMENTS. All provisions are subject to amendment by the Board of Directors at any time. All amendments require a 2/3 majority vote of the Board of Directors to be ratified. It shall be the responsibility of the Board of Directors to review the policy book during the fall and to consider amendments and additions proposed by the By-Laws Revisions Committee or by its own members.

### General League Policy

The League Season shall begin January 1<sup>st</sup> and terminate no later than November 15<sup>th</sup> which includes the Fall Ball Season.

### REGISTRATION

Parent Release Form - (registration form) must be completed before any player may participate in any ANSLI activity.

Registration Fee - the ANSLI BOD will approve a registration fee consistent with Little League Baseball, Inc. regulations before the League registration period. At no time will a payment of any fee be a prerequisite for participation in ANSLI.

Late Registration - A reasonable period after regular registration is over will be allowed for late registrations. The Player Agent in consultation with, and approval by, the ANSLI BOD will determine this period. Any acceptance of late registrations received after the try-outs and drafts are completed will be received by the Player Agent (in order of receipt) for possible assignment to teams if there are openings. The Player Agent has the sole right to assign players to teams for registrations held after the player evaluations and drafts are completed. The Player Agent may consult with the respective League Commissioner in this assignment. A manager may not add a player to his or her team.

### EVALUATIONS

Every eligible child that registers will play on a baseball team. Evaluations will be held to assess the skills of players in order to place each in a league with players of similar skill level and also to balance the teams within each league.

All players age 9 through 12 must attend the evaluation session and be reviewed by the managers of Minors and Majors teams. If the player cannot attend, the Player Agent must be contacted in advance. Players that are below league age 9 may apply to participate in the draft but are 1) not eligible for Majors, and 2) not assured of placement above Farm level.

Players that are league age 9 may request to be placed in Farm.

The team and level where each player participates will be determined by the Managers' drafts and the Player Agent.

Prior to the Majors draft, parents may request that their 9 or 10 year old not be eligible for selection to the Majors. Prior to the AAA draft parents may request that their 8 or 9 year old not be eligible for selection to AAA. Prior to the AA draft, parents may request that their 8 or 9 year old not be eligible for selection to AA. Other parent requests will be considered, specifically those requesting placement at a lower level than typical for the age group.

Any player who does not attend the evaluation session is not eligible for selection by a Majors team, unless the Player Agent determines otherwise. This decision will be based on the reasons for not participating in the evaluation session and also a determination if enough information is available for all managers to have knowledge of the player(s) relative ability.

### TEAM FORMATION OR ASSIGNMENT

Players will be assigned to a Major or Minor team by a draft conducted by the managers.

Draft procedures will be reviewed annually by the ANSLL Board of Directors and conducted by the Player Agent with assistance of commissioners.

Minor's Managers will be permitted one "Coach's Option" by submitting the name of one coach (to the Player Agent for BOD approval) at least 1 day prior to the draft. *For draft purposes, the coach's child(ren) will be slotted in the draft according to their player evaluation ranking. Example: If there are 8 teams, any coach's child(ren) that are rated 1-8 from the draft player evaluation are slotted into the first round of the draft; 9-16 in 2nd round, etc. In the case of "ties" the child is slotted in the higher round. (Example: if 2 players are tied for the 8th/9th rating, and one is a child of the manager/coach, then that child is considered #8 and a first round selection.) In the case where a team has more than one "option" in the same round, then the player must also move "back" in the draft. (Example: if a coach has two children, and both were scored as a '2nd round selection', then they must be slotted in rounds 2 and 3.) Managers' child(ren) are slotted one round below where they fall in the draft rankings. The Player Agent may make adjustments, where necessary to balance the teams.*

This option is the responsibility of the Player Agent who will inform each of the managers of all coach's options prior to their respective drafts.

Team formations of Farm (Machine Pitch), Developmental (Coach Pitch), and T-Ball will be done by the Player Agent. Teams will be primarily formed by neighborhoods and parent requests.

The Player Agent is responsible for assignment of players to a team roster, including replacements during the season.

Managers must notify the Player Agent within 72 hours should a player be lost to the team during the regular season due to injury, illness, change of address, or any other reason that could be expected to cause the player to miss more than two weeks of play. If a Majors team loses a player on roster (quit, change of address, or other NON-injury related incident), then the BOD should approve that a replacement player be added to the roster. If extenuating circumstances exist, the BOD may allow the team to play without a replacement. If a player suffers an injury that will cause he/she to miss more than two weeks, the manager may request a replacement by contacting the player agent. In both cases, the player agent should be notified of any reason a roster is to be below 12 players

for more than 2 weeks. It is the role of the player agent to submit to the manager a list of candidates for the replacement. These candidates should be willing to move up to the Majors. The manager may not contact players or parents directly, for that is the role of the player agent. Both the new player and the injured player become permanent members of the roster.

No more than two players may be called up as permanent replacements from the original roster of any Minor or Farm team during a season.

Call-ups for a single game will be coordinated between the divisions' Commissioners, Player Agent and the managers and may be made, when necessary, to have 10 players available to play a game. Players “called-up” are not permitted to pitch and minimum participation rules apply. Call-ups must be made from the level immediately below the team in need, unless approved by BOD.

CODE OF CONDUCT. The following is a code of conduct that all players, managers and spectators are obligated to follow at any ANSLL activity including regular and post season play. Violation of any rule may result in ejection, reprimand, suspension, and/or expulsion form ANSLL.

Managers are responsible for the conduct of their players at all times. Players must sit in their team’s dugout (unless participating in game) although when necessary, the manager may excuse them to leave the dugout.

Unsportsmanlike conduct (such as throwing equipment) will not be tolerated and the managers and umpires are expected to take such action necessary and appropriate. Managers are ultimately responsible for the conduct of fans supporting their team and may be required to help remove them from the facility if requested by the umpire.

Attempts to intimidate or distract the opposing players are not permitted. (Example: “hey batter” chant, rattling fences, etc.)

Managers and umpires will report serious violations to the League President and may be cause for disciplinary action by the BOD.

Attempts to discuss decisions by an umpire by any person (other than the manager) are grounds for ejection from the premises. Managers are permitted to discuss, in a calm manner, rule interpretations with the umpire. Disputing judgment calls by an umpire may be grounds for ejection.

Teams may use two adult base coaches if there is a Little League certified volunteer remaining in the dugout, but no more than 3 adult coaches may be in the dugout at one time.

Managers, coaches, players and spectators ejected from a game will be suspended for no less than one game and each incident will be reviewed by the BOD executive committee.

## UMPIRES

### Umpire Authority

All umpires (parents and juveniles) are representatives of the BOD and have the authority to make all rulings in accordance with both Little League and Local Rules. The authority of the umpires begins with the plate conference and terminates when the umpires and / or all

defensive players leave the field. Beginning with the plate conference, the umpires will have full authority to continue, postpone, or terminate play. Umpires will postpone all games for a minimum of 30-minutes if thunder or lightning are present. During this time all players will vacate the field and dugouts and wait in an automobile or other safe area.

#### Communication with Umpires

A team's manager is the official representative of their team and should represent the team at the plate conference. At that point, all communications with the umpire(s) will be through the respective team managers. Rule interpretations and protests will NOT be discussed with coaches, parents, or players. In the event the team manager is absent or unavailable, a coach will present themselves to the chief umpire at the plate conference (or as soon as is practicable) as the acting manager.

#### SCOREKEEPING AND PITCH COUNTING

Managers will maintain the team scorebook for all league games and will provide a scorekeeper and pitch counter for each game. The home team is the Official Scorer. (Most scorebooks provide explanations for proper scorekeeping.) The Official Scorer shall ensure that the Umpire-in-Chief (usually the plate umpire) sign the official scorebook if the game is protested or suspended. The scorer and pitch counter will provide the data for the managers to post to website. The visiting team's pitch counter is the Official Pitch Counter and shall provide managers and umpires with pitch count information upon request. The Official Pitch Counter must contemporaneously account for all pitches in writing. Teams may supplement official pitch counts by using mechanical counters or electronic devices (computer, tablet, phone), but these methods cannot be used in place of written pitch count sheets. The Official Pitch Counter should reconcile pitch counts with the home team at the conclusion of each inning and pitching change. The pitch number that the last batter was started with could be important for determining the next eligible pitching day, so the means used to track pitches should be capable of noting the starting pitch of each batter. Managers must submit score and pitch counts to the website within 48 hours of game - 24 hours if back to back games.

#### FIELD PREPARATION

- The home team manager is responsible for field set-up, including properly marking all foul lines and batter's boxes, and assuring the pitcher's mound, batter's boxes, and other high use areas are in proper condition (no holes).
- The visiting team is responsible for field maintenance after the game. This includes dragging the field and filling in any holes in the high use areas. This is critical to avoid standing water in the event of rain before the next game.
- The visiting team manager and coaches are expected to assist the home team with infield preparations when weather conditions necessitate extensive field preparation.
- Teams playing later in the day should help when possible and especially when weather conditions necessitate extensive field preparations, since preparation for the first game of the day benefits all that follow.
- The home team manager is responsible for notifying the Director of League Operations (DOLO) and their Commissioner if a game is cancelled for weather conditions. Managers cannot reschedule games without approval of their Commissioner or DOLO.

## DIVISION STANDINGS

Final placement of teams (for in-house tournaments, and for any awards) will be determined by regular season winning percentage in ANSLL games. Games against non-ANSLL opponents will not count toward a team's record or winning percentage. Every effort will be made to play all games scheduled. However, it may be necessary to use winning percentage to determine placement, if there is an uneven number of games played. Division Standings will not be kept for divisions below the Minors level. The following tiebreaker rules will be applied, when necessary:

- (1) Head to Head record of tied teams
- (2) Wins
- (3) Coin Flip

## TOURNAMENT TEAMS

A tournament committee will be established to make recommendations (to BOD) for the procedures for tournaments, specifically including selection of managers, coaches, and players. The BOD will make final determination.

### What is the ANSLL Tournament Team Selection Process?

#### Post Season Little League Tournaments and ANSLL

At the conclusion of each spring season, there are post-season tournaments in which ANSLL participates. Little League sponsors post-season tournaments for four different age groups and our District (District 10) sponsors two others. ANSLL will attempt to field teams to participate in all six of these tournaments. The different teams and the selection process for these teams, are explained below. The age ranges refer to the league age of these players during the current spring season and these ranges are set by Little League, not by ANSLL.

- Little League Team 1, 10-12 year olds: This team is only open to players who were in Majors during the current spring season. This is the age group that eventually winds up in the Little League World Series.
- Little League Team 2, 9-11 year olds: This team is open to players from Majors or Minors (AAA & AA).
- Little League Team 3, 8-10 year olds: This team is open to players from Majors or Minors (AAA & AA).
- Little League Team 4, 13-14 year olds: This team is open to players from the Juniors level only.
- District 10 Team 1, 9-11 year olds: This team is open to players from Minors only (AAA & AA).
- District 10 Team 2, 8-9 year olds: This team is open to players from Minors only (AAA & AA).

To determine which players represent ANSLI on these teams, ANSLI collects the list of all players at each age that are interested in being considered. The names are put on a ballot and each spring season manager votes for 10 players per team. The ANSLI Tournament Committee tabulates the vote and tells the manager for each tournament team the names of the ten players receiving the most votes. The manager is then allowed to select 2 or 3 additional players so that each team has 12 or 13 players on the roster. When the roster is announced, no distinction is made between those voted on and those selected by the tournament team manager - only the manager of that team and the tournament committee know this information. The entire selection meeting is closed to the public and anything discussed in the meeting is confidential information. All managers must keep it confidential.

Little League sets the date that teams can be announced. Between the announcement date and the first game, these teams will practice almost every day in preparation for the tournament. For the Little League teams, winning the district means advancing to the state tournament. For the District 10 teams, winning the district is as far as they can go.

### PARTICIPATION

The Commissioner and Player Agent shall be responsible for verifying the participation rules and may enlist other assistance as necessary to enforce this action. Managers are responsible for ensuring compliance with participation rules.

All cases involving a violation of the rule will be referred to the BOD for appropriate action.

In cases where a team wins in violation of this rule, the BOD may order the game to be replayed or forfeited. This rule shall not force a sick or injured player to participate.

When this occurs after the start of a game, the manager must immediately notify the Umpire and the Official Scorekeeper. This player will be skipped in the batting order, not replaced.

Each manager must provide the opposing manager with a starting lineup including the last names of all players before the game begins. This should include the player's last name, number, and pitching eligibility.

Suspended players should not be present and in uniform and the Player Agent and Commissioner should be notified and approve such disciplinary action



**ANNANDALE-NORTH SPRINGFIELD LITTLE LEAGUE (ANSL) LOCAL  
PLAYING RULES**

**APPLICABLE TO ALL LEVELS**

- The continuous batting order permitted by Official Regulations and Playing Rules Rule 4.04 is adopted for all playing levels. Managers will list every player in the batting order and they will bat in the order listed regardless of whether or not they play in the field that inning. Managers shall add tardy players to the end of the batting order when they arrive at the team dugout.
- The “start time” of a game is defined as the time the game is scheduled to start. The start time may be delayed only if 1) field conditions warrant extra preparation time or 2) for late arrival of umpire.
- By Little League definition, a “new inning” is defined as starting the instant the last out of the previous inning is made.
- ANSL games will have the time limitations below except for “Championship” games.
- There is no exception to maximum run limits for the final inning or for the trailing team.
- Eligibility of all pitchers shall be provided to the opposing manager before each game.
- The home team shall occupy the dugout or bench on the 1st base side of the field.
- Batting practice is NOT permitted prior to games on the game fields and it is never permissible to hit baseballs into the backstop or fences of ANSL fields.
- Visiting team may take the field 25 minutes prior to start time for infield/outfield practice, and the home team shall take the field 15 minutes prior to start of game. If field time prevents the full allotment of time for both teams, then the two teams shall evenly split the remaining time. Both teams must be off the field 5 minutes prior to game time. Game time start may be delayed due to field conditions, as necessary.
- When two games are played on a week night (at a lighted field), the first game should start at 5:30 pm, and no new inning may be started after 7:30 pm. At 7:50 pm the game shall be called and the darkness rule applied. The second game must start no later than 8pm and no new inning may begin after 10:00pm, 10:30pm for Junior-level games. (Only Majors and above can play more than one game in a calendar day per Official Regulations and Playing Rules Regulation VII(d)).
- All players must be in complete uniform, as provided by ANSL with no attachments (pins, buttons, tape, etc.)
- If a batter turns to bunt, then takes a full swing at the pitch, the ball is dead and the batter is out.
- After an out with no runners on base, the ball must be returned immediately to the pitcher. The ball should not be thrown around the infield after an out.

- For end-of-season tournaments sponsored by ANSLL, these local rules shall continue to apply with two (2) exceptions:

EXCEPTION 1: The administrative game time limit for the final Championship games is deleted. Teams shall play final Championship games to its full regulation 6 innings as specified in Official Regulations and Playing Rules Rule 4.10 and 4.11.

EXCEPTION 2: All tournament tie games shall continue until a winner is determined.

- The home team shall furnish three new game balls. Both teams will provide additional useable balls as needed. Game ball specification are as follows:

Level	Ball
Junior, Majors, AAA	LL regulation
AA and Farm	Wilson A1228 Level 5 or equivalent
Developmental and T-Ball	Wilson A1217 Level 1 or equivalent

- New Bat Rules

Beginning in 2018, Little League requires that all bats are marked USA Baseball approved (AAA and above) or carry a USA Baseball sticker (AA and below). Any bat that does not meet this requirement cannot be used in games or practices. It is the responsibility of each team’s manager to ensure that this rule is followed. Penalties for the use of an illegal bat are outlined in the Little League Rule Book.

### LOCAL GROUND RULES

Americana Field (Micklewright) only: Any batted ball that strikes the electrical transmission lines over right field, and lands in fair territory, will be a Home Run. If it lands in foul territory, it will be a foul ball. Batted balls striking electrical transmission lines cannot be caught for an out.

## **JUNIORS**

1. **Participation** – in accordance with Little League rules.
  2. **Time Limits**
    - a. Weeknights - No new inning shall start after two hours from the start time.
    - b. Weekends - No new inning shall start after two hours and 15 minutes from the start time.
  3. **Scoring Limits** – none
  4. **Pitching Distance and Limits**
    - a. Distance and limits in accordance with Little League regulations
    - b. In addition, if a pitcher throws 51 or more pitches in a single game, he/she will be ineligible to pitch in the next game played, even if the appropriate day(s) of rest have been achieved. (Majors and Minors only). However, in concert with the Little League pitch count rule above, once a pitcher reaches 50 pitches he/she may complete pitching to that batter and still be eligible to pitch in the team's net game. This rule does not apply to the end-of-season in-house tournament (playoffs).
  5. **Stealing and Uncaught third strike** – permitted or in effect for Juniors
  6. **Infield Fly Rule** – is in effect for Juniors
  7. **Courtesy Runner** – not permitted for Juniors
  8. **Batter Delays**
    - a. League option for Official Regulations and Playing Rules 6.02(c) is adopted for Juniors. Thus, after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. See Little League official rule for exceptions and penalties.
  9. **Mercy Rule**
    - a. In accordance with Official Regulations and Playing Rules, Rule 4.10e (2), ANSLL does not apply rule 4.10e (1).
    - b. Exceptions: In Juniors, if a game is a "complete game" (4.5 or 5 innings completed), AND a team leads by 10 or more runs, then the game will be considered completed.
  10. **Other**
    - a. Governing Local Rules – Games played at Providence or Bonnie Brae Elementary School are governed by Fairfax Little League's local rules. Games played at ANSLL fields (Annandale HS, Woodson HS, Robinson ES) are governed by ANSLL local rules.
    - b. Field Preparation and Maintenance - For ANSLL vs. Fairfax games, the host team not the home team is responsible for field preparation. However, the guest is responsible for raking and dragging after the game.
    - c. Mound visits - Rule 8.06 (a) and (b) changes the visit rules to a pitcher for Majors and above. For Majors and above **the pitcher must be removed after the 2nd visit in an inning or 3rd visit in a game to the same pitcher.**
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## **MAJORS**

### **1. Participation and Minimum Players**

- a. Each player must play in the field at least one-half of each game (or 3 innings in event of extra inning game) that he or she is available to play while a team member in good standing.
- b. Must have at least 9 players.

### **2. Length of Games**

- a. Normally, no time limits, except that no inning may start after 10:00 pm (per the Official Regulations and Playing Rules).
- b. There is a time limit if two games are being played on a weeknight (lighted field). See “Applicable to All Levels”

### **3. Scoring Limits** – none

### **4. Pitching Distance and Limits**

- a. Distance and limits in accordance with Little League regulations
- b. In addition, if a pitcher throws 51 or more pitches in a single game, he/she will be ineligible to pitch in the next game played, even if the appropriate day(s) of rest have been achieved. (Majors and Minors only). However, in concert with the Little League pitch count rule above, once a pitcher reaches 50 pitches he/she may complete pitching to that batter and still be eligible to pitch in the team’s next game. This rule does not apply to the end-of-season in-house tournament (playoffs).

### **5. Stealing and Uncaught third strike** – permitted or in effect for Majors

### **6. Infield Fly Rule** – is in effect for Majors

### **7. Courtesy Runner** – not permitted for Majors

### **8. Batter Delays**

- a. League option for Official Regulations and Playing Rules 6.02(c) is adopted for Majors. Thus, after entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat. See Little League official rule for exceptions and penalties.

### **9. Mercy Rule**

- a. In accordance with Official Regulations and Playing Rules, Rule 4.10e (2), ANSLL does not apply rule 4.10e (1).
- b. Exceptions: In Majors, if a game is a “complete game” (3.5 or 4 innings completed), AND one hour and forty-five minutes have elapsed, AND a team leads by 10 or more runs, then the game will be considered completed.

### **10. Other**

- a. Mound visits - Rule 8.06 (a) and (b) changes the visit rules to a pitcher for Majors and above. For Majors and above **the pitcher must be removed after the 2nd visit in an inning or 3rd visit in a game to the same pitcher.**

## MINORS-AAA

### **1. Participation and Minimum Players**

- a. No player may sit out 2 innings until ALL players have sat out 1 inning; and no player may sit out 3 innings until all players have sat out at least 2 innings.  
**Exception:** In Minors, if the starting pitcher is still pitching he or she may remain in the game but once removed from pitcher position, he/she must sit out in the next full defensive inning.
- b. Each player is required to play an infield position a minimum of once in the first three innings.
- c. If either team is unable to field nine (9) players, the game may be played with a minimum of seven (7) players. A team playing with less than 9 players cannot shift the number of outfielders in the middle of the inning. If the team starts with 2 outfielders, they must play the full inning with 2 outfielders. [If a team is unable to field the minimum number of players, this shall not be grounds for automatic forfeiture, but shall be referred to the Director of League Operations for a decision (forfeiture or reschedule).]

### **2. Length of Games**

- a. No new inning shall begin after **two hours** from the scheduled start of the game. All games should be played to the time or inning limit regardless of the score.
- b. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of Official Regulations and Playing Rules.

### **3. Scoring Limits**

- a. 5 runs per half-inning
- b. Teams can only exceed the limit per half-inning when a ball is hit over the fence (on the fly or on a bounce) to force in more than the limit per inning.

### **4. Pitching**

- a. Distance and limits in accordance with Little League regulations
- b. In addition, if a pitcher throws 51 or more pitches in a single game, he/she will be ineligible to pitch in the next game played, even if the appropriate day(s) of rest have been achieved. (Majors and Minors only). However, in concert with the Little League pitch count rule above, once a pitcher reaches 50 pitches he/she may complete pitching to that batter and still be eligible to pitch in the team's next game. This rule does not apply to the end-of-season in-house tournament (playoffs).

### **5. Stealing and Uncaught third strike**

- a. Batters may not run to first on an uncaught third strike

### **6. Infield Fly Rule – not in effect for AAA**

### **7. Courtesy Runner for Catcher**

- a. To save time in between innings, a manager may use the courtesy runner for catcher. While a team is at bat, if the catcher for the next inning is a base runner and there is **at least one out**, the manager may substitute a 'courtesy runner' for that base runner/catcher. The courtesy runner **MUST** be the player

immediately above the catcher/runner in the batting order. If that player is already on base, then the courtesy runner must be the next player above that player in the batting order.

- b. Rule does not apply if it is the last inning.
-

## MINORS-AA

### **1. Participation**

- a. No player may sit out 2 innings until ALL players have sat out 1 inning; and no player may sit out 3 innings until all players have sat out at least 2 innings.  
**Exception:** In Minors, if the starting pitcher is still pitching he or she may remain in the game but once removed from pitcher position, he/she must sit out in the next full defensive inning.
- b. Each player is required to play an infield position a minimum of once in the first three innings.
- c. If either team is unable to field nine (9) players, the game may be played with a minimum of seven (7) players. A team playing with less than 9 players cannot shift the number of outfielders in the middle of the inning. If the team starts with 2 outfielders, they must play the full inning with 2 outfielders. [If a team is unable to field the minimum number of players, this shall not be grounds for automatic forfeiture, but shall be referred to the Director of League Operations for a decision (forfeiture or reschedule).]

### **2. Length of Games**

- a. No new inning shall begin after **one hour and forty-five minutes** from the scheduled start of the game. All games should be played to the time or inning limit regardless of the score.
- b. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of Official Regulations and Playing Rules.

### **3. Scoring Limits**

- a. **4 runs per half-inning**
- b. Teams can only exceed the limit per half-inning when a ball is hit over the fence (on the fly or on a bounce) to force in more than the limit per inning.

### **4. Pitching**

- a. Distance from the rear of home plate to the front of the pitching rubber shall be 41 feet.
- b. Days of rest and pitch limits for various ages will be in accordance with Little League rules.
- c. In addition, if a pitcher throws 51 or more pitches in a single game, he/she will be ineligible to pitch in the next game played, even if the appropriate day(s) of rest have been achieved. However, in concert with the Little League pitch count rule above, once a pitcher reaches 50 pitches he/she may complete pitching to that batter and still be eligible to pitch in the team's next game. This rule does not apply to the end-of-season in-house playoffs.
- d. At the discretion of the Player Agent or division commissioner, players league age eleven (11) may be declared ineligible to pitch in AA.

### **5. Stealing and Uncaught third strike**

- a. Batters may not run to first on an uncaught third strike
- b. Limited stealing is permitted starting with the fifth league game of the season in accordance with the provisions of Official Regulations and Playing Rules Rule 7.13.

- c. Each base runner may **steal only one base per pitch** but may **not steal home**. This encourages the fielders to throw to the base(s) being stolen in an attempt to obtain an out.

6. **Infield Fly Rule** – not in effect for AA

7. **Courtesy Runner for Catcher**

- a. While a team is at bat, if the catcher for the next inning is a base runner and there is **at least one out**, the manager may substitute a ‘courtesy runner’ for that base runner/catcher. The courtesy runner **MUST** be the player immediately above the catcher/runner in the batting order. If that player is already on base, then the courtesy runner must be the next player above that player in the batting order.
  - b. Rule does not apply if it is the last inning.
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## **FARM-MACHINE PITCH**

### **1. Participation**

- a. No player may sit out two consecutive innings.
- b. Each player is required to play an infield position a minimum of once in the first two innings.
- c. A player may not play the same defensive position for more than two innings in any one game. (Note this is not consecutive, but rather total innings.)
- d. No player shall play the pitcher position more than one inning per game.

### **2. Length of Games**

- a. No new inning shall begin after **one hour and forty-five minutes** from the scheduled start of the game. All games should be played to the time or inning limit regardless of the score.
- b. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of Official Regulations and Playing Rules. If 90 minutes have not been completed and the game must be resumed at a later date, the one-hour forty-five game clock will be reset. This means that the teams will have a full one hour and forty-five minutes to complete the balance of the game.

### **3. Scoring Limits**

- a. 5 runs per half-inning
- b. Teams can only exceed the limit per half-inning when a ball is hit over the fence (on the fly or on a bounce) to force in more than the limit per inning.

### **4. Pitching** – not applicable

### **5. Stealing and Uncaught third strike** – not permitted

### **6. Infield Fly Rule** – not in effect

### **7. Courtesy Runner for Catcher**

- a. To save time in between innings, a manager may use the courtesy runner for catcher. While a team is at bat, if the catcher for the next inning is a base runner and there is **at least one out**, the manager may substitute a ‘courtesy runner’ for that base runner/catcher. The courtesy runner **MUST** be the player immediately above the catcher/runner in the batting order. If that player is already on base, then the courtesy runner must be the next player above that player in the batting order.
- b. Rule does not apply if it is the last inning.

### **8. Other**

- a. A pitching machine, provided by ANSLL, shall be used to deliver the ball from the mound to the batter. Machine speeds vary, but should typically be 30-40mph
- b. The distance from the machine to the rear of home plate shall be forty-one (41) feet.
- c. The machine shall be adjusted to the satisfaction of both managers prior to the start of the game. Subsequent adjustments may need to be made to the machine by the two managers to allow the machine to deliver the ball into the strike zone.
- d. Defensive coaches are not permitted in the field.

- e. The adult pitcher (machine operator) shall not participate in any defensive play. If a batted ball accidentally touches the adult pitcher through no fault of the adult pitcher, the ball shall be live and remain in play. The adult pitcher may wear a normal fielder's glove for his/her own protection while using the pitching machine.
  - f. No attempt to vary the delivery shall be made.
  - g. If a batted ball in flight first hits the pitching machine it is a fair ball in all cases and cannot be caught by a defensive player for an out--consider that the ball has touched the ground if it contacts the pitching machine on the fly; therefore, the defense must play on any runner by force or tag play to gain an out.
  - h. If a thrown ball hits the machine, it shall remain in play.
  - i. Pitched balls, caught by the catcher, should be returned to the pitcher, and then machine operator after each pitch. Passed balls can be gathered by a coach or parent volunteer.
  - j. Batters are permitted a maximum of seven pitches and are ruled "Out" after they have reached the maximum number of pitches or if they swing and miss the 3rd strike. Exception: A foul ball on the final pitch entitles batter to another pitch, unless caught by the catcher.
  - k. The defensive team shall station a player (pitcher) within a ten-foot diameter of the pitching rubber, no closer to the plate than the machine.
  - l. No bases on balls, hit batsman, or called strikes are permitted.
  - m. When the ball has been returned to the vicinity of the pitching mound by the fielding team, play halts.
  - n. No advancing on an overthrow. Balls hit into the outfield (over the baseline in the air) provides the opportunity for baserunners to advance one extra base, runners/batters are permitted to advance only one base on all balls hit in the infield.
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## **DEVELOPMENTAL-COACH PITCH**

### **1. Participation**

- a. No player may sit out two consecutive innings
- b. Each player is required to play an infield position a minimum of once in the first two innings (if mathematically possible).
- c. No player shall play the pitcher position more than one inning per game.

### **2. Length of Games**

- a. No new inning shall begin after **one hour and forty-five minutes** from the scheduled start of the game. All games should be played to the time or inning limit regardless of the score.
- b. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of Official Regulations and Playing Rules. If 90 minutes have not been completed and the game must be resumed at a later date, the one-hour forty-five game clock will be reset. This means that the teams will have a full one hour and forty-five minutes to complete the balance of the game.

### **3. Scoring Limits**

- a. 5 runs per half-inning

### **4. Other**

- a. No Score will be kept.
  - b. 10 defensive players are allowed in the field, but only 6 are allowed in the infield (counting pitcher and catcher).
  - c. Pitches will be delivered by the offensive team by a registered volunteer. The ball should be delivered overhand. It is recommended that the coach kneel near the pitching mound to get to the level of the player and toss the ball as he would throw a dart.
  - d. While on the playing field, the adult pitcher may instruct his batter, but should not coach the base runners.
  - e. First and third base coaches will be allowed. The defensive team may have one (1) coach in the outfield. No coaches will be allowed in the infield at any time.
  - f. The inning is over when 5 runs are scored, or 3 outs recorded.
  - g. Batters are permitted a maximum of seven pitches and five swings. After maximums are reached, batting tee will be used to allow the batter to put the ball in play. (Managers are allowed some discretion, especially if not all of the pitches were strikes.)
  - h. If the batted ball strikes the adult pitcher it remains in play.
  - i. No advancing on an overthrow. Balls hit into the outfield (over the baseline in the air) provides the opportunity for baserunners to advance one extra base, runners/batters are permitted to advance only one base on all balls hit in the infield.
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## **TEE BALL**

### **1. Participation**

- a. All players play in the field in every inning.
- b. Each player must play at least one of the first two innings in the infield (if mathematically possible.)

### **2. Length of Games**

- a. All games will be **90 minutes or 3 innings**, whichever is less.

### **3. Other**

- a. No batter “strikes out”.
- b. Live pitching not permitted.
- c. Each player bats once in each inning.
- d. Batters and runners may be “put out” on the bases.
- e. Play stops when the ball is thrown toward the pitcher.
- f. Prior to the last batter of an inning, batters/runners can advance only one base per at bat.
- g. Last batter of an inning must be announced clearly to the opposing team. When the ball is hit, the last batter is out when an opponent with the ball touches home plate. The “last” batter may also be put out at any other base – ending the inning. If not put out, the last batter should continue to run the bases until reaching home.
- h. Batting order should vary each inning to allow different players to hit the end of inning “home run”.
- i. Two coaches of the fielding team may be in the field while the opponent bats.
- j. Teams will position a maximum of 6 players inside the baselines when the opposing team is batting. (Don’t crowd the infield)

## ANSLI RULES FOR FALL BASEBALL

### PHILOSOPHY

Fall Baseball, also called developmental baseball, will be offered by ANSLI annually. The purpose of fall baseball is to develop the baseball skills of individual players in an attempt to improve their overall quality of play. There will be no standings and championships. There will be no forfeits in Fall Baseball; however, blatant disregard for the rules may subject a manager or coach to disciplinary action and arguments with umpires will not be tolerated. All rules established in *Official Regulations and Playing Rules* are applicable as amended by the preceding Local Rules. Rules applicable to Fall Baseball only are:

### MINIMUM NUMBER OF PLAYERS PER GAME

If either team is unable to field nine (9) players, teams may play with a minimum of seven (7) players. If a team is unable to provide the minimum number of players, the game will not be played. There are no forfeits in Fall Baseball.

### NO "10-RUN RULE"

In accordance with Little League rule 4.10e (2), ANSLI does not apply rule 4.10e (1). Games will continue regardless of the score in all ANSLI levels of play subject to the scoring limits listed below.

### PITCHING

Managers are encouraged to permit all players to pitch throughout the Fall Baseball season. Therefore, **no pitcher will pitch more than three innings (9 outs) per game** (this rule does not apply to Juniors). In addition, all pitch count limits listed in *Official Regulations and Playing Rules* will be followed.

**The local rule that states "if a pitcher throws 51 or more pitches in a single game, he will be ineligible to pitch in the next game played, even if the appropriate days of rest have been achieved" does not apply during the Fall season. All other pitch count and days of rest rules apply.**

### SCORING LIMITS

Juniors and Majors games will be limited to five (5) runs per half inning.

Scoring limits for all other levels shall remain the same as in the spring. (AAA-5, AA-4, Farm and Developmental-5)

In all cases, teams can only exceed the limit per inning when a ball is hit over the fence (on fly or on bounce) to force in more than the limit per inning.

### TIE SCORE GAMES

Games in the fall season can end in a tie and should not exceed the normal number of innings (7 for Juniors, 6 for Majors, AAA, and AA).