

Del Mar Little League

AA Rules of Play

OVERVIEW of DIVISION

The Del Mar Little League (DMLL) Double AA Division is an instructional league for ages 8 to 10, wherein competition is introduced in the form of regular season team rankings, and then tournament play for all teams. The Double AA Division plays according to the ‘*Official Regulations and Playing Rules for All Divisions of Little League Baseball*’ (also referred to as the “Green Book”), unless specified within this DMLL Rules handout (shown below).

The following is a supplement to the “Green Book” containing a summary of the official rules, local rule exceptions, and general administrative policies as adopted by the DMLL Board of Directors.

RULES of PLAY

Batting:

- **Each batter starts with a baseball count of 0-1 (one strike).**
 - In an effort for players to swing the bat – and minimize walks – umpires are instructed to have a liberal strike zone.
- The continuous batting order is mandatory for all Minor League Divisions. If a child arrives late to a game site and if the manager chooses to enter him/her in the lineup he/she would be added to the end of the current lineup. (4.04)
- A player enters the batter’s box (one or both feet entirely on the ground within the batter’s box) and it is discovered that he/she is using an illegal bat, the player is called out, the bat is removed from the game and the offensive team will lose one eligible adult base coach for the duration of the game for the first violation and if it is a second violation, the manager will be ejected. (6.06-d IC)
- The on-deck position is not permitted. (1.08)
- The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half-inning; or when the offensive team scores five (5) runs. (5.07)
- A batter is out when a third strike is caught or not caught by the catcher. (6.05-b2)
- No player shall have a bat in his or her hands while on the bench or in the dugout.
- A helmet must be worn at all times a player is at bat, on the bases, or assisting as a base coach.
- Bunting is not allowed.
- The infield fly rule will not be enforced.
- 5 Run Mercy Rule Per Inning
 - If a play results in more than 5 runs in an inning (e.g. a 2 run homerun is scored after 4 runs are already in) it will be played to completion, but only 5 runs will be scored and recorded for the inning.
- The 5 run rule is suspended in the last inning. Visitor and Home teams have no mercy rule, “Open Scoring” in the last inning of play.
- 10/15 Run Mercy Rule
 - If after three (3) innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (4.10-e)

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- Unintentional bat throwing is unacceptable (one warning, then it will be treated as intentional).
- Intentional throwing of Bat or Helmet or Glove will result in immediate ejection from game (no warnings - encourage good sportsmanship)

Base Running:

- Advancing
 - Base runners must stay in contact with the base until the ball crosses home plate.
 - When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners. (7.13)
 - A player upon reaching third base safely MAY ONLY ADVANCE home on continuous live action of a BATTED ball, or when forced via a base on balls, batter hit by pitch, or other Umpire base award. Thus, "no stealing home". Any runner attempt to advance further is at their own peril. If a runner is ruled out, the out will stand.
 - When a pitcher is in possession of the ball and a foot on any part of the mound, base runners may not advance further. Base runners between bases may advance to the next base, but no further.
- Sliding
 - Any runner is out when the runner slides head first while advancing. (7.08-a4); This rule does not apply when a runner is returning to a base, only when advancing to a base. The ball remains alive and in play and runners may advance at their own risk and plays may be attempted on any other runners.
 - If the runner who is called out for sliding headfirst has been forced to advance by the batter-runner this will be a force out and no runs will score if this is the third out of the inning. In all other instances the headfirst slide will be a timing play when there are two outs. (7.08-a4 IC)
- Avoid Contact
 - Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. (7.08-a3)

Pitching:

- A Manager must remove the pitcher when said pitcher reaches the following pitch count limits:
 - No pitcher will pitch beyond six outs or 35 pitches, whichever occurs first.
 - If a pitcher reaches the limit of 35 pitches while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:
 - That batter reaches base.
 - That batter is retired.
 - The third out is made to complete the half-inning.

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- During league regular season and post season games pitchers must adhere to the following rest requirements between games:
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed. (Reg VI-d)
- A pitcher once removed from the pitcher's position may NOT pitch again in the same game. (Reg VI-b)
- Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. (Reg VI-a)
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (Reg VI-c)
 - NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
 - Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. (Reg VI-a)
- No curveballs. A curveball is defined as rotation of the arm or wrist.
- There are no balks in Double AA.

Game Duration:

- All games will be six innings in length. Extra innings are permitted to break ties, time and light permitting. All games must start on time!
- On Saturdays, no new inning may start after 1:50 of game time. Strict adherence to the time limit of two hours is required so that all games may be completed as scheduled. The time limit only applies when there is a DMLL game scheduled immediately after the game in question. It is the intent that all games are played to the duration whenever possible.
- Only an Umpire, Board Member or Assigned Game Coordinator will decide if the game will be called prior to six innings due to weather, light or other safety concerns.
- Ties or games that have been cancelled due to rain will be made up within two weeks, if possible. Care will be given so that teams will not have to play back-to-back games, if possible.
- During a game, an injury or other circumstance that leaves a team with less than 8 players must be halted.
- All forfeits and other disputes will be settled by the Board of Directors and will be presented to the Board by the AA Coordinator.

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Defensive Field Makeup:

- **Teams will field 10 players (regular baseball positions plus extra outfielder).**
- Outfielders shall be positioned on the outfield grass to prevent them from interfering with the infield positions and plays in the infield.
- An outfielder may not be positioned to create a rover immediately behind 2nd base.
- The catcher must wear a catcher's mitt. (1.12)
- Male catchers **MUST** wear the (protective) cup. (NO EXCEPTIONS) All catchers must wear chest protectors with neck collar, throat guard, shin guards and a catcher's helmet. All catcher's must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warmup and games. (1.17)
- Managers or Coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time. (3.09)
- Prior to the start of game, no player may warm up on the infield. Pitchers may not warm up on the pitching mound until the team takes the field prior to the game. (3.09)
- **ADULTS MAY NOT WARM UP PITCHERS PRIOR OR DURING GAME PERIOD!!!**
 - Please designate a warm up catcher, who must be wearing a cup, facemask and helmet.

Substitutions & Rotation of Players:

- Every player shall play the infield a minimum of two innings during a six-inning game.
- A Manager may substitute freely. A player does not have to be a starter to re-enter the game. A defensive fielder must complete an inning to qualify as having played that position during a game.
- Substitutes will rotate each defensive inning so that no player sits on the bench more than one inning in a row. All players shall sit out one inning before a player sits out a second.

Games:

- If a team does not have 9 players that Manager has the discretion to 1) either be subject to a possible forfeit pending Board review and take a player(s) from the other team and play as a scrimmage or 2) play with 8 and play a game that counts for standings. If there are 7 or fewer players no game may take place and the team is subject to possible forfeit subject pending Board Review.
- There will be one Manager and two Coaches in the dugout, maximum during games.
- There will be no more than one Manager and three Coaches allowed on the field for pre-game warm-ups.
- **ONLY** the Manager may interact with the Umpire.
- Coaches may only interact with the players.
- Coaches are allowed at first and third bases. The Coaches must remain in the dugout unless coaching a base.

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FIELD SETUP

Home Team:

- The home team is responsible for prepping the field prior to the game. Prepping the field includes, dragging the infield and putting out the bases.
- The home team will occupy the first base dugout.
- The home team supplies at least three game balls.
- The home team will keep the official scorebook.
 - The home team Manager is responsible for imputing the official score.
 - The home team Manager is responsible for recording all players that played in the game, pitch count, and innings pitched for both teams. (For example, if a pitcher threw 20 pitches and recorded 2 outs, the team Manager would enter Pitch Count: 20, Innings: .66)
 - This must be done within 24 hours after the completion of the game.
- The home team will designate an official pitch count recorder who is responsible for maintaining the official pitch counts for all pitchers form located on the Del Mar Little League Web Site.

Visiting Team:

- The visiting team will be responsible for the field breakdown after the completion of the game.
 - Field breakdown includes, dragging and watering down the infield, repairing the batters' box, cleaning up trash and putting all equipment away (if final game of day).
- The visiting team will occupy the third base dugout.
- The visiting team should supply at least two game balls as backup.
- The visiting team will keep a scorebook for itself.
- The visiting team will keep a pitch count for all pitchers.

TEAM ROSTERS AND PLAY REQUIREMENTS

Roster Size and Replacements:

- A team shall consist of 12 players.
- A team reduced to less than 10 players will need to add a player, if there is one available
- Players considered will be any players on the Waitlist that are at least 9 years old, or any 9 year olds that were placed in Machine Pitch and are waiting for a spot in Double AA.
 - Any player who tried out for Double AA may be brought up to the Triple AAA level as the need arises at any time during the season.
 - A player may refuse to move up to Double AA or Triple AAA if the parents of the player do not want the player to move up.
- "DMLL Minor League Player Replacement Policy" describes specific guidelines for how and when a player will be replaced.

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Rules Enforcement:

The Umpire will be responsible for all on field rule enforcement. Managers will be responsible for all dugout rule enforcement. Register all normal complaints and problems in writing to the Double AA Coordinator, aa@dml.org.

Umpires:

- **All calls by an Umpire will stand as called. There will be no protests.**
- Any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. (9.02-a)
- Each Umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. (9.01-d)
- Each Umpire is the representative of the league and of Little League International, and is authorized and required to enforce all of these rules. (9.01-b)
- Each Umpire has authority to rule on any point not specifically covered in these rules. (9.01-c)
- If the Umpire has not arrived by game time the Managers will confer and select a mutually agreed volunteer and start the game. If the Umpire arrives he will take over the game at the end of a complete inning.
- If the Umpire must leave prior to the completion of 6 innings the Managers will confer and select a mutually agreed upon volunteer and continue the game. If the game is tied after 6 innings the Managers have the option of selecting a volunteer as above or play a make up at a later date.

Managers and Coaches:

- A Manager or Coach shall not leave the bench or dugout except to confer with a player or an Umpire and only after receiving permission from an Umpire. At least one adult Manager or Coach must be in the dugout at all times. (Reg XIV-d)
- No one except eligible players in uniform, Manager, and not more than two Coaches shall occupy the bench or dugout. (3.17)
- The base coaches' boxes shall be 4 feet by 8 feet, and shall not be closer than 6 feet from the foul lines. (1.04)
- Base coaches shall remain within the base coaches box at all times, except as provided in rule 7.11. (4.05-c)
- It is interference by a batter or runner when in the judgment of the Umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base. (7.09-h)
- A Manager or Coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. (Minor Division, 8.06-b)
- Only one offensive time-out, for the purpose of a visit or conference, will be permitted each inning. (5.10-d)

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- The use of electronic equipment during a game is restricted. If, in the Umpire's judgment, any player, Manager or Coach uses an electronic communications device during the game, the penalty is ejection from the game. A Manager or Coach is permitted to use a scorekeeping and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort. (3.17)

GENERAL and ADMINISTRATIVE RULES

Equipment:

- The league will provide batting helmets, bats and balls for each game. Report damaged or missing equipment to the Double AA Coordinator as soon as possible.
- Each player should be in team jersey, cap and long pants (no shorts) for games.
- Cleats are recommended, no metal cleats are allowed. Jerseys must be tucked in.
- The ball used must meet Little League specifications and standards. Baseballs licensed by Little League will be printed with one of two designations: "RS" or "RS-T". (1.09)
- Only Little League Approved bats are allowed. (1.10)
 - Non-wood and laminated bats shall bear the USA Baseball logo.
 - All BPF-1.15 bats are prohibited.
 - Bats shall not be more than 33 inches in length, nor more than 2 5/8 inches in diameter.
- Solid one-piece wood barrel bats do not require a "USA Baseball" logo. (1.10)

Safety:

- Managers must confirm at pre-game conference that their team is "properly equipped and ready to play according to the rules of Little League baseball". This includes local league rules for their specific division.
- Prior to start of a game, the home team Manager must confirm the DMLL First Aid Kit provided by the DMLL is present and accessible.
 - Each Manager will be supplied with a first aid kit and ice packs. There should be extra items available on site at each field location. These items must be with the team at every practice and game. If additional kits or ice packs are needed, contact the Safety Coordinator/Equipment Manager.
- Uniformed players, managers, coaches, and umpires only shall be permitted within the confines of the playing field just prior to and during games. Except for the batter, base-runners, and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen. (Reg XIV-b)
- No player is allowed to pick up a bat without wearing a helmet.
- Casts may not be worn during the games by players and umpires. (1.11-k)
- All offensive players out of the dugout and on the field of play must wear a helmet.
 - The helmet must be worn until the player is behind the fence and back in the dugout. This includes warm-ups.
- All equipment (bats, helmets, bags, etc.) must be confined within the dugout and may not be stored along the fences within the field of play.

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- Managers must carry medical releases for all players at all times.
- Players may not leave the dugout or the field of play during the game. The only exception is to use the restroom or in the event of an injury.
- Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item.
EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible. (1.11-j)
- **Parents or visitors are not allowed in the dugout.**
- The Umpire will strictly enforce safety rules.
- Managers and coaches must strictly enforce all additional safety rules as defined by Little League International and Del Mar Little League. Contact League Safety Officer for full information.

Behavior:

Little League baseball in all divisions is a game... (1.01)

- The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, Manager, Coach, Umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the Board of Directors. (Reg XIV-a)
- The league will not tolerate any unsportsmanlike behavior by Managers, Coaches, players, or parents. Disciplinary actions will be taken at the discretion of the Board of Directors.
- If an incident occurs, call or email the AA Coordinator, aa@dml.org.