

Chehalis Little League

2016 AA League Special Ground Rules

1. These are attached to the Chehalis Little League ground rules and incorporate all parts of those rules not in conflict with these special rules, which apply to AA League.
2. There is a five-run per inning rule. This means no team can score more than five runs in any inning except the 5th. There is no continuation. Five runs are all that are counted regardless of how many runs are scored on continuation of the play in which the fifth run is scored.
3. Games are scheduled for five innings. On school nights, no inning may start after 8 p.m. On non-school nights, a 10 p.m. curfew applies. On nights when two games are scheduled on the same field, no inning may start after one hour and 45 minutes.
4. Games tied at the end of any time limit or five innings will be entered as ties in the standings. Home team will record final scores in the concession stand.
5. On school nights, or games facing time limits due to another game being scheduled or the 10 p.m. curfew, AA League managers should discuss with the umpire the likelihood that an inning prior to the scheduled last inning will be the last inning that can be played that night. If umpire agrees that an earlier inning than the fifth will be the last inning played in the game, it is declared an open inning (no five-run rule). If this inning does end earlier than the time limit, no further inning will be played. Managers and umpires should be very certain before declaring an open inning, so as not to artificially shorten the game.
6. Pitchers are subject to the pitch count rules in regulation VI of the Official Regulations and Playing Rules for Little League Baseball. ***Please read and understand this rule.*** Each manager will be responsible to appoint an adult to keep a pitch count. The manager will record the pitch count on the designated league form located in the clubhouse at the end of each game. Violation of the pitch count rules will result in game forfeiture.
7. A player shall pitch to each batter from the standard pitching mound distance at the start of each at-bat. If the count reaches 4 balls, an adult from the offensive team will complete the pitching for the at-bat. The adult shall pitch overhand from the standard pitching mound distance. Strikes from the player's pitches will continue to count. The adult shall be allowed to pitch a maximum of 6 pitches, at which time the batter will be declared out if the ball is not put in play, regardless of whether the last pitch is a ball or strike. The exception is if the last pitch is an uncaught foul ball, in which case additional pitches will be allowed until the last pitch is not an uncaught foul ball.
8. AA League will use 10 players – four in the outfield. All four outfielders must be positioned in the outfield grass and in fair territory.
9. All players present are in the batting order. No rules for defensive substitutions, but all players must play at least six defensive outs. The preference would be that no players sit out more than six defensive outs.
10. Eight players must be fielded by 15 minutes after scheduled game time or forfeit.
11. Offensively, adults may coach first and third bases. Another coach will either pitch or, when players are pitching, will umpire from behind the pitcher. One adult must be in the dugout with substitutes.

12. If a 10-run lead exists at the end of four innings, the trailing team may concede the victory and end the game. In the event there is a game scheduled later on the same field for the same day or evening, the trailing team must concede the victory.
13. Players are not allowed to steal bases or advance to the next base due to a wild pitch/passed ball. Runners must remain in contact with a base until the ball is hit.
14. In the event of an overthrow, a runner can advance, at his or her own risk. The maximum advancement is the base the runner is immediately going to plus one base (determined at time throw is released, not at time ball is overthrown). This will apply even if there are multiple overthrows. For example, ground ball to second base is fielded by second baseman, which overthrows first. Runner travels to second base at his own risk. The first baseman retrieves the ball and overthrows first. Runner travels to second base at his own risk. The first baseman retrieves the ball and overthrows second base. The play is dead. The runner must remain at second.
15. Once the ball is in the control of any defensive player in the infield, runners may not leave a base if their forward progress had stopped. For example, runner stops at second base. Left fielder brings the ball into the infield, stops and throws over the pitcher's head. Runner cannot advance. If, however, runner had not stopped, he can continue until his advance is stopped, subject to overthrow rule above.
16. A batter can strike out while the coach is pitching, but cannot walk. A player hit by a coach-pitched ball will not be awarded a base, but will be awarded a base when hit by a ball pitched by a player.
17. When the adult pitches, the defensive player in the pitcher's position cannot be in front of the pitching rubber. He or she can be positioned within six feet to the right or left of the adult pitcher or up to five feet behind the pitching rubber.
18. Bunting in never allowed at any time during a game. Full swings must be taken.
19. Infield fly rule will not be called.