

**El Segundo Little League  
2019 Local Playing Rules - "AA" Division - Proposed**

The AA Division plays under a set of modified Little League Baseball Minor Division playing rules. All Little League Baseball Official Regulations and Playing Rules are in effect, unless modified below:

9.03 (d) Assigning Game Coordinator - In cases where a Teen Umpire is designated as the Game Umpire, then the Home Team will be responsible for designating an adult to act as the Game Coordinator.

The Game Coordinator shall:

- Be an approved volunteer of El Segundo Little League with appropriate ESLL paperwork on file.
- Not be a manager or coach of either team in the game
- Be on the field and oversee the conduct of all players, managers, coaches and umpires in the game

**See Below under "Game Coordinator" for more information.**

### **Defensive Playing Rules**

Regulation IV (i) Modification: No player on the team roster will sit out defensively for two (2) innings until every player on the team roster has sat out defensively for one (1) inning. In the case of extra innings a player may only sit a 3rd inning if all others have sat two and so on.

Additional playing requirements under Regulation IV –

- During the first 5 games Pitchers can only pitch up to 6 outs and must be consecutive. Any pitcher who pitches over 50 pitches or 2 innings will be required to rest for 7 calendar days. For the remaining 10 games, normal Little League pitch count rules will apply.
- All players can only play a position a maximum of three (3) innings per game.
- Every player must play in the infield for six (6) defensive outs (playing entire half-inning of a five-run limit will be considered 3 consecutive outs for this rule). Since AA games do not usually go more than 4 innings, mandatory play must be completed within the first 4 innings. In the event the game only goes 3 innings, those boys that missed their 2nd set of 3 outs in the infield will be required to start in the infield the next game.

### **Time Limit & Game Info**

The first round of 5 games will be considered Preseason (will not count). These are the first 5 games for each team (unless games are rained out or cancelled in which case the Preseason would have fewer games; Preseason games will not be made-up). The first two Preseason games will have 3 innings of coach pitch. The final innings will be Kid Pitch with Coach Assist. The remaining Preseason games will consist of all innings Kid Pitch with Coach Assist.

The last 10 games will be considered for standings purposes.

- Games 6 through 10 will continue with 3 innings Kid Pitch with Coach Assist and the remaining innings until game completes will be Kid Pitch. 1 point in standings for a win, 1/2 for a tie.
- The last 5 games of the 15 game season will be solely Kid Pitch with 2 points for a win and 1 point for a tie.

Regulation VII (h) Modification: All regular season games have a one hour 40 minute time limit. No new inning shall commence if the game has already reached this limit. There is a drop-dead of **2 hours** (except during the Playoffs, please see below for those adjustments)

Rule 3.09: Managers or coaches may warm up a pitcher at home plate or in the bullpen or elsewhere at any time.

Rule 4.10(b) Addition: If and when the time limit is reached and the game is still tied after a complete inning, the game will be considered a regulation game and will be recorded as a tie in the standings (except during the Playoffs, please see below).

## **Pitching Rules**

Regulation VIII (d) Election: ESLL elects to utilize Adult pitch for first three innings of a game during first 2 games as well as for coach assist:

- A coach from the offensive team must pitch overhand from the pitcher's mound. Coaches will stand or kneel on the mound anywhere on the dirt circle.
- Maximum number of pitches is five (5) during Coach Pitch and three (3) during Coach Assist, except an at bat cannot end on a foul ball that does not result in a fielded out. Three (3) swings is an out.
- No walks are allowed.
- Pitchers will be removed from the pitching position after four (4) consecutive walks or three (3) batters hit by a pitch any time during the game. Note: a HBP doesn't stop the consecutive walks streak. So, if a pitcher walks 2 kids, hits the 3rd, then walks 2 more, that is considered 4 consecutive.
- During Coach Assist when a child throws ball four, the coach of the offensive team will assume the pitcher role. The batter will have 1 strike on him but cannot walk. There will be a three (3) pitch max still. Strikes will be considered by the umpire. The batter will be out when he has had three pitches from his coach or strike three is called by the umpire.
- An at bat cannot end on a foul ball.

2.00 Definition: A BASE ON BALLS is an award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone during Kid Pitch. We are using four balls.

Rule 4.10(e) Modification – Change to **12-run Mercy Rule**

Rule 5.07 Modification: The side is retired when..., the offensive team scores five (5) runs

Rule 5.07 Option: The LL Board suspends the five-run rule in the last half inning for each team as declared by the umpire. The umpire must declare the last inning prior to the visiting team completing their at-bat. In the event the umpire does not declare an inning to be the last the five (5) run rule remains.

Additional Playing Requirements under Rule 7.00 – The Runner:

- During first 5 games (preseason), there is no base stealing.
- During the regular season, base stealing is allowed as long as the ball goes behind the umpire or outside of the batters box. However, the runner may not advance on any catcher's throw back to the pitcher (no delayed steals or advancement on overthrows).
- A runner on 3rd base may not advance home on a passed ball by the catcher, a wild pitch by the pitcher, or any throw made by the catcher in attempt to throw out a following runner trying to steal.

- If a runner is on 1<sup>st</sup> or 2<sup>nd</sup> and the defense attempts to pick them off by throwing behind the runner they can advance one (1) base on an overthrow.

Rule 7.14 Modification: You must replace a player that is playing catcher next inning if he is on the bases with 2 outs. He should be replaced by the kid that made the last out.

The runner may advance, at their own risk, on any overthrow that remains in play. Any player, at their own risk, can only advance to the base he is going to and the next one on any play at that base (e.g. If there is a runner going to 2nd and 3rd and there is a play at 2nd, then the runner going to 3rd can go home and the runner at 2nd can only go to 3rd at each of their own risk). Regardless, runners may only advance one more base than the first play to prevent the “30 foot home run”. Example, if there is an overthrow at first, the defense is allowed to try to get the runner out at 2nd without penalty as that is as far as the runner can go even if another overthrow occurs there. The runner can’t then run another base. So, all runners can advance to the base they are going to when a play is made and one more maximum.

Rule 5.10 Addition: **The ball is a delayed dead ball when the ball is in control of an infielder in the infield.** Runners cannot advance any further than the base they are going to at the time. If a player then throws to a base, runners cannot advance any further on an overthrow. Example: Runners at 1st and 2nd. Ball hit to outfield, runner at 2nd is going home and the runner at 1st is going to 3rd, an infielder controls the ball and tries to get the runner out at home or 3rd. The runner at 3rd cannot run home on an overthrow due to the delayed dead ball. The idea is to not penalize a relay throw from an infielder.

The runner is awarded only one base on an overthrow to 1st base if the ball goes out of play.

Appendix (Rules being restated as they appear in the LL Rule Book)

## Defensive Playing Rules

Rule 3.03 “Substitution Re-Entry” rule does not apply – There is FREE substitution at all positions, except pitcher. **The pitcher, once removed may not re-enter the game at that position.**

Rule 7.14 Due to all players in the batting order the Special Pinch Runner does not apply.

## Offensive Playing Rules

There will be no bunting allowed. Fake bunting will not be allowed.

During the first three (3) games no player can walk, but a player hit by a pitch is still awarded first base.

## Pitching Rules

All above listed plus the pitch count limitations including rest. 7 and 8 year old’s max 50 pitches. 9 and 10 year olds max 75 pitches. These pitch counts only apply for games 6-15 that are countered for record.

The first 5 games are bound by the preseason pitch counts.

Pitches Days of rest required

>20 = 0 days

>35 = 1 day

>50 = 2 days

>65 = 3 days

Pitch counts only entail the first pitch to the last batter faced in considering days of rest.

Example: A kid throws 23 pitches but 4 to the final batter. His effective pitch count is 20 since the first pitch he threw to the final batter was number 20. This allows a player to finish throwing to a batter. This would not allow him to catch however if he topped 40 pitches. Once a player has thrown **40 pitches he is no longer available to catch** in that game regardless of above scenario.

## Game Coordinator

Per Rule 9.03 (d) the Game Coordinator's duties shall include:

- (2) To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure. If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
- (3) To oversee the conduct of all players, managers, coaches and umpires in the game;
- (4) To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play;
- (5) To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## Single Elimination Playoff

- (1) A single game elimination playoff will be added back to the AA season after the regular season is completed.
- (2) Brackets will be determined by team standings after the regular season.
- (3) Team standings will be determined by the following points formula. First 5 games (pre-season) 0 points; next five games (1 point wins, .5 point ties, 0 point loss); last 5 games (2 point wins, .5 point ties, and 0 point loss)
- (4) Standard single elimination bracket will apply with highest point team being top seed and lowest point team being bottom seed. In case of ties, total runs allowed against will be tiebreaker.
- (5) Higher Seed will be the Home Team.
- (6) The Time Limit will be adjusted for the Playoffs as the 2 hour time limit will be removed. No new innings can be started after 1 hour 40 minutes but any inning that is started must be completed.
- (7) Games cannot end in a Tie and must be played until there is a winner.