**WOODLAND LITTLE LEAGUE**

**DOUBLE A DIVISION**

**LOCAL RULES FOR FALL BALL**

**OBJECTIVE OF LEAGUE:**

The objective of the Double A league is to provide a competitive atmosphere without keeping score. The managers and coaches are expected to teach **the fundamentals** of baseball to their players without the pressure of winning and losing. Success in this league is measured by how well each and **EVERY** player progresses throughout the season and how each coach embraces the objective of the Double A league. The most important aspect of your season will be to get your players ready for the next level of play for the following season.

Coaches are required to **move players to all positions and teach the fundamentals of each area.** Coaches should emphasis the importance of every position in baseball.

Also as important is the matter of **GOOD SPORTSMANSHIP.** Players should be taught the meaning of goodsportsmanship. Set an example by the way you behave and conduct yourself on and off the field (Your players will react the same way they see you and your coaches react). . In this league there is no reason for managers and coaches to argue with umpires or amongst themselves, but if something should arise take it off to the side and discuss it like adults in a private manner. Sportsmanship does not just take place inside the foul lines; the behavior of your parents is a key ingredient on how your player will respond to you and your staff. By keeping everyone informed and up to speed with your style of coaching and your expectations for your players, your season should go smoothly.

The rules for the Double A baseball league shall follow the Little League Green book except as follows

1. **Minor AA**
   * + 1. **Pitching and Batting**
          1. Fall Ball batting is through the line up or 3 outs. If 3 outs are recorded then you pick up where the last inning ended.

Batter will receive **7 pitches** in which to hit a ball into fair territory.

If a batter should foul off the 7th pitch they may continue provided they make contact.

Bunting is not allowed.

* + - * 1. Each player attending the game is in the batting order.
        2. There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.
        3. Two adult base coaches are permitted.

**2. Duration of Game**

1. No new inning may start after 1 hour 25 minutes.
2. No game will last more than 1 hour 55 minutes. Any game reaching this allotted time shall be terminated at once.
3. If at anytime lighting for a game becomes to dim to safely continue a game, the game shall be called. Safety is your main concern.

**3. Base running**

1. There will be no stealing allowed.
2. **Play stops once the ball is thrown to the Pitcher or pitcher area.** If a runner is past the half way point between bases the player will be awarded the next base.
3. You may not advance on an over throw.
4. Players can slide into any base or home plate permitting it is not headfirst. You may dive head first **BACK** to a base from which you came.
   1. The defensive player tagging the orange bag at first base is not an out. It is for the batter running to first.

**4. Players and Player Requirements**

1. Players may not sit more than **1 inning per game** until all players from their team have sat out 1 inning during that game.
2. 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.
3. Each player attending any game shall be in the batting order.
4. One player will be placed in each of the infield positions including the pitchers position, with the remaining players taking up positions in the outfield.
5. **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.
6. **There is no charging from the outfield positions allowed,** the outfield positions must wait until the ball is hit to move inward toward the batter. Outfielders cannot cross the white chalked line or be within 20 feet of the infield dirt until the ball is hit.

**5. League Rules**

* + 1. You may play with less than 10 players without penalty if a replacementplayer is not available.
    2. If anyone is ejected from a game, it is a minimum one (1) game suspension (Extra game)
    3. Any request for disciplinary action against a player must be in writing to the

Player Agent before it will be looked at by the Rules Committee.

* + 1. If a League umpire is not assigned to the game, the base coaches will make the call on fair or foul balls. Only call out “FOUL BALL”, and just point to fair territory on fair ball. The coach running the pitching machine will make the safe or out calls on the bases.

*\*(once the ball is called foul the play is stopped no matter if the ball ends up being fair)*

* + 1. 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.
    2. 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.
    3. 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.
    4. 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.
    5. Home Team is in the first base dugout.

**7. Safety Rules**

**a**. Must wear helmet whenever a player has a bat.

**b**. No warm up with bats or baseballs outside fence.

**c.** No more than 5 adults in the dugout.

**d.** Catchers must wear helmet with throat guard, catcher's mitt and use a cup.

1. Players and coaches must go around the pitching machine when exiting the field.