

WOODLAND LITTLE LEAGUE DOUBLE A CITY TOURNAMENT RULES & REMINDERS

The rules for the Double A baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):
Rule Changes/Additions/Clarifications:

A. Minor AA

1. Pitching and Batting

- a. Batting will follow the second half rules w/ the following changes:
 - i. Batter will receive **7 pitches** in which to hit a ball into fair territory.
 - ii. If a batter should foul off the 7th pitch, they may continue provided they make contact.
 - iii. Bunting is not allowed.
 - iv. 3 outs or 5 runs will complete an inning. Batting will resume in the lineup where the last inning ended.
- b. Each player attending the game is in the batting order. Any players that are late shall be inserted at the bottom of the order.
 - i. If a player is removed for injury/illness, no out will be recorded in the removed player's lineup spot. The injured player is not eligible for re-entry.
 - ii. If a player in the lineup refuses to bat, then an out will be recorded for that lineup spot and the game will continue from there.
- c. **There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.**
 - i. Bench players retrieving bats must wait until the play is dead to avoid any confusion, potential for injury, or interference.
- d. Two adult base coaches are permitted.
- e. No defensive coaches are allowed on the field.
- f. 5 runs Max per inning except for the 6th inning. 6th inning is open scoring.
 - i. CHAMPIONSHIP GAME ONLY WILL PLAY A FULL 6 INNINGS (Mercy rules still apply).
- g. Mercy Rules apply:
 - i. 15 runs after 3 innings; 10 runs after 4 innings
- a. Bats must have a USA stamp or be full wood bat. Penalty for use of illegal bat is shown in Green Book rule 6.06 (d).

2. Duration of Game

- a. No new inning may start after 1 hour 25 minutes unless the game is tied. **There must be a winner.**
- b. No game will last more than 1 hour 55 minutes. Any game reaching this allotted time shall be terminated at once. If a tie game is being played off, the inning may continue past the 1 hr 50 min mark until a winner is decided.
- c. If at any time lighting for a game becomes too dim to safely continue a game, the game shall be ended immediately. Safety is your main concern.
- d. If a game is called due to darkness, the Player Agent will arrange for a time where the game can be picked up where it left off to decide a winner.

3. Base running

- a. There will be no stealing allowed.
- b. **Overthrow Rule: Only 1 base on an overthrow and only on the first overthrow.**
(Example: ball is overthrown on play at 1st base, the runner can advance to 2nd base at his own risk. This runner may not advance to 3rd if there is an attempt to make play on the runner at 2nd and the ball is overthrown. The ball remains live until it is thrown to the pitching area and the runner can be tagged out if he steps off or overruns 2nd base, he just cannot advance).
- c. **Play stops once the ball is thrown to the Pitcher or pitching area.** If a runner is past the halfway point between bases the player will be awarded the next base. Runners not reaching halfway point must return to previous base. A runner reaching halfway point will not be awarded the next base if a leading runner does not reach the halfway point.
- d. Runners may not leave the base early. They must wait until the ball is hit.
- e. Players are allowed to slide into any base or home plate permitting it is not head-first. You may dive head-first **BACK** to a base from which you came.
- f. The defensive player tagging the orange bag at first base is not an out. It is for the Batter running to first. The offensive player shall only touch the orange bag.
- g. Defensive players may not occupy a base when there is no play being made. Umpire may elect to call obstruction at the umpire's judgement.

4. Players and Player Requirements

- a. Players may not sit more than **1 inning per game** until all players from their team have sat out 1 inning during that game.
- b. Each team is allowed 10 defensive players on the field. One player will be placed in each of the infield positions including the pitcher and catcher positions, with a maximum of 4 players taking up positions in the outfield.
 - i. Players shall remain in the position they start an inning for the entirety of the inning. An exception can be made if a player is injured during an inning.
 - ii. The player playing the pitching position shall stand equal to or behind the pitching rubber and shall have at least 1 foot inside the outer edge of the pitching L-screen - never more than 6 feet from the pitching rubber. Pitchers are not allowed to charge towards the batter until the ball is put in play. Infielders shall be on the dirt area in the infield and not in the base line or on the grass. Outfielders shall be spread out evenly in the outfield no closer than 20 feet from the infield dirt or be behind the white chalked line when provided.
 - iii. Charging from the outfield positions is not allowed. The players positioned in the outfield must wait until the ball is hit to move inward toward the batter. Outfielders must start behind the white chalked line, or if no white line is in place, may not be any closer than 20 feet of the infield dirt until the ball is hit.

5. League Rules

- a. Home team will be decided by a coin flip amongst managers prior to the start of the game.
- b. You must play with a minimum of 9 players. Fill-in players may be added up to 10 players.
- c. Replacement Players:
 - a. Before the tournament begins, each manager will submit to the Player Agent of his division a 1-12 ranking of his players based on his/her personal manager opinion of that player's ability. When a team needs a substitution, they will notify the Player Agent of the player who is absent and their corresponding ranking. The Player Agent will then recruit a player with a similar ranking from

another team to fill in. That substitute will bat last and must meet the minimum playing requirements like everyone else.

- d. If anyone is ejected from a game (player, coach, or parent), it is a minimum one (1) game suspension (Extra game)
- e. Any request for disciplinary action against a player must be in writing via the online complaint form.
- f. The pitching machine must be set at 34 MPH. Any adjustments to the pitching machine must be made at the top of the inning. Coach operating the pitching machine must wear a glove and be prepared to receive the throw from the fielders.
- g. The coach operating the pitching machine must keep a spare baseball in his/her pocket to be used if a ball is batted foul out of play. This is to keep the speed of the game. Do not keep the spare ball on the pitching machine, on the ground near the pitching machine, or anywhere it can possibly interfere with a ball put in play.
- h. The Home Team is responsible for unlocking/locking the gate on their side, getting the game balls, putting away and securing the pitching machine and bases after the game.
- i. The Visiting Team is responsible for setting up the pitching machine, installing the bases before the game, unlocking/locking the portable bathroom before/after the game, and unlocking/locking the gate on their side.
- j. Home team will be required to keep an official score book. It is recommended that the visiting team also keep a scorebook, but the home team is official. It is good practice to confirm score with the book and umpires after each half inning.

6. Safety Rules

- a. All players must wear a helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence.
- c. No more than **4 adults** in the dugout.
- d. All Catchers must wear a catcher's helmet with throat guard, catcher's mitt and male catchers must use a cup during catching duties.
- e. Players entering and exiting the field must do so behind the pitching machine.

Managers are responsible for the conduct of their team's parents. Please explain or share the rules with them so they are aware. If a parent's behavior cannot be controlled, the team manager may be ejected.

PLEASE CONDUCT YOURSELVES IN A MANNER THAT WILL REFLECT GOOD SPORTSMANSHIP.