

Spring '12 AA Division PLAYING RULES

Chino Hills Little League

Division AA Local Rules

Revised 01/20/12

The 2012 Little League Baseball Official Rule Book shall be used as the official rules guidelines. Some rules have been modified to meet the needs of our local league. Final interpretation of any rule(s) shall be the responsibility of the Chino Hills Board of Directors:

1. A Little League Level 5 baseball shall be used during games.
2. A maximum of ten (10) defensive players may be placed on the field with a regulation 6 player infield and a 4 player outfield.
3. Each team is responsible for supplying one (1) game ball at each game.
4. No official standings or score will be kept during the regular season.
5. Managers are expected to rotate infielders and outfielders every inning. No player shall sit out defensively over consecutive innings.
6. Players **must** play 2 of the first 3 innings of every game.
7. The offense is retired when three (3) outs have been recorded **or** nine (9) players have batted in an inning.
8. In the event all batters are used in an inning, the inning concludes when the defense puts the late batter out or when a defensive player has possession of the ball at home plate; no tag of any player at home plate is required on this play.
9. The batting order shall consist of all rostered players.
 - a. The official batting order shall be submitted to the Division Vice President at the start of the season.
 - b. The submitted batting order will remain continuous from game to game (i.e., if the 5th batter makes the last out of the game, the 6th batter will bat first in the following game).
 - c. If an additional batter is added to the roster at a later date, said player shall be added to the bottom of the originally submitted batting order.
10. A player will pitch to the batter until he throws four balls, or the batter gets a hit, or strikes out.
 - a. There shall be no walks.
 - b. Players **must** pitch from the pitching rubber.
 - c. Any batter hit by a ball thrown by a **player-pitcher** shall be given the option of either:
 1. Taking first base **or**
 2. Continuing his/her at bat with the offending pitch counted as a ball for pitch count purposes.
 - i. A pitcher shall be relieved if he hits two (2) batters in one inning or four (4) in a game.
 - d. If a player is hit by a pitch from a **player-pitcher** and continues his/her at bat, the manager or coach of the team at bat will come in and finish pitching to that batter.

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e. After a count of four (4) balls, the manager or coach of the team at bat shall pitch the remaining strike count. A batter that fouls off the last pitch from the coach-pitcher will be entitled to additional pitches until he gets a hit or strikes out swinging.

1. Coaches must pitch from the pitcher's mound rubber.
2. While coaches are pitching, the player-pitcher **shall not** position him/herself in front of the coach who is pitching, but must remain with three (3) feet of the pitching rubber until the ball is hit.
3. Coaches are **not** permitted to toss underhand pitches to their batters.
4. any batter hit by a ball thrown **by a coach-pitcher** shall not be allowed to advance to first base, but an extra pitch by the coach-pitcher to the batter is permitted.

11. PITCH COUNT: During the regular season, the manager must remove the team's pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Little League Age	Max Pitches (per game)	Required Rest 1-20 Pitches	Required Rest 21-35 Pitches	Required Rest 36-50 Pitches
7-8	50	0 days	1 day	2 days

Rest is defined as – cannot pitch calendar days.

a. All players that reach their 9th birthday on or before April, 30 2011 are **strictly prohibited** from pitching.

b. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

c. A player may not pitch in consecutive games unless 50 or less pitches were delivered in the previous game.

d. For games that are separated by a week or more of no scheduled games, the game of rest duration is reset. For example, if a game is played on Saturday, and the pitcher pitches 51+ pitches, and there is a week off for spring break, the following Saturday, the pitcher may pitch again.

e. **A player may not pitch in more than one game in a day. (Players playing in multiple leagues shall not pitch in more than one game in a day) Little League cannot enforce this rule if the second game is another league. If a player(s) pitched in another league's game on the same day prior to pitching in a Little League game the manager must disclose this, league officials will consult with the parents of the player to discuss the safety of the child's arm. The league will encourage the parents to avoid this at**

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all cost. Managers please use good judgment on these types of situations and avoid pitching a player that has already pitched earlier in the day at another league.

f. If a game is called for any reason prior to one completed inning any pitches delivered will **not** be counted. All pitches delivered in the last inning of a game, but the outcome of the game reverts back to the previous inning under rule 4.11d count towards a pitcher's total for that game.

12. Stealing will only be permitted for specified games as outlined below.

- a. FIRST 10 GAMES: There shall be no stealing. Runners may not advance on passed balls or wild pitches.
- b. REMAINING GAMES: It is permitted to steal second and third base **ONLY**. Runners may not advance to an additional base due to overthrows made attempting to put out a base stealer.
- c. The ball must reach the batter before the runner can leave the base.
- d. Runners may not lead off at any time; any runner leaving early shall return to their previous base. If the ball is hit and the runner leaves too soon, reference Little League Playing Rules Section 7.13.
- e. Players may not advance to home plate due to stealing, wild pitches, or passed balls.
- f. Players may not steal when a manager or coach is pitching.

13. Runners can advance one base only on each overthrow. **Exception:** No runners shall advance on overthrows from catcher to pitcher.

14. Bunting is allowed but only when a player pitcher is pitching. No bunting is allowed when a coach is pitching.

15. Managers and coaches are required to stay in the dugout and or designated area. Managers/coaches may coach 1st and 3rd bases on offense.

16. Each team will supply an umpire for the game. Balls and strikes will be called behind the pitcher by the defensive team. The offensive team will be responsible for base umpire duties. The umpire calling balls and strikes will be considered the chief umpire and decisions made by that umpire cannot be challenged.

17. A maximum on two (2) defensive coaches (including a coach acting as the umpire) shall be allowed on the field of play at any time. All other coaches and managers must remain in the vicinity of the dugout.

- a. Live balls hitting a defensive coach will be treated the same as if the ball struck an umpire.

18. The dugout gate must be closed at all times during games.

19. No players may stand in the on-deck circle during the game. All offensive players waiting to bat must remain in their dugout until they are called upon to hit by their manager.

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20. There shall be a drop-dead time limit of 1 hour and 30 minutes **from the start time of the game** or 6 innings. No new inning shall be started more than 1 hour 15 minutes beyond the started game time.

a. Managers are obligated to play for the entire allotted time period and or inning limit and are not permitted to terminate a game prior to the drop dead time for any reason, except for the reasons specified in section 1a, or if otherwise authorized by the Division Vice President or other CHLL board member.

21. No food, gum, sunflower seeds or beverages (other than a sports drink or water) are allowed in the dugout and no food, gum, sunflower seeds or beverages are allowed on the playing field.

22. Dugouts are to be kept clear of cans, glass bottles, food, candy, etc. And must be cleaned after each game.

23. First aid kits must be kept in the dugouts at all times during games and practice.

24. Post-game meetings must be held outside of the dugouts so as to allow the next game to begin on time.

25. Emergency cards/medical release must be present at all team functions. Random audits will be conducted to ensure compliance.

26. All male players are required to wear athletic supporters. All catchers are required to wear a fiber or plastic cup, mask with apple/throat guard, shin guards, and chest protector during games. (Hockey style catcher's masks also require the additional hanging throat guard).

27. Players must be in full uniform to play. The uniform consists of baseball hat, jersey and pants. No jewelry of any kind will be worn during practice or games. Pins on hats are also prohibited. Jersey must be CHLL and be correct color. Player cannot play in another **league's uniform**. Pitchers may not wear batting gloves unless they are completely dark in color and only on their glove hand. If a pitcher's pitching hand is injured they may not pitch if the hand has any kind of medical bandaging or device on it. Exception: Small brown band aids are allowed for blisters or minor scrapes or abrasions. Prescription Glasses are allowed and regular non-metal sunglasses are permitted.

28. All offensive players on the field of play (including player base coaches) are required to wear a batting helmet.

29. All players present for the game will bat in a continuous order with no offensive substitutions allowed. In the case of an injury to a base runner, the last player to be put out can be used as a substitute.

30. **Rainy Day Procedures:** Fields at Community Park cannot be used for practices or games until the City of Chino Hills gives their approval. The field at Los Serranos must have the approval of the League President or his/her designee. The Field Maintenance Officer will provide a report to the President. If

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the Field Maintenance Officer is unavailable, the Safety Officer and then the Umpire in Chief will make a recommendation to the league president. If a team practices and/or plays without approval, the manager may be suspended for one game. LS is closed when Community Park is closed unless you receive approval from the President to use LS. A scheduled game is considered a rainout only if the city has closed the fields. Every attempt will be made to reschedule all rained out games. If an additional date is not identified a future nonconference game between the two teams will become a conference game. If the two teams involved have already played their non-conference game and an additional date cannot be acquired the game will result in a 6-6 tie. In the event one of the teams involved already has two (2) "rainout ties" the league will make an extreme effort to reschedule, to include delaying the start of playoffs if necessary. In all cases a re-scheduled game is not considered optional, failure to play may result in forfeiture. All forfeitures are considered and voted upon by our board of directors. If both teams fail to fill at least 9 players for the make-up game, it could be considered a double forfeit.

Field Conditions Hotline: 909 364-2738

Website address: <http://www.chinohillsll.com>

Composite Bats

The moratorium on composite-barreled baseball bats remains in effect. However, some composite-barreled baseball bats that have been proven in laboratory testing to meet the BPF (Bat Performance Factor) standard throughout the life of the bat, through the Accelerated Break-In (ABI) process, have received waivers. The approved bats can be found at:

<http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>

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SEASON ENDING TOURNAMENT PLAY

1. A season ending tournament will be held at the conclusion of the regular season.
2. Bracket placements will be determined by the Division Vice President.
3. A neutral umpire not affiliated with the teams on the field shall officiate all tournament games.
4. In the absence of an official scorekeeper, both managers shall confirm the score with the umpire at the conclusion of each half-inning. The umpire shall be the final arbiter of the score on the field.
5. A manager or coach ejected from a game by the umpire shall be suspended from attending the following game and may be subject to further sanctions by the Board of Directors.
6. The regular season rules apply to the tournament except as noted below:
 - a. After a count of four (4) balls is reached, the manager or coach of the team at bat shall pitch the remaining strike count from the pitching rubber. A batter that fouls off the last pitch from the coach-pitcher will be entitled to additional pitches until he gets a hit or strikes out. The umpire will continue to call balls and strikes. The batter will be called out by the umpire for taking a third strike from the coach-pitcher.
 - b. The strike zone is defined by the 2011 Little League rules and as judged and enforced at the sole discretion of the umpire. **Managers and coaches shall not question the umpire's calls.**
 - c. There shall be no limitations on the number of bases that can be taken on an overthrow.
 - d. Each teams batting order must consist of all rostered players but can change from game to game. No need to ensure that the batting order remains continuous throughout the tournament.
 - e. The top-half of any new inning shall not start later than 1 hour and 15 minutes after the regularly scheduled start time. The final inning shall be played in its entirety without regard to time, so that both teams receive their at-bats.
 - f.