

Double A Division Rules

Section 1: General

- 1.01: The purpose of this division is developmental. Managers/coaches are encouraged to educate the players during play as long as it does not slow the pace of play.
- 1.02: Regular standings are kept. Managers are expected to provide players with equitable playing time and experience at various positions.

Section 2: Age

- 2.01: The Double AA Division is comprised of a group of youngsters, mainly ages 7-9 in accordance with the current league age requirements. Players need to have played in the single A division, for at least one spring season, along with attaining at least the minimum score for the division at tryouts/evaluations, to be considered. Any exception to the requirements will require BOD approval before being granted.

Section 3: Team Management

- 3.01: Each team is permitted to have one manager, two coaches, and a team parent. No one other than these individuals are permitted on the field or in the dugout during a game.
- 3.02: The Offensive team is permitted to have two adult base coaches and a coach pitcher (machine innings 3-6) as long as one coach remains in the dugout. During play, the dugout gate is to remain closed and no other players are permitted on the field until the next batter is needed.
- 3.03: The Defensive team is permitted to have two coaches stationed in the outfield in foul territory. At no time during play are these coaches permitted to leave the outfield to interfere/influence a player and or umpire in any way. The defensive team is to provide a coach to back up pitches to the catcher, mainly during the first two innings while a player is pitching. The defensive coach behind the plate, is not to instruct, in any way, the defense.

Section 4: Playing requirements

- 4.01: A player shall spend no more than one consecutive inning and a maximum of two innings on the bench. Exceptions will be due to injury, illness, special needs or disciplinary.

Section 5: Time Limits

- 5.01: Official time is when umpire starts the game. The home book will record the start time given by the plate umpire.
- 5.02: On the weekdays, no new inning should start after 1 hour and 50 min into a regulation game. If a new inning is started before the 1 hour and 50 min cutoff, that inning must end by the 8:30 PM. If a game is tied and goes into extra innings, the game is suspended at 2 hours and 30 minutes. Weekend games will have a time limit of 3 hours. The team leading after time has been called, will be considered the winner, as long as a complete game has been recorded. If the game has not been decided (still a tie), by the curfew time, the game will be rescheduled and play will resume where the game left off, according to the home team's book.
- 5.03: Innings 1-5 will have a 4 run limit. Inning 6 will be limited to as many runs as can be scored, by batting through equal lineups or 3 outs occur.
- 5.04: Every effort should be made to start game on time. Late arriving players, managers and coaches are not valid excuses. Late umpires, weather and field conditions will be considered valid excuses.

Section 7: Pitching Rules

- 7.01: A pitcher may not pitch in more than 1 inning of a game, whether they face one or many batters. A pitcher may not pitch in more than one consecutive game. A minimum of 2 players will pitch for each team, per game.
- 7.02: A pitcher must be replaced if they hit 3 batters during the inning or they walk 4 batters in a row.
- 7.03: Remaining innings (machine pitch), pitching machine should be placed at a distance, no closer than 38ft from home plate. The pitching machine, should be set at the following pitch settings: Power/Release/Throw 6, 4, 4.
- 7.04: The coach pitcher, is not allowed to coach, assist or encourage the base runners in any way, while the ball is in play. Once the ball is dead, he may provide instruction.
- 7.05: The defensive player (pitcher) must keep one foot in the clay area of the pitching mound and behind the pitching machine while the ball is being delivered.

Section 8: Overthrow Rules

- 8.01: Runners are not allowed to advance to the next base if they are less than half way when the defensive team has control of the ball.
- 8.02: Control of the ball means the defensive player has returned the ball to the pitcher, inside the pitching circle and the pitcher is no longer engaged in the play.
- 8.03: Awarding the runner the next base or not, is a judgment call and judgment calls cannot be challenged.
- 8.04: One base on an overthrow to first base unless a defensive player tries to make a play on the runner.
- 8.05: Overthrows at any other base other than first, as long as the ball stays in play, runners may advance additional bases until the defensive team has control of the ball.

Section 8: Overthrow Rules - Continued

8.06: No advancement on passed balls.

8.07: No base stealing. A runner must not leave the base, until the pitched ball has crossed the plate.

Section 9: Outfield Players

9.01: 3 outfielders will be utilized on defense. All outfielders must be positioned in the outfield grass, utilized as outfielders, not additional infielders.

Section 10: Batting Requirements

10.01: The complete roster will bat for each game. Late arriving players get added to the end of the batting order. There will be no offensive substitutes or courtesy runners. A runner can only be replaced in cases of injury, illness or special needs. The replacement player must be the offensive player that made the last out.

10.02: Machine pitch innings will have a maximum of five (5) pitches unless last pitch is fouled off. Three (3) swings at bat is an out. There are no walks and batter does not get awarded first base if hit by machine pitch.

10.03: Bunting will be permitted.