



# Double AA Division Rules

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- i. **Interlock Play:** In the event of Interlock Play, ULL will play by our Local Ground Rules when playing on our home fields and will play by the Local Ground Rules of the opposing League's while playing away.
- ii. **Mandatory Minimum Play:**
  - Playing Time: Minimum of 4 defensive innings per game required. A player cannot be on the bench twice before all players have been on bench once.
  - Position Play: Every player needs 2 or more innings playing in the infield. All kids must play at least one inning in the outfield. No player can play more than two innings at any one position. Each player should play all positions throughout the year. The exception being a player that is a safety risk at first base.
  - If a game runs shorter than 6 innings, it can be tough to meet the minimum infield time requirements. Plan accordingly and all players should play a minimum of one inning in the infield in the first 3 innings.
- iii. **Batting Order:** The batting order shall be continuous.
- iv. **Substitute Runner:** The following are instances when a substitute runner may be used;
  - A batter is struck by a pitch and cannot run, the player that made the last out in the previous inning shall run for the batter struck by the pitch
  - A player that is injured while running the bases can be pinch run for with the player making the last out in the previous inning
- v. **Injured Player:** An injured player is simply skipped in the lineup and if they become healthy enough to play may return to that spot in the lineup. If a player gets hurt while at bat (not struck by the ball), the next better in the order takes his/her place and assumes the count and the game continues.
- vi. **Pitching:**
  - A combination of coach pitch and player pitching will be used.
  - All pitching must occur from the pitching rubber. When a coach is pitching the defensive player pitcher must have one foot within the dirt circle.
  - Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
  - Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
  - A pitcher once removed from the mound cannot return as a pitcher.
  - Hit By Pitch: Pitcher must be replaced after three HBP's have occurred. There is no inning limitation on HBP. Example, Pitcher hits 2 batters in the 1<sup>st</sup> inning and another in the 2<sup>nd</sup> inning. Pitcher must then be removed.



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- Opening Day thru Spring Break:
  - a. Players will pitch the first 3 innings of all games. Coaches will pitch the remainder of the game.
  - b. On the first (2) walks (does not need to be consecutive) from a Player Pitcher in an inning the batter will take the base. When ball four is thrown on the third walk, the coach of the batting team will take over pitching the remainder of the inning. The strike count will remain, and a maximum of (5) pitches will be thrown to the batter. The umpire will not call strikes during this time, however, swinging strikes will count. If no ball is put in play after the last pitch, the batter will be out.
    - i. A foul ball can't end the at bat.
    - ii. If a coach hits the batter, it shall not be counted in the (5) pitch allotment. A batter can't receive a base-on-balls from a coach pitcher.
  
- Spring Break thru the End of the Regular Season:
  - a. Players will pitch all innings in the game. Coaches will only be brought into pitch as noted below.
  - b. On the first (2) walks (does not need to be consecutive) from a Player Pitcher in an inning, the batter will take the base. When ball four is thrown on the third walk, the coach of the batting team will take over pitching for the remainder of the inning. The strike count will remain, and a maximum of (5) pitches will be thrown to the batter. The umpire will not call strikes during this time, but swinging strikes will count. If no ball is put in play after the last pitch, the batter will be out.
    - i. A foul ball can't end the at bat.
    - ii. If a coach hits the batter, it shall not be counted in the (4) pitch allotment. A batter can't receive a base-on-balls from a coach pitcher.
  
- Post Season Tournament:
  - a. Players will pitch all innings in the game. Coaches will not be pitching during the playoffs.
  
- All pitching must occur from the pitching rubber.
- Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
- A pitcher once removed from the mound cannot return as a pitcher.
- Hit By Pitch: Pitcher must be replaced after three HBP's have occurred. There is no inning limitation on HBP. Example, Pitcher hits 2 batters in the 1<sup>st</sup> inning and another in the 2<sup>nd</sup> inning. Pitcher must then be removed.



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- vii. **Pitch Count:** The Official Pitch Count will be recorded by the Official Scorekeeper. Managers shall not question the official count.
- The pitch count must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
  - The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.
  - Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
  - For all Interlock Games, Union teams must still log pitch counts.
- viii. **Number of Defensive Positions:** There shall be (9) defensive players. The (3) outfielders must start each play 15 ft beyond the infield dirt. A white line will be placed on the field representing this dimension.
- ix. **Outfield and First Base:** No out can be recorded from an outfielder throwing the ball directly to 1st base.
- x. **Bunting:** There shall be no bunting in this Division.
- xi. **Stealing:** There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- xii. **Sliding:** If the runner does not slide into 2nd base, 3rd base, or home plate, and interferes with the play than the runner will be called out.
- xiii. **Defensive Control of the Ball:** Base runners cannot advance once the ball is controlled in the infield. Control is defined by an infielder making a clean catch (from a bounce is acceptable) on a baseball while standing on the infield dirt/grass.
- If a runner is less than 75% to a base (marked by a line on the field) when the ball is controlled by the defense, he/she must return to the previous base after the play.
  - If he/she is thrown out while attempting to get to the forward base, then he/she is out.
  - The purpose of this rule is to discourage base coaches from attempting to entice the infielders into making a throwing error by always sending their base runners.
  - Note: An overthrow at any base from an infielder is a live ball. Until the ball is controlled on the infield dirt/grass, by an infielder, the ball is considered live.
  - Note: An overthrow at any base from the outfield is a live ball. Until the ball is controlled by an infielder on the infield dirt/grass, the ball is considered live.
- xiv. **Regulation Game:** It is a regulation game if either of the following occur:
- If the Home Team has scored more runs in 3.5 innings than the Visiting Team has scored in 4 complete half innings.
  - If the Visiting Team is ahead by 10 or more runs after 4 complete innings.
  - If the Home Team is ahead by 10 or more runs after 3.5 innings.



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- xv. **Runs per Inning Limit:** No matter how many outs there are, once five runs have been scored, that half of the inning is complete.
- There shall be no five run limit imposed during the 6th inning (and beyond).
  - Five runs scored, inning ends. There is no “play in progress” allowance, although it is recommended that the play be completed in case a run is disallowed.
  - In the 6<sup>th</sup> inning (and beyond), maximum batters allowed is the highest number of players from either team. Ex. If team A has 12 players and team B has 10 players, team B can bring 12 players up in the inning if three outs have not yet been recorded nor the 10 run rule has not be activated.
- xvi. **Number of Players:** A game may not be started with less than 8 players on either side.
- xvii. **Game Duration:** Except for playoffs, games shall be allowed to end in a tie.
- No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at Manager/Umpire meeting prior to start of game.
  - No new inning should be started 1 hour and 45 minutes from the start of the game.
- xviii. **Number of Coaches:** No more than (1) manager and (2) coaches may be in the dugout at one time.
- xix. **Dugout:** Coaches must remain in the dugout (with the gate closed) while the game is in play.
- xx. **Standings:** Standings for playoff seeding will be based on the full regular season schedule.