

RWCLL AA LOCAL RULES | 2024 SPRING

Time Limit: No new inning after 1:15 from scheduled start time. Game stops at 1:30.

Continuous Batting Order: CBO (or roster batting) is used in all divisions (Rule 4.04)

Courtesy Runner: A courtesy runner will be allowed for the pitcher or catcher with two outs. It will be the last player out. If no out has been recorded, it will be the last player in the line-up. (Rule 3.04)

Five Run Limit (Minors): A 5 run rule per inning limit will be enforced for all but the 6th inning. (Rule 5.07)

Mercy Rule: There is no mercy rule in AA, as we're all here for development and want to play. Teams up by more than 10 runs are expected to switch to developing players and run station-to-station.

Mandatory Play: Each player must play three (3) innings in the field at a defensive position during a full six-inning game. When the home team wins in 5 1/2 innings, each of the visiting team players must have played at least two (2) innings in the field. When a game ends due to time limit after 5 innings, all players on both teams must have played at least two (2) innings in the field. The innings need not be consecutive. In addition, any player selected to sit out for a defensive inning shall play in the field the following defensive inning, if any. All players must play at minimum 2 inning in the infield.

Penalty for violation: each affected player shall play in its entirety the next game attended.

Baseballs: The home team should be prepared to provide the umpire with two new baseballs, and four gently used game balls.

Bats: AA must use USABats or solid wood bats only. If a player is caught using a non-approved bat they will automatically be called out.

Scorekeepers: The home team is responsible for providing an official scorekeeper.

Coaches: One coach must be in the dugout at all times when a player is in the dugout. Additional coaches will be allowed outside against the fence of the dugout for coaching and developmental purposes.

Protest: There will be no protests in AA games. Umpires judgment will be final.

Umpire Interaction: No player, Manager, Coach or fan may talk to an umpire about calls. All calls are final, no conferences on field, no objection to calls, no yelling from

dugout or stands. Any breach will be ejection from the game and one game suspension. Two instances in the season, violators will be suspended for the remainder of season.

Game Day: Home Team sets up field, Visitors take down and are responsible for all equipment, (bases, home plate, cones, benches, ball bags) being locked in Equipment Boxes. Home team 1st base dugout, Visitors 3rd base dugout.

Pitcher's Circle: A 10' diameter Pitcher's Circle will be drawn around the pitcher's mound. If a pitcher's circle is not available on the field, then best judgment should be used to determine the approximate area during game play. Play is stopped when the ball is returned to the kid pitcher from an infielder only. The kid pitcher must have control of the ball with one foot inside the Pitcher's Circle.

Coach Pitchers: All pitches thrown by a coach are strikes. A batted ball that hits the coach pitcher is a live ball. The coach pitcher may not coach runners on the base paths during the inning, they may coach the batter in the batters box.

Batting: Players get 5 pitches to put the ball in play. Foul balls on the 5th pitch will extend the at-bat. There are no walks. 3 swinging strikes are an out.

Defense: Ten players will play on defense, with four outfielders. Outfielders must play at least 10 feet back off the edge of the infield.

Base Running and Stealing: Baserunners can only run on contact made by the batter. Runners must stay in contact with the base until the ball crosses home plate. No leading off or stealing allowed.

Halfway Line: A halfway line will be drawn between 1st and 2nd, 2nd and 3rd, and 3rd and Home Plate. Umpires will make an assessment at the time that the ball is caught by the kid pitcher if runner fully crossed the halfway line. The defensive team is free to make plays on runners but once the ball reaches the kid pitcher who has one foot inside the Pitcher's Circle and control of the ball, the play is dead. In the event a kid pitcher fields a batted ball inside the Pitcher's Circle and shows intent to make a play on a runner, the ball will not be considered dead.

Bunting: No Bunting is allowed. Players must attempt a full swing at the ball. Attempted or successful bunts will be considered strikes.

Overthrows: An overthrown ball at 1st and 3rd base that stays in the field of play will be considered a live ball and the runners may advance 1 base if they choose to. We want to encourage the defensive players to throw the ball to the base to try and get the advancing runner out without fear of throwing the ball away. An overthrown ball at 2nd base is a live ball and the runners may advance until they are put out or the ball is returned to pitchers circle. Any overthrown ball that leaves the field of play will be considered a dead ball and the umpire will instruct all runners to advance 1 base.

On Deck Batters: On deck batters are not allowed. The on deck batter must remain in the dugout until their turn at bat.

Outfield Line: Cones are placed at 160 feet on white dots in the outfield. A ball hit over the cones is a home run. A ball that rolls past the cones is a ground rule double.

Sliding: Feet first sliding is allowed at 2nd base, 3rd base, and home plate. Head first sliding is only allowed going back to a base.

Base Coaches: Base coaches must be in designated coaching boxes at 1st and 3rd base only. If a ball is hit towards them and the player is attempting to make a play they need to move out of the way of the play.

Infield Fly Rule: No infield fly rule.

Balls Thrown Out of Play: Balls thrown out of play (into dead territory) shall be declared dead and no subsequent play may be made on any base runner. Umpires shall award runners in progress the base they were advancing toward plus one base. Runners not in progress shall be awarded just the next base. Umpires and managers should clarify dead territory areas before the game.

Standings: After each game the home team will update the schedule in Sports Engine with the score for their game and mark who won. These standings do not count towards the playoffs and are just a fun way to keep track of the season and add a little competition to the division.

Playoffs: Seeding for the playoffs will be done at random by the AA player agent. The playoffs will be a single elimination tournament.

***All other rules are as found in the little league rule book**