

WOODLAND LITTLE LEAGUE

DOUBLE A

DIVISION RULES

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 emphasize the importance of every position in baseball.

Also as important is the matter of **GOOD SPORTSMANSHIP**. Players should be taught the meaning of good sportsmanship. 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 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 will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

A. Minor AA

1. Pitching and Batting

- a. First half batting is through the line up or 3 outs. If 3 outs are recorded then you pick up where the last inning ended.
 - 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.
- b. Second half batting is 3 outs or 5 runs. If 3 outs or 5 runs are recorded then you pick up where the last inning ended. i, ii, iii, above still apply for second half.
- c. Each player attending the game is in the batting order. Any players that are late shall be inserted at the bottom of the order.
- d. **There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.**
- e. Two adult base coaches are permitted.
- f. Two defensive coaches are allowed to assist their team when on defense in the first half only. During the second half, no defensive coaches are allowed on the field.

2. Duration of Game

- a. No new inning may start after 1 hour 25 minutes.
- b. No game will last more than 1 hour 55 minutes. Any game reaching this allotted time shall be terminated at once.
- 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.

3. Base running

- a. There will be no stealing allowed.
- b. **Play stops once the ball is thrown to the Pitcher or pitching area.** If a runner is past the half way point between bases the player will be awarded the next base.
- c. You may advance 1 base on an over throw. You do not have to go.
- d. 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.
- e. 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.
- f. Players and coaches must go around the pitching machine when exiting field.

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.
- c. Each player attending any game shall be in the batting order.
- d. **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.
- e. **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. City Tournament

- a. Rules to follow at a later date.

6. League Rules

- a. You may play with less than 10 players without penalty, if a replacement player is not available.
- b. If anyone is ejected from a game it is a minimum one (1) game suspension (Extra game)
- c. 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.

- d. 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)*
- e. 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.
- f. 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.
- g. 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.
- h. 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.
- i. Home Team is in the first base dugout.

7. 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 5 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.

8. Coaching Tips

- a. Teach your players to play positions in accordance with the rules.
- b. Instruct them on how to make the correct play. Do not teach them to be a one-player team.
- c. Teach each player how to run the bases in order to play the game, not WIN it.
- d. Teach your players the proper techniques for each position. (e.g., where to put your feet, force out, tag out, cover their base).
- e. Show them the proper equipment to use, weight and length of bats, glove size, and helmets.
- f. Teach them how to catch fly balls and how to run the bases on fly balls.
- g. Enforce the safety rules above.

9. Player Movement

- a. **Fill-in Players:** During league play, or the City Tournament, players from other AA division teams may be used to add up to 10 players. With the approval of the President, Vice President or Director of Operations, the Player Agent shall arrange for all fill-in players. The fill-in player must bat last. The fill-in players will be selected by the Player Agent. The Manager shall be notified in a timely manner by the Player Agent when a replacement player has been selected.