

MINORS AA DIVISION RULES

Instruction should be the primary focus of this division. All 46/60 Little League Rules set forth in the Little League Rule Book shall apply unless contradicted by another rule herein. Every coach should put an emphasis on instruction and should ensure that players get equal playing time during the course of a season.

- AA1.** The visiting team gets the field 30 minutes prior to the game. The home team shall get the field 15 minutes prior to the game, regardless of how long the visiting team has been on the field i.e. if the visiting team gets to the field late, they must still vacate the field 15 minutes prior to game time.
- AA2.** The game must start on time and no inning may start after 1 hour and 45 minutes.
- AA3.** The umpire shall call a meeting between managers prior to the start of the game to declare pitching eligibility, ground rules and to inspect field readiness.
- AA4.** Each team shall supply 2 game balls, except during interleague play, the home team will supply all 4 game balls.
- AA5.** Entire roster batting is mandatory.
 - AA5.1.** If a player is injured and needs to be removed from the game, no automatic out shall be recorded for skipping that player in the batting order. The player may not re-enter the game once removed.
 - AA5.2.** If a player needs to leave early, that player must bat at the end of the lineup and the coach must inform the opposing coach prior to the game. No automatic out will be recorded.
 - AA5.3.** If a parent does not inform the coach prior to the game that a player must leave early, the coach will get one pass and no automatic out shall be recorded when that player's spot is skipped in the batting order.
- AA6.** All players must play a minimum of 3 innings in the field.
- AA7.** Teams can field up to 10 players (four outfielders) as long as both teams can field 10 players.

- AA8.** There will be no automatic outs for teams that have less than 9 players.
- AA9. Call Up Players:** calling up players is permitted;
- AA9.1.** if teams are short players for a game, coaches may 'call up' players who are registered and playing in the BPRBA/LBA Rookies League,
 - AA9.2.** call up players cannot be used as pitchers,
 - AA9.3.** call up players must bat last in the batting order,
 - AA9.4.** coaches may only call up players from a lower league in order to get to nine (9) players,
 - AA9.5.** coaches can call up two (2) players if only seven (7) of a team's own players show up,
 - AA9.6.** coaches may not use these players as a 10th player,
 - AA9.7.** a game can start with eight (8) players, but seven (7) of those players must be from your team roster,
 - AA9.8.** a team must forfeit the game if there are less than eight (8) players, or if there are less than seven (7) of a team's own players; the game may proceed as a practice game,
 - AA9.9.** call up players may not be used by a team more than twice in the regular season,
 - AA9.10.** call up players may not be removed from the batting order and must play at least half the game in the field, even if a roster player arrives during the game,
 - AA9.11.** for playoff games, coaches will need the prior approval of the BPRBA/LBA Commissioner and the Minor League Directors if you need to use a player who is not on your roster.
- AA10. Mercy Rule:** the 10 run mercy rule is not in effect;
- AA10.1.** scoring will be limited to 6-runs in each inning, except the last inning which will have no scoring limit,
 - AA10.2.** coaches are discouraged from 'running up' the score at any point during the game, including the first 4 innings,
 - AA10.3.** sportsmanship and the spirit of Rec baseball should guide a coach in the event of a lopsided score; including suspending stealing, not taking pitches, widening batter swinging zones, swinging away and limiting the number of bases taken on hits,
 - AA10.4.** coaches should try to keep the game competitive by pitching kids with less experience,
 - AA10.5.** coaches may agree to end the game after 4 innings if a team is up by 10 or more runs.

AA11. Pitching Rules: are in effect to help parents, players and coaches avoid overuse injuries;

AA11.1. Pitch Smart guidelines are in effect for all players;

AA11.1.1. pitches thrown in non-league games on previous days for other teams must be included in the Pitch Smart calculation when determining a player's availability,

AA11.1.2. rest is calculated per calendar day; time of game does not factor into the rest day calculation,

AA11.1.3. pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.

AA11.2. Innings pitched per game limits are in effect;

AA11.2.1. only one pitcher can pitch 3 consecutive innings per game,

AA11.2.2. other pitchers are limited to 2 consecutive innings per game,

AA11.2.3. throwing a single pitch in an inning counts as pitching an inning.

AA11.2.4. If the game goes into extra innings, if the pitcher from the 6th inning is under his maximum number of pitches, he may pitch the 7th inning (even if he has pitched 2 innings). Only if there are extra innings can a 2nd kid pitch 3 innings. "Waggs Rule"

AA12. Mound Visits: a coach may visit a pitcher 2 times in an inning or a total of 3 times in a game, before having to remove that pitcher; on the 3rd visit in an inning or 4th visit in the game, that pitcher must be removed.

AA13. Balks: Rec baseball is focused on the development of our player, and in that spirit a pitcher can receive 3 warnings during a game in the regular season, and 1 warning during playoff games.

AA14. Intentional Walks: are not permitted.

AA15. Uncaught Third Strike Rule: is not in effect.

AA16. Infield Fly Rule: is not in effect.

AA17. Bunting: is permitted with the exception of slash bunting due to the potential of injury to players in the field;

AA17.1. slash bunting is when a batter shows intent to bunt, then draws his bat back and takes a swing at the pitch,

- AA17.2. if in the umpire's judgment, a batter tries to slash bunt, whether there is contact or not, the ball will be declared dead, and the batter will be called out,
- AA17.3. there will be no warnings given by the umpire for a slash bunting offense,
- AA17.4. a 2nd offense by a team in the same game will result in that player, as well as the team manager, being ejected,
- AA17.5. a batter who shows bunt must either bunt the ball or take the pitch.

AA18. Stealing: is permitted;

- AA18.1. runners can steal 2nd base,
- AA18.2. runners cannot steal 3rd base or Home Plate,
- AA18.3. runners may advance at their own risk in the event of a clean catch, a wild pitch or a passed ball,
- AA18.4. leading is not permitted,
- AA18.5. runners cannot leave 1st base on a steal attempt, or secondary lead from any base, until the pitch has crossed the front of the plate,
- AA18.6. runners cannot advance on an overthrow when an attempt is made to catch the runner stealing 2nd base;
 - AA18.6.1. the spirit of the overthrow rule at this age group at the rec level is to encourage normal "baseball situations" such as covering 2nd base and throwing down on a steal and to have runners engaged in gameplay,
 - AA18.6.2. it is not meant for "trick plays" such as when runners are on 1st and 3rd and the runner on 1st stops between 1st and 2nd base to entice an overthrow so the runner on 3rd base can score; in that situation, it would fall under "stealing 2nd base" so the runner on 3rd base could not advance,
- AA18.7. if a catcher or pitcher attempts to pick off a runner taking a secondary lead after a pitched ball, and overthrows the fielder, i.e. a snap throw from the catcher to first or third base, all runners can advance one base at their own risk,
- AA18.8. if the pitcher a) has the ball and b) is within the "circle" defined by the mound area;
 - AA18.8.1. runners may not advance past the base to which they were headed when the pitcher gained control of the ball within the circle,
 - AA18.8.2. if the pitcher decides to make a play on the runner, the ball is live again, and the runner may continue to proceed at their own risk,

- AA18.9. runners may dive back head first to a base when returning to the base they previously occupied,
- AA18.10. coaches should consider the score of the game and show good sportsmanship when stealing.
- AA19. Advancing Bases on an Overthrow: is permitted;**
- AA19.1. There are no restrictions on the number of bases a baserunner can advance on an overthrow, except where previously noted in the 'Stealing' rules on overthrows;
- AA19.2. A runner advances at their own risk on an overthrow and may be tagged out by the defense during their attempt if it is a live ball;
- AA19.3. An overthrow that results in a dead ball will follow the umpire ruling for advancing bases.
- AA20. On a tag play the runner must slide or avoid contact. Head first slides are not permitted, except when returning to a base which the player had previously occupied. A runner who slides head first into a base they are advancing to is automatically out.**
- AA21. Courtesy Runners: it is optional to courtesy run for the catcher or pitcher if they are a baserunner at any time, irrespective of the number of outs. The last out made in that inning or the previous inning will be the courtesy runner.**
- AA22. A catcher is not required to wear a catcher's mitt.**
- AA23. Any player coaching 1st or 3rd base must wear a batting helmet.**

GENERAL RULES OF DISCIPLINE AND CONDUCT

The following General rules are excerpts from the Little League Rule Book Rule Number

- LL1. 3.14 No equipment shall be left on the field either in fair or foul territory.**
- LL2. 4.05 The offensive team shall station two coaches on the field during its time at bat, one near first base and one near third base. Coaches' shall-**
- be eligible players in the uniform of their team; or adult manager or coach;
 - remain within the coaches' boxes at all times;

- talk to members of their own team only;
 - An offending coach shall be removed from the coaches' box.
- LL3. 4.06 No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere –**
- use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators. The offender shall be removed from the game.
- LL4. 4.07 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.**
- LL5. 4.08 When the occupants of a player's bench show violent disapproval of the umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues – the umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.**
- LL6. 6.02 Stepping out of the batter's box after each pitch is discouraged and could be called by the umpire as a delay of the game.**
- LL7. 9.01 No Player/Manager/Coach shall object to any judgment decision made by the umpire – Ball/Strike/Fair/Foul/Safe/Out etc. However, if there is a rule conflict, the appeal should be made to the umpire who made the call.**

BPRBA LOCAL RULES

- LR1. Any Player/Manager/Coach/Parent who, in the opinion of the Board of Directors, flagrantly violates the above rules (especially 4:06 and 4:08) will be reviewed by a committee appointed by the Board of Directors and issued a Warning. If the same person commits violations subsequent to the Warning, that individual, upon a decision by the Board of Directors, will be banned from participating in all Little League activities.**
- LR2. Appropriate viewing locations would be in the stands provided or behind fences that run from the dugouts down the right or left field foul line.**

- LR3. Clean dugouts after each game.
- LR4. Home team responsible for field readiness and putting away equipment (rakes etc.).
- LR5. Players and coaches are the only people allowed in the dugout. 2 adults and 1 designated scorekeeper. No siblings, parents or friends allowed.
- LR6. Each team should have a team meeting with the parents before the 1st game to discuss discipline and conduct, including spectators.
- LR7. No smoking allowed in dugout/field areas.

BPRBA SAFETY RULES

The rules of Safety which follow are for the benefit of the entire league. They should be enforced as they are in place for the protection of everyone. By following them, the managers' job becomes easier and players will develop good habits. Safety is a matter of ongoing concern for all League volunteers. This requires vigilance and firm discipline applied through positive reinforcement.

- SR1. [USA Stamped Bats](#) are the only bats allowed for practices and games.
- SR2. Be prepared for any emergency in advance of all games and practices. Emergency medical services are available in the Village of Bedford and the Town of Pound Ridge.
- SR3. At the team level it starts with the manager and includes the coaches and parents. It may require a meeting with parents if there is a discipline problem. Certainly, the manager should stress with the players and parents what they expect when it comes to safety. This should include ongoing meetings and discussions with the team.
- SR4. All accidents should be reported to the Division Director and the family should be supplied with a medical claim form. All league members are covered by medical insurance which is excess to the family's personal policy.
- SR5. All equipment must be off the field while a team is at bat. Any area within the fence line is considered the field of play whether fair or foul.

- SR6. No manager, coach or spectator may stand within the field of play, except if occupying a coaches box for the hitting team. The on deck batter is not permitted.**
- SR7. All players, coaches and spectators should be alert for batted and thrown balls and be faced towards the area of play.**
- SR8. As per Little League Rules, the swinging of bats in on deck area (or any area around the dugout) is prohibited in all divisions. Bats should be kept out of the hands of all players except for the hitter. Exceptions may be made during practice or instruction if there is direct supervision of each hitter such as in drills involving soft toss or a batting tee. For practice hitting drills (soft toss, tee, heavy ball) helmets are required for hitter and hitting partner.**
- SR9. Helmets with face masks are recommended by all leagues at practice and games but are not required.**
- SR10. Periodical inspection should be made of the medical supplies located in the storage boxes in dugouts. A medical kit and ice packs should be available there.**
- SR11. Managers are responsible for taking precaution to avoid injury to batters being hit by pitch. Managers should remove pitchers who are excessively wild or who present a danger to the batter. Ultimately it is the umpire's discretion when to mandate that a pitcher be removed for wild pitches / hitting batters. There is no set number.**
- SR12. Injuries during games and practices from thrown and batted balls will be minimized if each player learns that there is “always something to do” during games and practices. Coaches should be sure the rule is followed.**
- SR13. All male players must wear athletic supporters.**
- SR14. Metal cleats are not permitted.**
- SR15. Umpires will suspend play due to inclement weather. Managers should confer with the umpire and no practice or game should take place in a field that may be considered unsafe. Certainly, at the first sign of lightning the field should be cleared and appropriate decisions made.**

- SR16. Player pregame throwing warmups should be on outfield grass, NOT on infield.
- SR17. Catchers should be instructed to wear protective cups.
- SR18. All runners should have an unobstructed path to a base (including home plate). Defensive players are not allowed to block a base. However, an umpire can determine that a defensive player could not have fielded the ball without blocking the pathway of the runner and that contact was unavoidable.

BPRBA EQUIPMENT AND FIELD MAINTENANCE RULES

- EFM1. Each field has an equipment box which contains first aid kits, ice packs, catcher and umpire equipment. The home team manager is responsible for making sure that the field equipment is put away and the equipment box is locked at the end of the game. Please make sure that the equipment boxes/storage closets are locked before leaving the field.
- EFM2. Periodic inspection of dugouts, fences and bleachers should be done to repair hazards that may develop.
- EFM3. Each field will have rakes available to smooth surfaces and fill holes during the season. Regular inspection and repairs should be given by managers and coaches.
- EFM4. Equipment inspection is essential. Broken equipment may be replaced by contacting the league equipment manager.

PLAYOFF BRACKETS AND SEEDING

The Playoff format- divisions, brackets, byes, etc.- shall be agreed at the start of the regular season by the League Commissioners and Division Directors.

The higher seeded team will have Home field advantage. Teams will maintain their seeding throughout the playoffs and will not be re-seeded.

As is the case with typical playoff brackets, the highest seed will play the lowest seed, the next highest seed will play the next lowest seed, etc. In the event of uneven teams, byes will be given to the higher seeded team(s).

Following the regular season conclusion, teams will be seeded using the following method-

PB1. Best Record by Points

PB1.1. Best record will be determined based on a points system for W-L-T; a win receives 3pts, loss 0pts, and a tie 1pt;

PB1.2. Teams will be seeded based on the total points accumulated;

PB1.2.1. Team A is 6-5-1 and has 19pts; Team B is 5-5-2 and has 17pts; Team A is the #1 seed, Team B is the #2 seed;

PB1.3. Teams with the same Best Record by Points will have their seedings determined by the Best Record by Win Pct tiebreaker;

PB2. Best Record by Win Pct (Tiebreaker-1)

PB2.1. Teams that have the same Best Record by Points will have their seeding determined by the Win Pct; Total Wins / Total Games played;

PB2.1.1. Team A is 9-3 and Win Pct of 0.750, Team B is 8-1-3 and Win Pct of 0.667; Team A is the #1 seed, Team B is the #2 seed;

PB2.2. Teams with the same Best Record by Win Pct will have their seedings determined by the Best Head-to-Head tiebreaker;

PB3. Best Head-to-Head Record (Tiebreaker-2)

PB3.1. Teams that have the same Best Record by Win Pct will have their seeding determined by their Head-to-Head record;

PB3.1.1. Team A is 9-3 and 2-1 against Team B, Team B is 9-3 and 1-2 against Team A; Team A is the #1 seed, Team B is the #2 seed;

PB3.2. Teams with the same Head-to-Head record will have their seedings determined by the Lowest Runs Allowed tiebreaker;

PB4. Lowest Runs Allowed (Tiebreaker-3)

PB4.1. Teams that have the same Best Head-to-Head Record will have their seeding determined by the Lowest Runs Allowed for the season stat;

PB4.1.1. Team A is 2-2 against Team B, Team A allowed 53 runs this season. Team B is 2-2 against Team A, Team B allowed 62 this season. Team A is the #1 seed, Team B is the #2 seed;

PB4.2. Teams with the same Lowest Runs Allowed stat will have their seedings determined by a Coin Flip;

PB5. Coin Flip (Tiebreaker-Final)

PB5.1. Teams with the same Lowest Runs Allowed stat will have their seedings determined by a coin flip administered by the League Director.