

2005 STLL AA League Local Rules

The AA League is an instructional program for 8-year-old players. The league operates under the authority of the South Tonka Little League (STLL) Board and is coordinated by the AA League Director. An emphasis will be placed on learning fundamental baseball skills.

1. Teams

- a. A team shall consist of registered players of league age 8 as of July 31.
- b. Teams will be formed by the league director based on player geographic location, school attended, and player requests. The STLL Board must approve the teams.
- c. Each team shall have a coach and an assistant coach. The coaches are recommended by the league director and approved by the STLL Board.

2. Game Format

- a. Each game will consist of no more than six (6) innings. No inning shall start after 8:00pm, or 90 minutes after the start of the game, whichever is earlier.
- b. A team must field eight (8) players. In the case of less than eight players, the following options may be used to field a full team:
 - i. Recruit players from another STLL AA League team for that game.
 - ii. The opposing team may fill positions in the field for the team lacking players.
 - iii. In no instance shall a player be used that is older than the league age of 8 or that is not registered in the South Tonka Little League.
- c. The home team coach may call a game if the field conditions and weather prohibit playing. The game must be called from the playing field and not at another site. The opposing team's coach should be consulted regarding game cancellation. **Games in progress must be called if lightning is sighted.** The home team should attempt to reschedule unplayed games with the opposing coach at the earliest time available. Make-up games should also be coordinated with the league director.

3. Local Rules

- a. The team designated as the home team shall provide 2 new game balls.
- b. The coach of the team at bat will present the balls to the batters via the pitching machine.
- c. The pitching machine should be set up on the pitching rubber.
- d. A half-inning shall consist of 3 outs or 5 runs.
- e. No official game score shall be kept.
- f. The coach/pitcher shall wait until the batter and defensive team are ready before placing the ball to the pitching machine. The coach/pitcher should remain consistent in their presentation of the "pitch".
- g. All team players will bat in continuous rotation.
- h. If a batter is struck by a pitched ball, the play is dead and no pitch is counted. All runners must remain at the base they last occupied.
- i. There shall be no walks.
- j. The umpire shall only call strikes on swinging misses or foul balls and the batter is called out after three strikes.

- k. Each batter will receive a maximum of seven pitches to put the ball in play. The umpire will call the batter out after the seventh pitch unless the umpire deems that pitch to be unhittable. The umpire shall notify the batter of the seventh pitch.
- l. A dropped ball by the catcher on a missed third strike is a dead ball and play shall stop. The batter is called out and all runners must remain at the base last occupied.
- m. Play shall stop when the ball is returned to an infield position player. Runners may advance to the next base if they are more than half way to the next base by the time the ball reaches the infield player. The player shall then present the ball to the coach/pitcher for the next batter.
- n. Out of play balls are considered "dead" and play shall stop. The runner(s) are awarded one base past the base they were running to at the time the ball went out of play.
- o. Overthrows that remain in fair or foul territory are considered "live" balls and shall be played as such.
- p. The base runner(s) must remain on the base during an at-bat until the ball has crossed home plate or is struck by the batter.
- q. No attempted bunting or stealing is allowed.
- r. No player may play more than 2 innings per game at the same position. All players will have the opportunity to play both infield and outfield positions. If there is a safety issue that prohibits a player from playing a position the issue should be brought up with the league director.
- s. The defensive team should field 6 infielders (pitcher, catcher, 1st base, 2nd base, 3rd base and shortstop) and 4 outfielders. The defensive team pitcher should play near the mound when the batter is up. The defensive team outfielders must play 20 feet behind the infielders. There shall be no more than 10 players on the field during the game.
- t. Base runners must slide on any close play at any base except first. Failure to slide will result in the player being out. Headfirst slides are not permitted unless the player is returning to a base he has previously touched or occupied.
- u. **No on-deck batters are allowed. Coaches are asked to strictly enforce this policy. Do not allow players to handle/swing bats away from the home plate area during games. This includes bench areas, in/around dugouts, or outside the fenced areas of the playing field. NO EXCEPTIONS!**
- v. All batters and base runners are required to wear a helmet with a chin strap and a protective cup or pelvic protector.
- w. Coach/Pitcher interference should be called by the umpire and replayed; however, a batted ball striking the pitching machine is considered live and in play.
- x. A batter who throws a bat or helmet shall be called out.
- y. The 2003 Little League Rulebook shall govern any rule not specified above.

Updated April 11, 2005