



BRANHAM HILLS LITTLE LEAGUE  
2012 LOCAL GROUND RULES  
AND REGULATIONS  
DOUBLE A DIVISION (AA)

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program.

Branham Hills considers this division to be non-competitive (a change from the 2008 season in which this division was competitive).

Managers' Rules and Regulations:

1. The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.
  - 1.1 Any player arriving to the field after the lineups have been given to the scorekeepers must be added to the last position of the batting order.

**NOTE:** Any player removed from the game by their parents, is injured or becomes ill during the game will be passed over in the batting order without the penalty of a recorded out. Once removed, the player cannot return to that game.
2. Per Section IV – The Players, Part (i) => Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

**NOTE:** All players not receiving the required minimum playing time shall start the next scheduled game and may not be removed until past and current game time requirements are met. Substitutions will be based on rule 3.03. Failure of Manager to get minimum playing time will be subject to disciplinary actions.
3. Per Section IV - The Players, Part (i), Note 2 => BHLL elects not to impose a penalty on the Manager/Coach if a player does not meet minimum play time in a game shortened by curfew, darkness, inclement weather, etc.
4. The home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.
5. Games will include both Player/Coach Pitch combination and Coach Pitch. The first 3 innings will be Player/Coach Pitch combination and the last 3 innings (as time permits) will be Coach Pitch. During Coach Pitch the batter will be given a total of 6 pitches. With one exception, if the batter fouls off pitch number six, the batter is then awarded another pitch on each foul there after, but no more than 10

total pitches. This rule will be reviewed by the Player Agent and Managers as necessary.

5.1 During Player/Coach Pitch innings there will be no walks. If a batter draws ball 4 off of Player Pitch, instead of a walk being awarded, the offensive coach will pitch to the existing batter with the existing strike count. In other words, strike counts are inherited. **Total of 6 pitches max from the Coach Pitcher, either a strike out or contact will occur.** Then the player pitcher will start pitching to the next batter. When ball 4 occurs, the coach will take over again as the pitcher with an inherited strike count on the hitter and proceed to 6 coach pitches, unless the batter has a 2 strike count from the player pitcher, in this case a max of 3 total pitches from the coach.

**NOTE:** During player pitch, ball 4 is still a live pitch until the ball is returned to the pitcher as a dead ball. At this time, the umpire should call time and invite the coach pitcher to come out to the field.

5.2 Offensive coaches will pitch to their own team. While the coach is pitching, pitching machine rules apply, the child/player at pitcher position must have one foot on the outer circle marked on the field.

5.3 Coaches will pitch from a standing up position, over handed style located by a marked area approximately a few feet in front of the mound about where the mound flattens out. Coaches will use a glove, but all action should go through the child/player occupying the pitching position. The coach will wait behind the 3rd or 1st base coaches box area, nearest your team's dugout in order to keep the game moving swiftly.

5.4 The coach becomes the pitching machine and must stay out of the play unless they need to protect themselves. If a coach interferes with the hit or the hit ball makes contact with the coach inside the circle, it's a dead ball, batter is awarded a single. If a coach interferes with a playable ball, the umpire may make a ruling on the play.

6. During Coach Pitch, the player pitcher must have at least one foot on the pitchers line marked on the field. The pitching line is a three foot line that extends out from the pitchers mound on both sides and is aligned with the pitching rubber.

7. Bunting is only permitted in AA during Player Pitch. No bunting is permitted during Coach Pitch.

8. The coach pitcher must be by an adult (over the age of 18). A ball hitting or touching the coach pitcher will be considered a dead ball. The batter will be awarded a single, and all runners will advance one base. A ball that stops on the grass infield (AAA Field) or in the dirt and not touching the white pitchers circle (Farm Field) is considered playable. The Coach Pitcher may instruct the batter in the batters box only.

8.1.A hit batter by Player Pitch will be awarded a free base. A hit batter by Coach Pitch, the batter has the option of a free base or the option to continue his or her at bat.

8.2.Six pitch maximum from the Coach Pitcher. Except: foul ball counts as one pitch but the batter cannot be called out on a sixth pitch foul ball or a batter with a 2 strike count after player pitch. (see rule 4.1).

9. BHLL modified AA pitching rules supersede what's written in the Rule Book. A maximum of 40 pitches per game and no AA player will pitch in consecutive games regardless of age or the number of pitches thrown in the previous game.
10. No infield fly rule.
11. All balls hit or thrown outside of the fences or projected backstop fence lines (on first and third base lines) will be considered out of play.
12. The home team shall occupy the first base side of the field.
13. Teams may have two (2) adult base coaches.
14. All games will be completed within two and one half hours (2-1/2). The umpire in charge will be responsible for starting the game and the ending of the game as required.

**NOTE:** The end of game time is from the OFFICIAL START TIME. NO play will continue beyond this point. The umpire will determine and communicate the OFFICIAL START TIME to the managers and scorekeepers who will record it in their respective scorebooks. Once the OFFICIAL START TIME is recorded, time limits (End of Game) should be calculated and noted for reference. The OFFICIAL START TIME is the scheduled time of the game unless and only unless the umpire delays the starting time for reasons out of the managers control.

15. Each half inning will be limited to the first of three (3) outs or five (5) runs, whichever comes first. No more than five (5) runs will be counted per half inning even if more than five (5) runs are actually scored.
16. AA Division for the 2011 season is Non-Competitive, although the scoreboard may be operational during games to track the inning, outs, balls and strike, NOT scores - no scores are to be posted. No official standing nor will game scores be recorded.

**NOTE:** The ten (10) run rule from the Little League Rule Book (4.10 E) will not be enforced in this Division.

17. Continuous batting applies. All players on the roster will bat in rotation.
18. Ten (10) players will be on the field defensively at one time. Four (4) outfielders and they must be located a minimum of 10 feet off the infield dirt. (no buck-short)
19. Runners may steal one base at a time, second and third base only. Stealing home is never allowed.
  - 19.1 When stealing, base runners may not continue to advance on an overthrow.
  - 19.2 Stealing is only allowed during kid pitch, not during Coach Pitch.
20. Runner halfway rule will be in effect. Runners need to be half way to the next base when the ball reaches the pitcher. Play is dead when the pitcher receives the ball or with the intent to receive the ball in the area of the infield near the pitching mound or, on the AAA Field for example, anywhere on the infield grass as long as the perceived intent is to stop the runners from advancing. But if the pitcher involves him or herself in the play by covering a base or leaves the infield, at the umpire's discretion, runners may be allowed to advance.

21. Runners on third base can only advance to home by batter hitting the ball in play or a batter being hit by a pitch (player pitch) with bases loaded. When a batter hits a ball in play and the fielder overthrows the intended base, runners may only advance one additional base on the overthrow, at their own risk, beyond the base they would have reached off of the quality of the hit.
22. If a fair ball strikes a tree limb above the outfield fence it will be ruled a home run by the umpires. If a ball strikes a tree limb along the first or third base line it will be ruled a dead ball and advancement of the runners will be the judgment of the umpires.
23. Both teams will be responsible for the prep of field before each game as well as for the clean up of all dugouts and dressing of field after each game.
24. Both Official Team Scorekeepers must occupy the designated scorekeeper area during the game.
25. All Managers/Coaches must wear appropriate attire (no tank tops, open toed footwear, alcohol/tobacco advertisements, etc.).
26. No seeds, peanuts or chewing gum allowed on the playing field or in the dugout. This applies to all participants (players, managers, coaches, umpires, etc.).