



Del Mar Little League AA Rules of Play

OVERVIEW of DIVISION

DMLL Double AA is an instructional league for ages 9-10, wherein competition is introduced in the form of pre-season followed by regular season games, and then tournament play at the end of the season for all teams. The philosophy of Double AA is player development, through teaching the fundamentals of baseball, both in a practice and game environments. Managers are encouraged to develop each player's fundamentals throughout the season.

The following is a summary of the significant rules and procedures for the Del Mar Little League AA Division. As a general rule, the AA Division plays according to the '*Official Regulations and Playing Rules for All Divisions of Little League Baseball*' also referred to as the 'Green Book' unless specified within this DMLL Rules handout. There are a select number of exceptions to the official rules as adopted by the DMLL Board of Directors, which are noted below. Please be aware of these exceptions before stepping on the field. Please keep these rules with you during each game so as to avoid any confusion.

RULES of PLAY

Batting:

- **Each batter starts with a baseball count (0-1).** Also, to encourage swinging the bat, the Umpires will have a liberal strike zone. We want to minimize walks.
- Each player that shows up for a game is in the line up each inning for hitting purposes.
- An "at bat" for a team is three outs.
- **There is no "on-deck batter" position.** Players should come from the bench to the plate after an out and may practice swing once they get to the plate.
- No player shall have a bat in his or her hands while on the bench or in the dugout. A Coach shall be in charge of handing the players their bats.
- There is a 5 run mercy rule per inning. *If a play results in more than 5 runs in an inning (e.g. a 2 run homerun is scored after 4 runs are already in) it will be played to completion but only 5 runs will be scored and recorded for the inning.*
- There is a five run mercy rule per team per inning, except for the last inning. Visitor and Home teams have no mercy rule the last inning of play.
- An Umpire will call balls and strikes. Therefore, there are both strikeouts and walks. The call by the Umpire is to be considered final and cannot be contested. Again, keep in mind that we are instructing the Umpires to have a liberal strike zone in an effort to get the kids to swing the bat.
- Bunting is not allowed.
- A helmet must be worn at all times a player is at bat, on the bases, or assisting as a base coach.
- The infield fly rule will not be enforced.
- A dropped third strike results in an out.
- If a player bats out of turn it will result in that player being called out.
- Unintentional bat throwing is unacceptable (one warning, then it will be treated as



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intentional).

- Intentional throwing of Bat or Helmet or Glove will result in immediate ejection from game (no warnings - encourage good sportsmanship)

Base Running:

- Base runners must stay in contact with the base until the **ball crosses home plate**.
- Stealing is allowed: Only one stolen base per at bat for each player. If a player steals he can no longer advance that inning via a passed ball, overthrow, or another steal. A player upon reaching base safely after a steal is frozen and can only advance via a hit, subsequent walk by a batter, or hit by pitch. We want to encourage catchers and pitchers to start learning the art of keeping players from advancing without them having to worry about extra bases in the process. Also, the runner cannot advance on an overthrow trying to throw the runner out during a steal attempt.
- A player may not advance when the pitcher has control of the ball. The pitcher has control when he has the ball and his foot on any part of the mound.
- Stealing of home is never allowed in Double AA period under any circumstances.
- A runner should avoid contact if there is a play at the base to which he is running. An out will be assessed if the runner fails to avoid contact. Head first sliding is NOT allowed. A player may dive back head first to a base from a standing position (e.g. base is overrun)

Game Duration:

- A normal game will end after six innings or two hours, whichever occurs first. On Saturdays, strict adherence to the time limit of two hours is required so that all games may be completed as scheduled. The sixth inning may not start after 1:50 game time.
- The two-hour time limit only applies when there is another DMLL game scheduled immediately after the game in question. Extra innings are permitted to break ties, time and light permitting. All games must start on time!
- Only the Umpire will decide if the game will be called prior to 6 innings due to weather or light.
- Ties or games that have been cancelled due to rain will be made up within two weeks if possible. Care will be given so that teams will not have to play back-to-back games if possible.

FIELD SETUP

Home Team:

- The home team is responsible for prepping the field prior to the game. Prepping the field includes, dragging the infield, watering down the infield if necessary, lining the field and putting out the bases.
- The home team will occupy the first base dugout.
- The home team supplies at least three game balls.
- The home team will keep the official scorebook. The home team Manager is



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responsible for inputting the official score and pitch count upon being prompted to do so by an e-mail that is sent out by the league. This must be done within 24 hours after the completion of the game.

- *The home team will designate an official pitch count recorder who is responsible for maintaining the official pitch counts for all pitchers form is located on the Del Mar Little League Web Site.*

Visiting Team:

- The visiting team will be responsible for the field breakdown after the completion of the game. Field breakdown includes, dragging and watering down the infield, repairing the batters' box, cleaning up trash and putting all equipment away (if final game of day).
- The visiting team will occupy the third base dugout.
- The visiting team should supply at least two game balls as backup.
- The visiting team will keep a scorebook for itself.
- The visiting team will keep a pitch count for all pitchers.

TEAM ROSTERS AND PLAY REQUIREMENTS

Roster size and Replacements:

- A team shall consist of 12 players.
- A team reduced to less than 10 players will need to add a player if there is one available. Players considered will be any players on the Waitlist that are at least 9 years old, or any 9 year olds that were placed in Machine Pitch and are waiting for a spot in Double AA.
- Any player who tried out for Minors may be brought up to the Triple AAA level as the need arises at any time during the season.
- A player may refuse to move up to Double AA or Triple AAA if the parents of the player do not want the player to move up.

Defensive Field Makeup:

- Teams will field 10 (regular baseball positions plus extra outfielder). The outfielders shall be positioned on the outfield grass to prevent them from interfering with the infield positions and plays in the infield.
If a team does not have 9 players that Manager has the discretion to 1) either be subject to a possible forfeit pending Board review and take a player(s) from the other team and play as a scrimmage or 2) play with 8 and play a game that counts for standings. If there are 7 or fewer players no game may take place and the team is subject to possible forfeit subject pending Board Review.
- An outfielder may not be positioned to create a rover immediately behind 2nd base.
- The catcher must wear full protective gear including chest protector, with neck collar, throat guard, shin guards and helmet. Any Male player playing the catcher's position absolutely MUST be wearing a protective cup (NO EXCEPTIONS). A neck guard must also be attached to the helmet.



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- ADULTS MAY NOT WARM UP PITCHERS PERIOD!!! Please designate a warm up catcher, who must be wearing a cup, facemask and helmet.

Substitutions & Rotation of Players:

- Every player shall play the infield a minimum of two innings during a six-inning game.
- No player sits on the bench more than one inning in a row. All players shall sit out one inning before a player sits out a second.
- A Manager may substitute freely. A defensive fielder must complete an inning to qualify as having played that position during a game.

Pitching:

- A manager must remove the pitcher when said pitcher reaches the following pitch count limits:
 - No pitcher will pitch more than 2 innings per game (Six Outs) or 35 pitches, whichever occurs first.
 - If a pitcher reaches the limit of 35 pitches while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base.
 - That batter is put out.
- During league pre-season and regular season games pitchers must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days and one game of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days and one game of rest must be observed.
 - If a player pitches 41 - 50 pitches in a day, two (2) calendar days and one game of rest must be observed.
 - If a player pitches 36 - 40 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
- During the division playoffs (League Championship Tournament and Division Championship Series) pitchers must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.



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- A player may not pitch in more than one game in a day.
- There are no illegal pitches or balks in Double AA.
- A pitcher once removed from the pitcher's position may NOT pitch again in the same game.
- A pitcher who delivers 40 or less pitches in a game can play the position of catcher for the remainder of that day.
- No curveballs. A curveball is defined as rotation of the arm or wrist.

GENERAL and ADMINISTRATIVE RULES

Equipment:

- The league will provide batting helmets, bats and balls for each game. Report damaged or missing equipment to the Double AA Coordinator as soon as possible.
- Each player should be in team jersey, cap and long pants (no shorts) for games. Cleats are recommended, no metal cleats are allowed. Jerseys must be tucked in.

Safety:

- Prior to start of a game, the home team Manager must confirm the DMLL First Aid Kit provided by the DMLL is present and accessible. Each manager will be supplied with a first aid kit and ice packs. There should be extra items available on site at each field location. These items must be with the team at every practice and game. If additional kits or ice packs are needed, contact the Safety Coordinator/Equipment Manager.
- Only LL approved bats, 2 ¼" inch in diameter and having a Bat Performance Factor (BPF) of 1.15 or less are allowed per LL International 2010 Rules. Big Barrel Bats are NOT allowed.
- No player is allowed to pick up a bat without wearing a helmet.
- There is no "on-deck batter" position. Players should come from the bench to the plate, after the play has stopped. If desired, they may practice swing the bat on the way to the plate.
- All offensive players out of the dugout and on the field of play must wear a helmet. The helmet must be worn until the player is behind the fence and back in the dugout. This includes warm-ups.
- All equipment (bats, helmets, bags, etc.) must be confined within the dugout and may not be stored along the fences within the field of play.
- Managers must carry medical releases for all players at all times.
- The Umpire will strictly enforce safety rules. Only the team Manager may interact with the Umpire. Managers and coaches must strictly enforce all additional safety rules as defined by Little League International and Del Mar Little League. Contact league Safety Officer for full information.
- Players may not leave the dugout or the field of play during the game. The only exception is to use the restroom or in the event of an injury.
- Parents or visitors are not allowed in the dugout.



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Games:

- There will be one manager and two coaches in the dugout, maximum during games. Coaches are allowed at first and third bases. The Coaches must remain in the dugout unless coaching a base.
- There will be no more than one manager and three coaches allowed on the field for pre-game warm-ups.
- ONLY the Manager may interact with the Umpire.
- The Manager or a Coach may visit with the pitcher and include the catcher in the visit. The Manager may confer with any other players. A third visit to a pitcher in the same inning will result in a change in pitchers.

Rules Enforcement:

The Umpire will be responsible for all on field rule enforcement. Managers will be responsible for all dugout rule enforcement. Register all normal complaints and problems in writing to the Double AA Coordinator.

Umpires:

- All teams must have a designated Volunteer Team Umpire prior to the first game of the year.
- In the event DMLL does not schedule an Umpire for one of your games, or if the scheduled Umpire has not arrived by game time, the designated Volunteer Team Umpires will be used.
 - The home team Volunteer Team Umpire will umpire the first three innings and the visiting team Volunteer Team Umpire the last three innings.
 - In the event a team's Volunteer Team Umpire is not at the game, the Manager will be responsible to act as his team's Umpire.
- Volunteer Team Umpires will stand behind the pitchers mound.
- All calls by an Umpire will stand as called. There will be no protests.
- In the event an Umpire must leave prior to the completion of 6 innings, the Managers will confer and select a mutually agreed upon Volunteer Team Umpire and continue the game. If the game is tied after 6 innings, and the Umpire must leave, the Managers have the option of selecting a Volunteer Team Umpire as above, **if within the time limit.**

Behavior:

The league will not tolerate any unsportsmanlike behavior by managers, coaches, players, or parents. Disciplinary actions will be taken at the discretion of the Board of Directors.

- Call the Division Coordinator, Art Navarro at (619) 247-7800 if you have any problems.

Post Season Tournament:

Every team makes the post-season tournament. The seeding of the teams will be based on the official standings posted on the DMLL web site.



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In the event of a tie between two or more teams, the ties shall be broken to determine tournament seeding using the following tiebreakers, in order:

- A. Head-to-head regular season record.
- B. Regular season intra-league record.
- C. Regular season runs-allowed.
- D. Regular season runs-scored.
- E. Coin flip or random draw.