

# Capitol Hill Little League

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## AA Division Rules



### **Sportsmanship Rules**

All players, coaches, and parents will learn and follow principles of good sportsmanship, which include respecting umpires, teammates, coaches, the fields, and especially players and coaches on the opposing team.

1. All players and coaches from opposing teams will shake hands after each game.
2. Each team is responsible for cleaning up their bench areas after the game. The home team is responsible for field preparation prior to games and providing game balls for the game. The visiting team is responsible for field clean up, including raking the field and returning equipment to the shed and locking up.
3. Players and coaches will encourage teammates.
4. Players, coaches, and parents will recognize good play by the opposing team and, in all instances, refrain from shouting at, taunting, attempting to distract (e.g., the catcher may not speak to an opposing batter), or making disparaging comments (such as “no batter”) directed at players on the opposing team.
5. Players, coaches, and parents are not to sit behind the backstop because doing so distracts the players, especially the pitcher.
6. At no time will any player, coach, or parent curse or use abusive language.
7. Penalties are enforced solely by the umpires. (Any reference to “umpire” included in this document refers to the individual(s) responsible for enforcing penalties at a given divisional level.)
8. Players, coaches, and parents are not to question the umpire’s call of balls and strikes, fair and foul, or safe and out.
9. Players will not argue with an umpire. A coach who has a question about an umpire’s call may ask for time and in a calm and respectful tone ask the umpire to explain the call. At no time is a coach to raise his or her voice and argue. If a coach believes that an umpire has improperly interpreted the rules, the coach has the right to continue to play a game under protest and/or report the matter to the Division Commissioner.
10. The display or consumption of tobacco or alcoholic beverages in any form is strictly prohibited on the playing field, benches, dugouts, or bleachers.
11. Per Little League regulations, the actions of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league board of directors. When a manager, coach, or player is ejected from a game, they shall take no further part in that game. A manager or coach ejected from a game must leave the field immediately and may not sit in the stands. A player ejected from a game may not be recalled,

may not take any further part in the game (e.g., warming up the catcher, serving as a base coach), and must remain supervised until released to his/her parent or guardian (or other responsible adult). Any manager, coach, or player ejected from a game is suspended for his/her team's next physically played game and may not be in attendance at the game. Please see the CHLL Code of Conduct for additional information.

Sportsmanship Rules Note: In Little League programs, if the player will not cause a disturbance for the remainder of the game, it is acceptable, and advisable, to leave him/her in the dugout for the remainder of the game.

## **Safety Rules**

1. All players shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
2. There is no on-deck batter. Only at-bat batters may have a bat in their hands.
3. Batters and base runners must wear helmets.
4. Catchers and defensive players will not block a base, home plate, or the base line without possession of the ball. This is considered an obstruction. The obstructed runner is safe and a dead ball is called.
5. Male catchers are required to wear a protective cup.
6. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. EXCEPTION: Jewelry that alerts medical personnel to a specific condition may be worn.
7. Players and umpires may not wear casts during the game. Persons wearing casts, including managers and coaches, must remain in the dugout during the game.
8. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permitted.
9. The home team is responsible for having the first aid kit in a dugout during the game.
10. Throwing the bat is an automatic out. It is at the umpire's discretion on whether a bat has been thrown. Warnings should be given to players who show this tendency, but if the umpire determines that the player has thrown the bat, the player should be called out without a warning.
11. A base runner must never purposefully remove his/her helmet while on the field without first calling a timeout. The penalty is that the player is out.
12. There is no headfirst sliding into any base unless the player is returning to a base.
13. All injuries where a player is unable to return to a game or practice or must seek outside medical assistance must be reported by the team manager/coach to the Safety Officer and the CHLL President within 48 hours of the incident. An incident form must also be completed and submitted to the Safety Officer.

## **General Game Rules & Format**

- The Playing Rules are governed by the most recent Little League Baseball Rulebook, including updates, as modified and interpreted by the CHLL House Rules below.
- The coach operating the pitching machine serves as the umpire when his/her team is at bat. The coach may defer to either the coach behind home plate or a base coach to make a call, if

necessary, but this must occur immediately following the completion of a play. All calls, including fair and foul, safe and out, and any other decision based on rules, are considered final and should not be argued.

- Games are 6 innings long, with a time limit of 2 hours. No new inning can begin after reaching the 1 hour 45 minute mark.
- Standings are not kept and there is no declared winner or loser. Coaches should track runs per inning for the sole reason of ensuring no more than 5 runs are scored per half inning.
- A half inning will end when either the team at bat scores 5 runs or the defensive team makes 3 outs.
- A player may not sit out from the field for more than one inning in a row.. In addition, no player may sit out a second inning until all players who were present at the start of the game have sat out at least one inning. If a player arrives after the start of the game, the player must be inserted into the defensive lineup by the next full inning following his/her arrival and completion of warm ups.
- When a team is on defense, coaches shall NOT to be standing in the field positioning players. The only coach on the field should be the person running the pitching machine.

## **Batting**

- Teams will use a continuous batting order that contains the entire roster of players
- Each batter will receive a maximum of 8 pitches from the machine. If the batter does not put the ball in play after 8 pitches, they are considered out on strikes. No at bat can end on a foul (hit foul or foul tip), so if the 8<sup>th</sup> or subsequent pitch is foul tipped, the batter will receive another pitch.

## **Pitching**

- 46 feet is the distance between home plate and the pitching machine. The pitching machine should be set at 4, 4, 6 on the machine.
- Pitching machines will be used for all pitches, and will be operated by a manager/coach/adult of the team at bat.
- A pitching circle must be drawn in chalk around the pitching machine, and only the operator of the pitching machine is allowed in the pitching circle.
- The player at the pitcher position should be close to the circle as each pitch is made and stand parallel or behind the pitching machine. This is done to ensure the defense plays the pitcher position and doesn't roam too far from the "mound." Only one player shall play the pitcher position at a time (e.g., a team cannot position a player on either side of the circle).
- If the pitcher enters the circle to receive a batted ball, the batter is awarded first base and any other runners advance one base.
- Any ball hit into the pitching circle that comes in contact with any equipment or person (e.g., pitching machine, ball bucket, coach) is immediately called dead. The batter is awarded first base and any other base runners are awarded one base. Any batted ball that is hit through the pitching circle cleanly without touching anything is a live ball.
- A ball in play is considered live until a defensive player attempts to return the ball to the operator of the pitching machine.

## **Defense**

- Teams play with a maximum of 10 fielders, including the catcher position

- A defensive player without the ball may not fake a tag, shout out or otherwise try to trick a base runner to induce an unnecessarily slide or cause them to return to the previous base. This is considered obstruction and, if a play is being made on the obstructed runner, the runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction.
- Catchers and defensive players will not block a base, home plate, or the base line without possession of the ball. This is considered obstruction and the runner will be called safe at that base and a dead ball is called.
- The position of the fielder's body or feet, have absolutely nothing to do with judging whether a ball is fair or foul. The judgment is based solely upon the relationship between the BALL and the LINE at the moment the fielder touches the ball, or at the moment the ball comes to a stop, or on outfield fly balls; the moment it touches the fielder or the ground.
- Defensive players on the field may not switch positions (e.g., center fielder and shortstop switch positions) in response to a particular batter. Defensive players may shift (e.g., players move to their left or right) at any time.
- The infield fly rule is not in effect.

## Base Running

- Play does not stop until a fielder attempts to return the ball to the operator of the pitching machine. Runners may advance until that time at their own risk.
- When the operator of the pitching machine receives the ball (or would have with an accurate throw), runners less than halfway between bases will return to the last base touched.
- There is no stealing or leading off any bases.
- There is no infield fly rule.
- When a fielder has the ball and is waiting to make the tag, the runner has three options:
  1. Slide feet first, OR
  2. Attempt to get around the fielder; OR
  3. Retreat to the previous base.
    - There is no “must-slide” rule. Sliding is only one of the three options for the runner that comes into play when the fielder has the ball and is waiting to make the tag. If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, the runner cannot be called out because of the collision; only if the umpire determines that the runner deliberately or maliciously attempted to contact the fielder, the umpire could eject the runner for unsportsmanlike conduct.
- To avoid delays between innings, teams may use a courtesy runner for their catcher. If the next inning's catcher is on base with 2 outs, the player who made the last out should be used as a substitute runner. This allows the catcher to return to the dugout and put on the catcher's gear on before the end of the inning.
- If any base runner deliberately or maliciously attempts to contact a fielder, the umpire could eject the runner for unsportsmanlike conduct. The ball is dead and any other base runners may not advance to the next base.
- There is no headfirst sliding unless a player is returning to a base. The penalty for inappropriately sliding headfirst is the runner being called out.

- There is no rule against sliding into first base, except that the slide cannot be headfirst unless the player is returning to the base.
- Any base runner touched by a live batted ball has committed interference and is out. The ball is dead. The batter is awarded first base and other runners advance only if forced. However, the runner is not out if s/he is touched by a batted ball after it passes through or by an infielder, except the pitcher. (For example, if a base runner is passing behind an infielder while the fielder is making a play on the ball, but the infielder then misplays the ball and the misplayed ball passes through the infielder's legs or by him/her on either side, and then touches the runner, the runner is not out. This is not interference. The ball is live.)
- Any base runner hit by a thrown ball has not committed interference (i.e., it is a live ball) unless the runner intentionally attempts to make contact with the thrown ball or otherwise hinders or impedes a fielder's opportunity to field or throw the ball.

### **Miscellaneous Rules**

- A batted ball that hits home plate is not a foul ball. For the purposes of a fair/foul determination, home plate is no different from the ground. All of home plate is in fair territory, so if a batted ball touches it, it has merely struck part of fair territory.
- No base coach can physically assist a runner in any way while the ball is alive. Pushing a runner off a base or pulling them back to a base, or helping a runner up off the ground would be considered coaches' interference and result in the base runner being called out.